



The Book of EVE

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The world of EVE is inhabited by five major races: the Amarr, Caldari, Gallente, Jove, and Minmatar. All of these races are of human origin; their ancestors entered this little part of the universe thousands of years ago through a natural wormhole. Though most of the first settlements collapsed when the wormhole suddenly closed, a few survived. Today's races are the descendants of those scattered colonies.

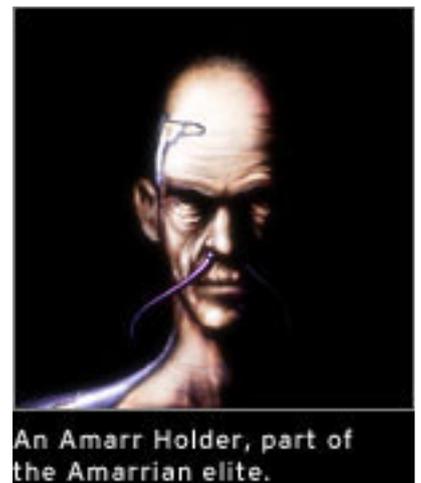


The largest of the empires in the world of EVE, Amarr spans 40% of the inhabited solar systems. The Amarr Emperor is the head of a ritualistic, authoritarian imperial state, and below him are the Five Heirs, the heads of the five royal families from which a new Emperor is chosen. The Emperor's authority is unquestioned and absolute, but the archaic and bureaucratic system of government makes it difficult for him to exert his rule unless directly in person. Otherwise, the Five Heirs rule in his name, dividing the huge empire between them.

The Emperor and the Five Heirs can expect to live for at least 500 years. Extensive cyber-implants keep their frail bodies alive, even when their organs begin to fail. These cyber-enhancements date back many millennia, and have become a symbol of royal divinity in the eyes of the Amarrians.

Always a deeply religious people, religion remains of great importance to every Amarrian, a fervour which at various times has been responsible both for great good and great evil. Shortly after recovering from the closure of EVE, they began to expand their realm at the expense of neighbouring states. The nations they conquered were enslaved, a practice justified by their religion. Ever since, the Amarrians have enslaved every nation and race they have encountered, and today slavery is an essential part of Amarr society. This has, of course, tainted their relations with other races, especially the individualistic Gallenteans.

The Amarrians were the first of the races in EVE to re-discover Warp technology, notably Jump gate technology. After accomplishing this more than 2,000 years ago, they immediately began expanding to nearby solar systems, slowly building up their empire in the process. On the way, they encountered two human races, both of whom suffered the fate of being enslaved by the far more powerful Amarrians.



In recent years, however, the Amarrians have begun to run into serious opposition. First, they met the Gallente Federation. Although much smaller than the Amarr Empire, the Amarrians soon found the economic and military might of the Gallenteans a match for their own.

Soon after, the Jovians arrived on the scene and the Amarrians made a futile attempt to subjugate them, resulting in a humiliating defeat. To make matters worse, the Minmatars, enslaved for centuries by the Amarrians, used the opportunity to rebel against their slave-masters.

Since these fateful events almost two centuries ago, the Amarrians have learned restraint. They have slowed down their expansion and are less forceful in their dealings with other races, but still view themselves as the most powerful race in EVE, if only because of their sheer numbers.

Heirs

The Amarr Heirs are the heads of the five royal families, the highest caste of the Holders apart from the Emperor family itself. Even if the emperor is the head of state his power outside his immediate vicinity is limited. The entrenched bureaucracy and the semi-feudal governing system means that all over the empire there are local lords that enjoy almost complete autonomy most of time. The Heirs are the most powerful of these lords. Each heir family has vast domains spanning dozens of solar systems. The power of the heirs can best be seen in the way each of them shapes their domain to fit his own wishes. The result is that the Amarr Empire is a patchwork of rules and regulations, customs and traditions.

The power of the heir families originates in the changes made during the Moral Reform some 1500 years ago, when the influence of the Apostles was curbed. The Privy Council, the unofficial government of the empire, also dates from this time and all the heirs sit on it. Four of the current heir families are the original families given royal status during the Moral Reform. The fifth is a recent addition after the Khanid family was exiled. The five families are: the Ardishapur family, the Kador family, the Sarum family, the Kor-Azor family and the Tash-Murkon family (the new one). The heads for three of these families are introduced below. The Heir of the Ardishapur family is Yonis Ardishapur, a champion of the faith and avid collector of religious artifacts, some thought to date since before the closure of the EVE gate. The Sarum family has yet to name an Heir to replace Jamyl Sarum; its domains are currently run by its House Chamberlain.

Aritcio Kor-Azor

The last thing that Doriam Kor-Azor did before leaving for the inauguration ceremony was to name his son Aritcio as the new head of the Kor-Azor family, to the dismay of many. Aritcio is a master politician, having just the right mixture of dishonesty, paranoia and charm to ooze his way up the political ladder. Yet for all his slyness and cunning in carving himself a power position at the top Aritcio is totally clueless when it comes to the problems of the common man. His total naivety on the matter stems both from his sheltered life at the top, but more from his total lack of interest in the fate of the masses. Considered by most to be an egotistical, cold-hearted bastard, Aritcio was careful to cultivate the relationship with his father, who refuses to believe anything bad about his cherished son. The citizens of the Kor-Azor, used to the benevolent, fatherly rule of Doriam, are already trembling at the thought of what their new master might get up to. The only thing they can do is hope he doesn't suddenly become interested in fulfilling his civic duty and take an avid interest in the daily life of his subjects.

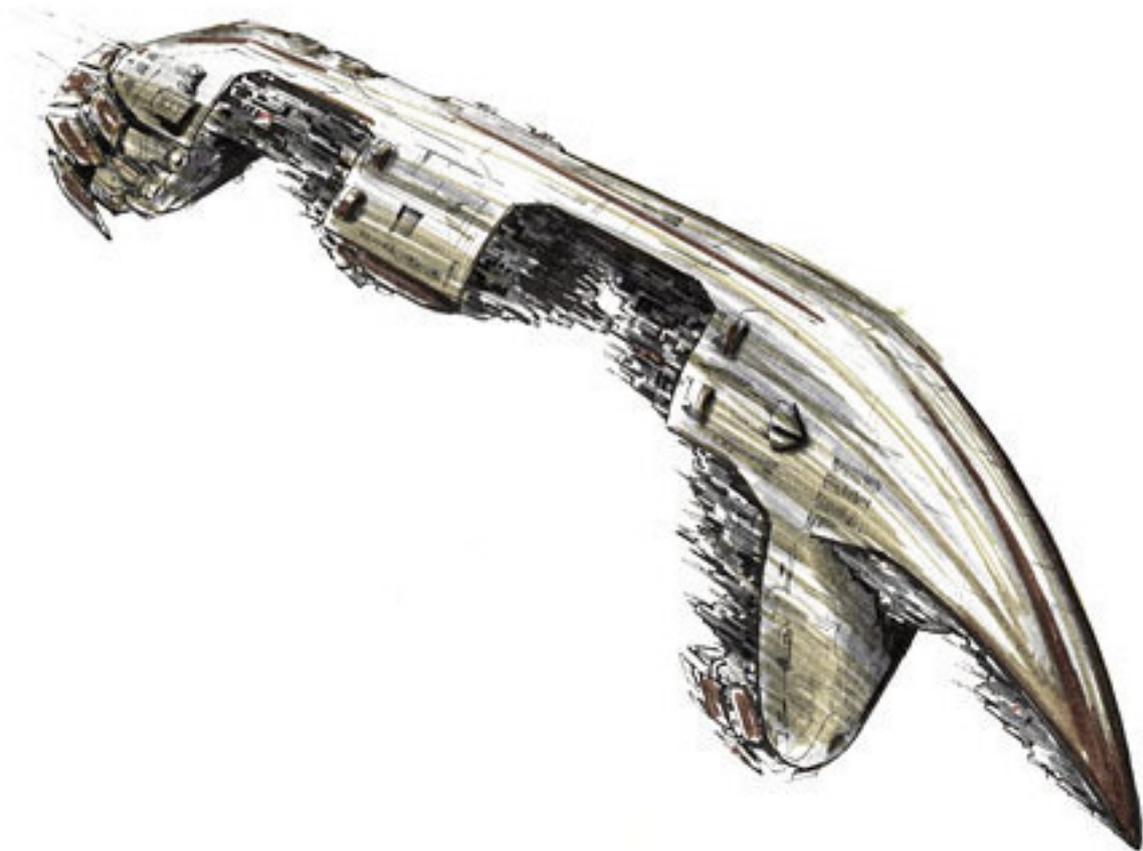


Uriam Kador

Uriam personifies all the traits that the Kadors hold so dearly: his tall, splendidly proportioned body gives him a majestic aura of grandeur, his keen intellect makes him a master of oratory and rhetoric and his refined manners inspire loyalty and respect. Uriam is a true leader of men, but his ambitions lie not in the realm of power and rule, but rather in the realms of the mind. A noted philosopher and poet, Uriam's view on life is very cosmopolitan. Not a true liberal or humanitarian, he is still positively enlightened compared to most of his fellow Holders. He has held various high-level posts within the empire, which have given him a thorough insight into every aspect of Amarrian society. He has already indicated that he will modernize the stale, conditioning education system within his domain, as well as streamlining the entangled, cumbersome trade laws. The only taint on his otherwise excellent career is his not-so-well hidden relationship with a Gallentean woman of high stature. His family hopes that Uriam, with his new responsibilities and duties, breaks these shameful ties with his mystery lover.

Catiz Tash-Murkon

Catiz Tash-Murkon is the youngest child of the late Davit Tash-Murkon. Yet it came as no surprise when he named her as his heir. When she was still in her teens she refused to follow the safe, but boring and restricting path her siblings took in the upper echelons of Holder society. Instead, she headed out on her own as a lone miner. From this humble start so many years ago she has slowly worked herself upwards, establishing a business empire to rival even that of her own father. All this time she has refused aid from her family, determined that what she built would be hers and hers alone. Now that she has inherited her father's vast domains to merge with her own the already formidable economical power of the Tash-Murkons is now stronger than ever. People are already jokingly saying that when Catiz sneezes the whole empire quivers. This is not far from the truth and many now anxiously wait to see how Catiz will wield her power. Few believe that becoming the richest person in the empire suffices to quench her burning ambitions.



Bloodlines



True Amarr

True Amarrians – direct descendants of an ethnic group that conquered all the civilizations of its home world – are proud and supercilious, with a great sense of tradition and ancestry. They are considered arrogant and tyrannical by most others. The Empire's defeat at the hands of the mysterious Jovians, and the Minmatar uprising that followed, left an indelible mark on Amarrian culture. This double failure, a turning point in their history, has shaped an entire generation of policy and philosophy among the imperial elite.

Racial Traits

Amarr males tend to be condescending towards those without faith, and possess an unflinching belief in their own superiority. Although a clear hindrance to conducting international business, it still affords them with fortitude and a great sense of purpose. Capable of bringing unwavering focus to bear on issues, they are outstanding planners, and their composure gives them the perseverance to see their plans to fruition.

Amarr females tend to be class-conscious and formal in their dealings with others. Masters of subterfuge and machination, they forgive little and forget nothing. They are natural matriarchs who are fiercely protective of loved ones and obsessed with preserving the integrity of their family name. For the Amarr female, the family bond

is sacred and unbreakable, persisting across generations.

Ancestry

Religious Reclaimers

Many Amarrians still dream of the glory days of the Empire, when it seemed that no power in the cluster could defy the will of the Empire. They abhor the conciliatory policies of recent regimes, regarding them as weak and counter to everything the Empire has stood for in its magnificent history.

Liberal Holders

Holders, the major landholding class in Amarr society, are generally conservative traditionalists. A few, however, have elected to break ranks with their hidebound and power-hungry peers, instead supporting the modernization of their society's religion and substantial economic reform. Their champion is Catiz Tash-Murkon, the Udorian Royal Heir.

Wealthy Commoners

Some commoners manage to break out of Amarrian society's rigid class divisions and carve out an elevated niche for themselves, usually through trade or other mercantile activities. Though they can never attain political office within the empire, they are free to accrue vast amounts of wealth – along with no small measure of power and influence - through interstellar trade.

Ni-Kunni

With the exception of the Khanid, the Ni-Kunni were assimilated into Amarr society far more easily than the majority of Amarrian conquests. Conquered more than 1000 years ago by the Amarr Empire, only a small minority would still be considered “enslaved” by the rest of New Eden. Their home planet of Mishi IV in the Aridia Region is an inhospitable place, dry and desolate. The Ni-Kunni attribute their innate resilience and strength to the challenge of merely surviving in this harsh environment. Most Ni-Kunnis are tradesmen and artisans - occupations traditionally eschewed by Amarrians, but still a vital part of their society.

Racial Traits

The Ni-Kunni male is sly, cunning and unscrupulous. Because wealth is their only means to scaling the Amarrian social ladder, Ni-Kunni males are often misread as being obsessed with money. But they are not greedy. They are skilled dealmakers, excelling at brokering solutions in which all parties win, and they never hesitate to search out new potential trade partners.

Ni-Kunni females are deceptively engaging individuals. Harboring an innate suspicion of others, they often use their charm to probe people for weaknesses. They are masters of reading intentions and motives while disguising their own emotions, and thus find gainful employ in numerous professions, legal and otherwise. Beneath their measured and delicate manner, Ni-Kunni women are more sly and cunning than their male counterparts.

Ancestry

Free Merchants

The Ni-Kunni, originally a slave race within the Amarr Empire, are today almost fully integrated in society as free people. They have used the Amarrian upper classes' inherent dislike of mercantile work to their advantage, and Ni-Kunni merchants now dominate many sectors of the Empire's economy.

Border Runners

The Amarr Empire imposes strict trading rules with other races, all but encouraging smuggling operations to flourish. The wily Ni-Kunni are experts when it comes to exploiting black market opportunities, and have spent generations perfecting their smuggling methods.

Navy Veterans

A large population of the Ni-Kunni remain impoverished, and many reside in underdeveloped districts. When no economic opportunities are available, one of the few ways for them to escape is to enlist in the Imperial Navy, where they receive the career training and education they need to make a prosperous—if dangerous—life for themselves and their families.

Khanid

Among the oldest of the bloodlines to be assimilated by the Amarr, the Khanid people have endured the political turmoil of their leaders with great dignity and calm. Originally fellow settlers alongside the Amarrians on the planet Athra—known today as Amarr Prime—the Khanids were swept up by the nation of Amarr and the powerful message of their faith during the height of the original Reclaiming. For centuries they were exalted members of Amarr society, until a bitter feud between the Empire and an Amarrian heir representing the Khanid forced an outright secession of the bloodline's majority, and the subsequent creation of the independent Khanid Kingdom. Today, a large Khanid population remains in Amarr, loyal to the faith and royalty of the Empire. Many of them yearn for the day when the two kingdoms reunite. They may not have that much longer to wait.

Racial Traits

Long before the Amarr Empire took to the sky, Khanid males were recognized as the best infantrymen in the Empire. During the Reclaiming, Khanid warriors were at the forefront of the subjugation of the Ealurians, the Ni-Kunni, and the Minmatar. Though physical stature and bravery count for less today than it did then, many Khanid males have fully embraced the warrior tradition.

Modern Khanid society was shaped by the ancient warrior lifestyle of their past. The Khanid female tends to be fiercely independent and resourceful, long accustomed to fending for herself. She backs down from no one, and is very much the mistress of her own destiny.

Ancestry

Cyber Knights

Many of the Khanid want to keep their warriors competitive, but the only way to do so in the modern world is through extensive body enhancements. The advanced knowledge of cyber implants possessed by the Amarrians has proven exceptionally useful in this regard. Some Khanids still aim to excel in physical combat, while the more progressive ones seek to become masters of modern warfare.

Unionists

A number of Khanid were unhappy with the break from the Amarr Empire. While they never resorted to armed resistance, they are pleased by the improving relations with the Empire and hope the two nations will unite once more. They are eager to do whatever is necessary to achieve this, including taking on the common enemies of the Empire and the Kingdom.

Zealots

The Khanid are not generally known to be as devout as the Amarrians, but those who are tend to be fanatics even by Amarrian standards. Religious Khanids are often inducted into zealous cults, generally based on their interpretation of the Scriptures. The Amarrians regard these religious Khanids with suspicious interest; on the one hand the cultists' extremism alarms them, but on the other their religious fervor often results in deep theosophical insights.

State of the Empire, 110.06.11

Huge swaths of the Empire are either shell shocked, grieving for lost loved ones, or largely exuberant as a result of yesterday's world-changing events, all because of the invasion of the Elder Fleet and Jamyl Sarum's triumphant return from death to save the day.

Citizens

The common assumption had always been that the Minmatar "Republic" was simply no match for the Amarr Navy; the Minmatar people were always seen as poor wretches in need of assistance (as well as a useful source of manpower). Following the destruction inflicted by the Elder Fleet, though, people are struggling to come to grips with a world where the Minmatar are, if not military equals, at least worthy of consideration in this regard. Many are grudgingly re-evaluating their feelings about the Minmatar.

Most, though, don't even want to think about what would have happened had the Elders been able to complete their mission unopposed; only Sarum's timely appearance and subsequent annihilation of one third of the invading fleet ensured that that didn't happen. While the circumstances of Sarum's somewhat miraculous return have raised more than a few eyebrows, the majority of the population are happy to take her successes as a sign that God is still on their side, and her strident advocacy of a return to the Reclaiming of old gives a clear message about the relationship between Empire and Republic that most find comfortably familiar. As such, they're generally happy to ignore any niggling doubts and thus to allow her to lead the Empire, provided that the good fortune that's accompanied her return does not suddenly evaporate. They're also very keen on anything which departs from Karsoth's less-than-stellar reign.

Military

The military, as a whole, is even more rattled than the general population, because they know the Minmatar should not have had the strength to do what they did. They're still trying to figure out where the hell all those Minmatar ships came from, and a drastic shakeup in the intelligence gathering arm of its operations seems imminent. With the near-annihilation of the 7th Fleet in the Bleaks and the general failure to hold any kind of defensive line, there's significant internal turmoil.

Sarum not only saved a lot of Amarr lives, but she's also following up on the Sarum family's traditional pro-military stance and, as a corollary, effectively absolving the Navy of blame. Generally, the military is more pragmatic about her than the citizenry. They can see that her return is not entirely in keeping with tradition, but they'd rather have her on the throne than any of the alternatives, and they certainly agree with her professed goals. For the foreseeable future, they are likely to be fervently loyal to her.

Leadership

The Holders and the members of the five Houses have much more diverse opinions on Sarum's return. The great game of Imperial politics is already shifting up a gear, the vicious muddle of Karsoth's reign giving way to a far more expansive and increasingly ideological struggle for dominance. The Chamberlain's allies in particular have either fallen out of view or are shamelessly attempting to realign themselves into a pro-Sarum stance. There are winners and losers everywhere, and Sarum's apparent magnanimity makes many feel they've been let off the leash at last.

The next few years look to be a very active and interesting time for the Empire.

Vertical Slices

The Empire can generally be divided into five blocks of opinion, each shaped by one of the Heirs and most prevalent in that House's home regions.

Ardishapurites

Centered around the Ardishapur systems in "lower" Domain, these people are ardent traditionalists. This element of the Empire is the least happy with Sarum's return, they're only grudgingly accepting of her leadership, and quite unhappy with the circumstances of her return. Due to their strict conservatism, reluctance to trade with other groups, and inefficiently strict treatment of slaves, they're now certain to become one of the least advantaged groups within the Empire.

Kadorites

The most vocally patriotic group, these people are strong advocates for the glory of the Empire. They have no particular uniting ideology beyond this, and no particular qualms or preferences about how to advance this goal—they just want to be on top. They'll follow the strongest leader and jump ship the second they find a better candidate. They're decently well-off, not particularly bothered about their slaves (provided the work gets done), and generally content with their situation in the hierarchical scheme of the Empire.

Kor-Azorites

After Aritcio Kor-Azor's "removal" left it in rather more secure hands, the Kor-Azor region had experienced an unprecedented economic boom. These people were decently well off, and decently happy. In the past, they've approved of the Empire and of tradition and expansion (and "all that stuff"), content to look away so long as their status quo was preserved. But now, they have been thoroughly rattled by the Elder's attack; the Kor-Azor

worlds were the hardest hit by the Elders within Empire borders, and its planets and stations were the scenes of some of the fiercest fighting in Amarr history. These people will readily cling to anyone who can promise that such a calamity will never happen again. Their comparative wealth gives them disproportionate political leverage at all levels and buys them some time to recover from the widespread damage inflicted by the Elders, but their coffers aren't limitless. They're going to need help eventually, and they're not likely to be particular about who or where they get it from.

Sarumites

With their core in the Sarum worlds of "Upper Domain," the Sarumites are aggressive expansionists who want to further the glory of the Empire directly—i.e., by means of conquest and re-education. They're big on the Reclaiming, big on getting more slaves, and big on working tirelessly to educate those slaves in order that they might have a chance at entering paradise. They're not particularly affluent, as Holders go, but as a group they're not particularly materialistic either, so it doesn't much bother them.

They are largely ecstatic at Jamy's return, because many are still loyal to her. Their reading of the Scriptures has always focused on more pragmatic aspects, so her message is more important than worrying about dogmatic details.

Tash-Murkonites

Common in Tash-Murkon but present all over the Empire, these people are the beaten-down and the up-and-coming. Udorians, Ni-Kunni, and Khanid, as well as some freed slaves and even a few disenfranchised True Amarr, they're generally on the lower rungs of the social ladder and, for the most part, keen to work their way up. They work hard and pray hard, and are prepared to use more liberal policies in various areas if it helps them out; still, they are pragmatic enough that they treat liberalism as a tool rather than an ideal. For instance, they usually treat their slaves well because they are so valuable, but they won't hesitate to drive them hard if they need to. They're a little put out by Sarum's effortless return to power, but don't have time to worry about it unless they can see how her position might be of direct benefit to them.



A state built on corporate capitalism, the Caldari State is run by a few mega-corporations which divide the state between them, controlling and ruling every aspect of society. Each corporation is made up of thousands of smaller companies, ranging from industrial companies to law firms. All land and real estate is owned by a company which leases it to the citizens, and government and policing are also handled by independent companies.

Although this gives the corporations dictatorial powers, they are just as bound by Caldari customs and laws as the individual, and the fierce, continual competition between the corporations ensures a healthy, consumer-based social environment, which benefits everyone.

While the Caldari State may not be nearly as big as that of the Gallenteans, let alone the Amarrians, they are still universally feared and admired. Their economy is strong, and their military might parallel to that of the larger empires. Coupled to the fact that they are more unscrupulous than the Gallenteans and more combative than the Amarrians, this makes them in many ways the most meddlesome of all the empires. As most Caldari trade is conducted by individual companies rather than the State itself, this makes it difficult for the other empires to deal with them at a political level. If a company is found guilty of unethical business dealings, it simply disappears into its parent corporation, and before long another one appears to take its place. But if a Caldari company is threatened, the whole corporation and often the whole State backs it up with full force.

Caldari society is steeped in military tradition. As a people, its members had to fight a long and bloody war to gain their independence, and even had to surrender their home planet to their hated enemies, the Gallenteans. It was at this time that the corporations established themselves as the driving force behind creating and maintaining the new Caldari State. Even if the Caldari have not engaged in war for many decades, they still strive to be at the cutting edge of military technology and their vessels, weapons and fighting methods are inferior to none but the enigmatic Jovians.

To curb their aggressive tendencies, the Caldari actively pursue and sponsor a range of sporting activities. Many of these are bloody, gladiatorial-like competitions, while others are more like races. But whatever the sport, the Caldari love betting on the outcome, making gambling a massive industry in the State.

The Caldari State offers its citizens the best and the worst in living conditions. As long as you keep in line, do your job, uphold the laws and so forth, life can be fairly pleasant and productive. But for those who are not cut out for this strict, disciplined regime life quickly becomes intolerable. They lose their respect, family, status, everything, and the only options left to them are suicide or exile. Although not xenophobic as such, the Caldari are very protective of their way of life and tolerate only those foreigners that stick to the rules.



Coporate



The Caldari State stands for corporate capitalism in its purest form. There are eight great Corporations that together own more than 90% of all property within the State. Each of the corporation is made up of thousands of companies of various sizes and various sorts, ranging from simple mining companies to powerful police companies. There is no single, unified government as such, each corporation rules it's territories like their own kingdom with little or nor interference from the other corporations. In higher matters, such as in foreign policy towards the other empires, the Board of Directors, which consists of the CEOs of the eight major corporations, has the highest authority. The Board of Directors also makes sure that the social infrastructure of the State remains intact and settles all major quarrels between the corporations.

The eight major corporations are named: Kaalakiota, Sukuuvestaa, Nugoeihuvi, Ishukone, Wiyrkomi, Hyasyoda, CBD and Lai Dai

Bloodlines



Deteis

The Deteis are regarded as the face of leadership in Caldari society. Commonly possessed of sharp, ordered minds and articulate tongues, they are mostly found in positions of authority within military and political spheres. Driven by the cultural premise that the good of the whole must come before the needs of the individual, they have made the responsibility of upholding the integrity of the entire Caldari State their own.

Racial Traits

Able to quickly assimilate the essential data of any situation, the male Deteis is a strategic thinker, but is also a stickler for rules and regulations. While somewhat vulnerable to bureaucratic formalities, the Deteis male tends to do everything by the book—but does so to impose order and stability wherever he goes.

Female Deteis tend to be composed individuals with a wry sense of humor and a no-nonsense outlook on life. Highly intelligent and ambitious, they are much more receptive to bending the rules than their male counterparts, provided the reason is sufficient justification on behalf of the greater good.

Ancestries

Tube Child

Acutely aware of the small population of the Caldari State versus the sprawling Gallente Federation a generation ago, the Deteis once utilized artificial procreation to increase their population. While this program is no longer sponsored by the State, the Tube Children of today were raised in inhospitable, government-run orphanages. Many are fiercely independent, strong individuals loyal to the Caldari State.

Scientists

The Deteis beautifully combine efficiency with inventiveness, which makes them superb researchers and scientists. Between these talents and their cultural determination, the Caldari State is leading innovator of bleeding-edge technology.

Merchandisers

The Deteis love nothing more than having complete control over their enterprises, especially industrial production. They seek personal mastery of every aspect of the process, all the way from the procurement of raw materials to the manufacturing and marketing of the final good.

Civire

Whether engaged in trade or combat, the Civire are absolute masters of focused aggression. Highly competitive individuals, they thrive under chaotic circumstances and frenetic activity. They are often employed in highly stressful industrial and military professions due to an innate ability to think quickly on their feet and remain composed under pressure.

Racial Traits

Civire males typically follow a strong, inflexible moral code, and often see the world in rigid terms of black and white. Never at ease when idle, they identify themselves through their work and expect others to do the same, often at the cost of personal relationships.

Like their male counterparts, female Civire strive for excellence in the pursuit of all endeavors. Their strict devotion to a moral code makes them highly judgmental of those who fail to live up to the Caldari standard. Renowned disciplinarians, they are also great teachers, and proudly embrace the responsibility of passing the Caldari way on to the next generation.

Ancestries

Dissenters

The cold discipline of Caldari society does not appeal to everyone, nor is everyone happy with the stranglehold that corporate rulers have on everyday life. While not outright rebellious, dissenters nonetheless invest considerable time and effort in trying to change the system from within. The State keeps a close eye on these individuals.

Merces

Many Civire have a deep fascination with the brutality of battle. For these brazen individuals, the promise of steady combat is what drives the eager sale of their own services to the highest bidder. Some even hail from families who have followed the mercenary tradition for generations, albeit within the shadows of society.

Entrepreneurs

Civire are not usually known for business acumen, but when they choose to engage in business affairs they conduct themselves with the same aggression and confidence as they would on the battlefield. To them, business is a battle of wills, to be pursued with focused vigilance and ruthlessness.

Achura

Achura has been part of the Caldari State for three centuries, and yet their culture has always remained something of a mystery. Originally from the Saisio system, they are reclusive and introverted, and show little interest in the ephemeral phenomena of the material world. Intensely spiritual, Achur pilots have only recently taken to the stars, driven in large part by a desire to unlock the secrets of the universe. The Achur homeworld is Saisio III, simply referred to as 'Achura'.

The Celestial Imperative

There are a series of missions that can be accessed through use of the Caldari Graduation Certificate (Signed) that divulge more information on Achur spiritualism. In this story arc the pilot will come in contact with Aviekkö Ta, who requests various tasks be completed relating to an ongoing search for missing relics stolen from 13 Achur temples.

The sacred pieces believed to be from the Rod of the Creator were stolen from under the supervision of the Achur religious order. The Caldari State has pledged enormous resources toward tracking down the thieves. However, the Elder Visionaries of Achura, unsatisfied with the pledge and not trusting of the Caldari government, sought further action.

They devised the Celestial Imperative. Atoa Issa took leave of his prominent position within the Caldari Navy to oversee the search for the perpetrators of the crime, as well as the relics themselves. Together with Seer Chakai Potan, representative of the temples of Achura, he controls the resources the Achur government and the temples have supplied to fund their investigation.

Racial Traits

The Achur male is reserved in manner and a master of disguising his own emotions. Never rash or impulsive, he meditates on every decision of consequence. Compassion is not alien to him, but his tendency to focus on the big picture makes it easy for him to sacrifice short-term gains for long-term benefits.

Female Achur are highly regarded teachers and mentors. Driven by their intense interest in the metaphysical world, they are brilliant scientists and keen observers of the world around them. Yet despite their remarkable intellect, they are humble, patient, and capable of empathizing with anyone.

Ancestries

Inventors

According to Achur beliefs, those who can reach inwards and sense the interconnection between all things are capable of accessing the universal consciousness, returning from it with novel ideas. For the Achur, inventions are almost regarded more for their spiritual implications than scientific significance. Creativity is thus a cherished attribute amongst the Achur, with inventors held in high esteem.'

Monks

'Thousands of monasteries are scattered around the Saisio System, operated by dozens of different monastic order. While each order has its own code of conduct dictating behavior and lifestyle, they all adhere to a fundamental belief: only through an understanding of the universe can the soul be perfected.'

Stargazers

The spritualism of the Achur is not an organized religion, but the Achura nation nonetheless holds seers and visionaries in high esteem. While the Achur refuse to attribute this vision to supernatural ability, they will acknowledge the Stargazer as possessing a profound awareness and understanding of the living universe'



Name:
Kaalakiota

CEO:
Haatakan Oiritsuu

Headquarters:
Soji VI

Chief activity:
Kaalakiota has its fingers everywhere and in everything; they're the closest of the corporation to being a state within the state.

Brief history:

The mighty Kaalakiota humble beginnings date back to the time when the primitive Caldari were being economically exploited by the much more advanced Gallente Federation. The Kaalakiota, or KK as it's often called, dabbled in trade with the Gallenteans, but soon started raking in wealth on real estate and manufactures. The KK was at the forefront of the Caldari opposition against the Gallente Federation, something the corporation used to its great advantage.

Sukuuvestaa



Sukuuvestaa, or SuVee as it is commonly called, is the second largest Caldari megacorporation and is heavily focused on agriculture, mining, real estate, and consumer products. According to estimates from the House of Records, over a third of all Caldari real estate is owned by SuVee or one of its subsidiaries, though most of it is largely uninhabited, used for vast automated farms or hazardous environment mining operations.

SuVee has a reputation as one of the State's most ruthless corporations, seizing smaller rivals and selling off the pieces to ensure its dominance. While this often causes tensions between it and the other megacorporations, even allied ones like Nugoeihuvi and CBD, it has also forced them to think twice about challenging Sukuuvestaa in any market where it has significant influence.

Since resettling in the Achura home system of Saisio after the evacuation of Caldari Prime, the corporation has become the sentimental favorite of the Achura population for both employment and purchasing decisions. Many of the corporation's high level positions are filled by Achura, and images from Achura culture are often used for corporate products. However, corporate philosophy is still dominated by SuVee traditions that date back to its origins on Caldari Prime, not Achura culture.

Peace and Order Unit is the police and security arm of the Sukuuvestaa mega corporation.



Name:
Nugoeihuvi

CEO:
Morimo Yagala

Headquarters:
New Caldari

Chief activity:
Nugoeihuvi is the largest manufacturer and distributor of entertainment products, as evident by its name (Nug-oei-huvi means play-relax-enjoy, the corporation is commonly called NOH).

Brief history:

NOH was originally a conglomerate of small companies that manufactured all kinds of luxury goods, ranging from delicatessens to quality furniture. But once the Caldari had formed their independent empire, they filled the void created when the Gallente entertainment business was cut out. Over the years the entertainment business has slowly become the main activity of NOH. The NOH have many times been accused of having dealings with the underworld, those rumors have never been proved or disproved.



Name:
Ishukone

CEO:
Otro Gariushi

Headquarters:
Yria Prime

Chief activity:
The Ishukone corporation specializes in producing hi-tech equipment, as well as machinery. It possesses the most advanced technology outside Jovian space.

Brief history:

The Ishukone was for a long time the weakest of the corporations. Their main activity at this time was in research, but they never seemed able to benefit greatly from any of their discoveries. Only in the last century or so have they bloomed and are today becoming one of the most powerful corporation in the Caldari State. The Ishukone corporation has always had strong connections with the Jovians, but no one knows how deep those connections reach.

Hyasyoda Corporation



Hyasyoda is one of the oldest Caldari megacorporations, formed shortly after contact with the Gallente. The corporation is conservative and cautious in its business dealings. Hyasyoda focuses on bread-and-butter industries such as agriculture, mining, and consumer products. Its operations are largely contained to the State itself, although it has partnerships with foreign companies to market many of its products in foreign territories.

The corporation is still largely controlled by the Osmon family that founded it, though much of its stock has been sold off over the company's long history. Perhaps as a result of this history, Hyasyoda's corporate culture is just as conservative as its business strategies, with a strong leaning toward old school corporatism and established tradition. The amount of social pressure on Hyasyoda employees to "fit in" is extremely high, even for the Caldari State, where such pressure is part of daily life.

Hyasyoda is also extremely distrustful of the other megacorporations, the exception being Ishukone, their longtime ally; the corporation is also wary of any hint of centralized State authority. As a result, Hyasyoda has been one of the strongest critics of the Caldari Providence Directorate, despite joining it voluntarily shortly before the Caldari Prime invasion, and has led opposition to the Executor in the CEP.

Corporate Police Force is the police and security arm of the Hyasyoda mega corporation.

CBD Corporation



The CBD Corporation is one of the biggest export/importer in Caldari space. The corporation has established trade links far and wide, with huge amount of goods in constant fluxuation.

Spacelane Patrol is the police and security arm of the CBD mega corporation.

Wiyrkomi Corporation



Known and respected throughout the cluster, the Seituoda name has been the driving force behind the Wiyrkomi corporation ever since its inception in the years prior to the Gallente-Caldari War. With a reputation built upon the unimpeachable word of its founder, Tyunaul Seituoda, Wiyrkomi continues to enjoy unique relationships with many of New Eden's most influential corporations. Given the reputation of most megacorporations, Wiyrkomi is regarded by those inside and outside the State as a curious anomaly, though one that is not to be underestimated.

Stoically patriotic, the Seituoda family's love of the Caldari State and its stubborn insistence on the promotion of Caldari ideals above all else has been criticized for limiting the company's ability to expand its market share beyond the manufacturing and industrial sectors. The company has traditionally enjoyed significant success in these two sectors, namely through its multiple energized plating and containment field product lines. The media frenzy surrounding an alleged incestuous relationship spanning at least two generations of the family led to the Seituoda's increasing reclusiveness, and the family jealously protects its privacy. Only Duisla Seituoda, great-grandson of Tyunaul Seituoda, is ever seen in public, leading many of the family's most bitter detractors to label the secular heirs as irrelevant and out of touch.

Other theories about the corporation have even speculated that the Seituoda family is nothing more than an ingenious marketing ploy, devised and orchestrated to maintain the image of honesty and transparency that are the hallmarks of the Seituoda legacy. or that the family no longer exists, if it ever did. Despite the hearsay, the Seituoda brand remains largely untarnished, and the company has publicly stated its intent to reach out to high-end consumers outside of the established capsuleer demographic.

Though largely uninterested in Sleeper technology, Wiyrkomi has in recent years invested significant sums in developing small arms technology, with an apparent eye towards refactoring some of its most popular engine designs for atmospheric flight. Civilian versions of this technology are already being made available to interested parties in limited quantities.

Wiyrkomi Peace Corps is the police and security arm of the Wiyrkomi mega corporation.

Lai Dai Corporation



The Lai Dai Corporation is the primary corporation that makes up the Lai Dai Megacorporation. While the Megacorporation is involved in just about every aspect of business from starships to real estate to entertainment, the core Lai Dai Corporation conducts technology research and development and manufactures the products of its research programs. From its research programs and manufacturing lines, Lai Dai has produced some now common quality products.

Politics

The Lai Dai Corporation is politically part of the Patriot faction. The Patriot faction is lead by Kaalakiota Corporation and also includes Wiyrkomi Corporation. The political faction is chiefly concerned with the Caldari State's status versus the other interstellar empires economically and militarily and embrace their Caldari cultural heritage. As part of its political goal to make the State stronger economically, Lai Dai is the primary supporter of the School of Applied Knowledge.

In the wake of the May/June 110 reforms and liberation (or invasion) of Caldari Prime, the Patriot faction is concerned about the populism of Tibus Heth, but agree with many of the changes he has brought on and the liberation of Caldari Prime, albeit quietly.

Lai Dai's politics are not solely driven by its association with the Patriot faction. Lai Dai is heavily invested in both Amarr and the Khanid corporations. Lai Dai took advantage of the political alliance forged after the ending of the Caldari-Gallente War and invested in the Carthum Conglomerate and later Khanid Innovation, supplying both with an infusion of technological creativity needed to grow and reach their goals. This close relationship with the Amarr and Khanid mean that Lai Dai is unlikely to work against the Amarr in its interactions with the Caldari State as a whole. This some times results with the corporation having a conflict of interest concerning matters of the State and its normal political allies.

State of the Caldari State, 110.06.11

The State is riding high on a wave of jubilation today: It has finally proved its undeniable superiority over the Gallente Federation, and the ancient homeland of Caldari Prime is once again sovereign Caldari territory.

Citizens

Despite the declared holiday, the majority of State workers are already back at work and toiling harder than ever. Heth's exemplary leadership has given new meaning to their individual contributions, and they're eager to ensure that the State does not fail to capitalize upon its recent successes through lack of effort on the part of its people. Productivity is up, morale is up, and there's a new feeling of camaraderie between workers of all stripes. Where before they were working simply to keep their jobs (and to line the pockets of executives), today they are working for the glory of the State.

Most don't expect to understand the political maneuvering they know must occur at the highest levels of the State; while some murmur about the exact mode of Heth's rise to power, the fact that he now appears to be a true Caldari leader is enough for the vast majority of workers. When it comes to the Gallente, they're enthused by the State's demonstration that it truly is militarily, politically, and economically superior to the Federal model, and now that they've claimed their rightful place as the dominant power in this part of the cluster, they're keen to use the opportunity to correct other perceived inequities.

Military

The State militaries (i.e., both the Navy and the paramilitary bodies of the various megacorps) still have a lot of work to do in the wake of yesterday's surgical strike, but on the whole they're comfortable with the situation. Opinion is divided, though, over the merits of pre-emptive strikes in general and of this operation in particular: Some feel that the primary goal should be simply to ensure the defense of the State and that taking major risks to secure non-military targets is foolish; others counter that a demonstration of superiority is often the strongest deterrent, and that the consequences of retaking [Caldari Prime] thus make it a worthy target.

These concerns aside, there's very little dissent over the execution and outcome of the invasion. Even those arguing that it was an ill-advised plan admit to feeling a renewed sense of worth and purpose, and they certainly wouldn't go so far as to criticize the civil administration for doing what it did, at least publicly. The State military defines itself by its professionalism, and every man and woman, from the lowest recruit to the highest-ranking admiral, knows that it is not the military's place to second-guess its political leadership. Thus, their opinion regarding Heth is often that it's not their place to have an opinion at least, not while they're in uniform.

Leadership

Where the rest of the State is uncharacteristically united and calm, the upper levels of the megacorps are still divided and disoriented. Heth's combination of popular support and seemingly limitless financial backing has made him almost unassailable, but his victories have come at the expense of many of the most powerful individuals and cartels in the State. His recent reforms have fragmented the field of play, sending everyone else scrambling to secure political territory. While there are a few executives who wholeheartedly support Heth and his ideals, the majority see him as a threat and a menace to be controlled or removed as soon as the opportunity presents itself. While ideological positions still place many of the big players at odds with one another, shady alliances that would have been inconceivable a year ago are coming into being.

Players at this level, while they may be ideologically motivated, do not survive without the ability to be extremely pragmatic and realistic when required; they know they can't make a move right now, but they know they need to be absolutely ready when an opportunity presents itself. If military conflict provides that opportunity, they're all for it, but right now all it seems to be achieving is to strengthen Heth's position.

Political Groups

For the most part, what passes for political affiliation in the State is achieved at the corporate scale, with the majority of employees being indoctrinated into their corporation's prevailing philosophy. There are exceptions, particularly where employees have transferred between corporations, but these are few and far between. Although each individual corp is also a unique study in and of itself, containing within it many different positions and dogmas, the political mindsets of the Caldari can still roughly be grouped into three main factions.

Practicals

The Sukuvestaa, CBD, and Nugeoihuvu Corporations between them make up the Practical faction, which cares little for limiting concepts like ethics. Generally the most pro-Heth of the three political groups, the Practicals appreciate the new opportunities he's delivered, and while being forced to cede political control to his Providence Directorate is not a slight that they will easily forgive or forget, they're generally prepared to play along with him for as long as his actions remain productive. They're fully aware, though, that this state of affairs won't last forever, and they're quietly assembling plans to ensure that when he is brought down, the Practicals won't find themselves hamstrung by the other corporations. If in the end they have to topple Heth themselves, then that's what they'll do. In the meantime, they're content to beat the war-drums and use the fighting as a cover for their other activities.

Liberals

Comprised of the Hyasoda and Ishukone Corporations, the Liberals find themselves in a severely weakened position following the death of Otro Gariushi and the undermining of CONCORD authority by the Minmatar Elders. Espousing fair treatment for all, both within the State and without, they're somewhat ambivalent about recent events; though disquieted by the sneak attack against the Gallente and the atrocities that surround it, they recognize that it would be unwise to criticize Heth's actions publicly—and though they prefer not to admit it, they too have been invigorated by the State's recent military victories.

Overall, then, the Liberals are ambivalent when it comes to the Heth question. While they disapprove of his methods, many of his stated ideals resonate strongly with the faction. They're waiting to see what happens before deciding which side to come down on, but regardless, they are prepared to take decisive action to prevent their own goals from being subverted.

Patriots

Generally regarded as the most powerful faction, the Patriots are an alliance of Lai Dai, Wiyrkomi, and the mighty Kaalakiota, who between them and their subsidiaries possess capabilities rivaling those of the other two Caldari political factions combined. They are genuinely patriotic and extremely proud.

However, that rather jingoistic pride has been mortally injured by Heth's politically vicious rise. As a result, they generally refuse to admit, even to each other, that many of the things Heth has done are exactly what they themselves have wanted to do all along. While the wounds are still too fresh for them to feel anything but hatred for him, they realize that to defy him openly would harm the State (and their dominant position within it) immeasurably, so for now they play along with him and pretend (as much to themselves as to anyone else) that they're not immensely enjoying giving the Gallente a black eye.

Disassociated

Standing outside the traditional power structures are two distinct groups of Caldari who together make up the "disassociated." The first group is composed of those who've fallen off the bottom rung of the megacorp ladder. While they retain their citizenship, in practice these few people simply fall through the cracks between the megacorps and have essentially disappeared from the system, usually permanently. The second group includes those who've found themselves moving between two or three different corporations—usually upper-middle management transferred between corporations in a giant game of pass-the-personnel—and who have in the process realized quite how thoroughly indoctrinated the average employee is.

Those from the first group tend to take part on some level in the criminal underworld, while those from the second often end up doing very well in non-standard careers or in unlikely places within the corporate structure, united solely by their lack of adherence to any franchised corporate ideology. Their opinions as a result are incredibly diverse, and as long as this discreteness remains the case (and their membership stays as small as it traditionally is), they'll continue to exert little significant pressure on State affairs.



The Gallenteans. Self-righteous, meddling, pompous and tiresome, or virile liberalists and defenders of the free world. Love them or hate them, you simply can't ignore them. Everybody has an opinion on the Gallente Federation, it all depends from which side of the table you view them. For many, it is the Promised Land, where any dream can become a reality. Descendants of Tau Ceti Frenchmen, the Gallenteans remain strong believers in free will and human rights, despite numerous setbacks in their long history.

It has been said that, once you have seen the Crystal Boulevard in Caille you've seen it all. True, the view is spectacular, but if there's one thing you can never see in its entirety, that is the Gallente Federation. You may travel its length and breadth, marvel at the Sunspiral on Troux, climb the Akat Mountains on tropical Intaki or thrill to the Mendre dancers on Sovicou. Wherever you go, you will always see something new and exciting, even when you visit the same place again. Gallente society is in a constant state of flux, vigorous, vibrant and progressive.

Few societies display such stark contrasts. Many of the wealthiest people in the world are Gallenteans, creating a constant demand for luxury goods. At the same time, the ranks of the poor number millions, because while the liberal market-driven economy and individual freedom may allow everybody the chance to advance to the top, they make it just as easy to plummet to the very bottom of the social ladder.

In the world of EVE, the Gallenteans are the kings of entertainment, mass-producing everything from cheap porn-flicks to elaborate stage-shows for an ever-hungry public. They boast the most elaborate luxury space yachts, and the most glittering hotel reservoirs. Anything your mind or body could ever crave, the Gallenteans have plenty of it.

The Gallenteans are not alone in their Federation, whose boundaries are home to pockets of residents, varying in size and representing all the other races of EVE, most of whom left their own empires due to political or ideological differences, or simply in search of peace and prosperity. In addition to these there are two human races, the Intakis and the Mannars, both of whom the Gallenteans found while exploring and expanding their empire. Both were at a very primitive level when the Gallenteans found them, but since coming under the protection and guidance of the Gallenteans, both races have flourished and are today a full-fledged members of the Federation.

The Caldari were initially part of the Federation but deep-seated differences and mutual animosity between them and the Gallenteans drove them out to found their own empire. For a time, the two empires warred against each other, but as neither could gain sufficient advantage to claim victory, peace was settled in the end.



A Senator debates some issues in the Federal Senate.

The three Gallentean governmental branches

The Gallente Federation was founded a little over 300 years ago. At that time the Federation consisted of 17 sectors or districts and four races. A district is a group of solar systems (of various sizes). The number of districts has steadily increased through the ages and now stands at 62. The four races at the Federation's creation were the Gallenteans (by far the largest of the four), the Caldari, the Intakis and the Mannars. The Caldari left a few decades after the Federation's foundation and set up their own empire. The other three remain and have since been bolstered by immigrants from all the races, most notably Minmatars. People of Minmatar ancestry number almost a third of the total population of the Federation.

The core belief of the Federation is that of individuality and individual freedom. But in practice this has created a paradox as the individual freedom to do what you want constantly clashes with the individual freedom from being oppressed by other individuals. Any governmental interference to keep things in check through legislation and policing is naturally perceived as oppression of the rights and freedom of individuals, constantly creating tension. But the Federation and its populace have learned to direct and control this tension, making it in many ways a positive thing. The result is an exceedingly vibrant society, constantly scrutinizing itself and its principles, spurring creativity and ethical notions.

The Legislative Arm

The Federal Senate holds 881 members, with elections held every 5 years. The Senate is responsible for passing new laws and in supervising that the administration and the courts are behaving properly. The most important function of the Senate is in overseeing the taxation and fiscal spending by the government. In addition to the Federal Senate, each district has its own parliament (simply called district parliaments), whose official function is to advise and support the Senate on local issues, but in reality the parliaments wield a great deal of authority over the affairs of their district.

Lobbying plays a big part Gallentean politics. The lobbying factions have become an integral part of the system, affecting and even regulating everything from the elections to what bills are presented before the Senate. The other races point to the entrenched lobbyists as a clear sign of corruption and in the supposed Gallentean democracy, but the Gallenteans themselves regard the lobbyists as a robust system for keeping the Senate in touch with society, comparing their role to that of stock brokers in the trade hall.



The Executive Arm

A president heads the executive arm of the Gallente Federation. The president is elected every 5 years and the same man cannot be re-elected. The intent of this rule is to make the president and his administration focus on running the Federation rather than focus on their own popularity. Nevertheless, because the presidency is so closely linked to the lobbyism factions and thus to the Senate, the Gallente Federation is often a huge spectacle where appearance matters more than efficiency.

The Gallente president is nominally the head of state and the most powerful man in the Federation, but this is not always the case. Some presidents were puppets of political factions acting behind the scenes, but most of them have acted independently, although always within the strict framework set by the lobbyist factions.

For many the president is nothing more than the smiling face of the government; an actor playing the role of the kind, considerate and generous father of the people. This notion is supported by the trappings of the presidency, its fabulous palaces and space shuttles, purposefully aiming to awe and amaze foreign visitors and Gallenteans alike.



The Judicial Arm

The judicial system in the Gallente Federation is ever vigilant in keeping the Federation as wholesome as possible. The system is not known for being fair in their dealings with the Federation's citizens, as it almost seems like there are two different penal systems in use depending on the wealth of the accused. But even if the rich can expect some leniency in sentences imposed by the courts they don't get preferential treatment in the investigation of the crime, meaning that you are just as likely to be caught for a crime whether you're at the top or the bottom of the social ladder. And history shows that the social rejection by their peers is even more efficient in punishing the rich than a few years more or less in prison.

The highest judicial power is the Supreme Court, which consists of 13 judges, appointed for life by the president and approved by the Senate. Beneath the Supreme Court are the District Courts, one for each of the 62 districts.



Bloodlines



Gallente Bloodline

Descendants of ancient settlers on the planet Gallente Prime in the Luminaire System, Gallenteans value freedom and individual liberty above all else. Founders of the only true democracy of New Eden, they have created an ethnically diverse, culturally rich, progressive society that encourages enterprise and initiative in its citizens. While slow to anger and occasionally indecisive, they are also capable of harnessing enormous military and economic resolve when tested—either by the charismatic leadership of a national icon, or by the searing injustice inflicted by a national enemy.

Racial Traits

Gallente males tend to be highly ambitious and inquisitive, though also opinionated. Honesty is the most valued virtue among them, and in their eyes the views of conscientious objectors and altruists earn just as much respect as those of famous leaders or war heroes. Gallentean men are generous in their friendships but also make ardent adversaries. They are widely recognized for their selflessness and valor in times when they sense that the freedom of others is threatened.

Born to work hard and play hard, Gallente females have a zest for life that is often times contagious. Assertive yet kind, their spirit is outgoing and lively. They are the model of self-empowerment, and can be very creative and resourceful. Extremely confident individuals, no profession is beyond their reach.

Ancestries

Activists

Gallente citizens tend to be more politically aware than the citizens of other nations, and many devote their efforts towards one or more of a multitude of causes that suit their ambitions. For such an activist, things might not be perfect, but things will never change for the better unless someone has the courage to fight the good fight.

Miners

While every spacefaring nation relies on mining the rich bounty of space for resources, the Gallente esteem their miners as the key providers that supported the rise of their civilization. Mining is a cultural icon for the Federation, which credits the pioneers of this industry as having selflessly braved the remote dangers of space to help pave the way for exploration and growth. Driven by consumerism and ambitious mega-projects, the Gallente Federation continues to generate heavy demand for minerals, and as a matter of national pride loathes dependence on other nations to acquire them.

Immigrants

No other nation is as welcoming to immigrants as the Gallente Federation. Between the huge demand for labor, the libertarian culture, and social policies of the government, hard-working immigrants of every race, creed, and color can build a dream life in the Federation, the land of opportunity.

Intaki

The Intaki are a major bloodline within the Gallente Federation and one of its four founding members along with the Gallente, the Mannar and the Caldari. Their homeworld is the fifth planet of the Intaki solar system, in the Viriette constellation of the Placid region.

Joining the Federation immediately after its founding, the Intaki remain one of the largest ethnicities of the nation. Exceedingly gifted communicators, the Intaki are today very prominent among the Federal bureaucracy. Though Gallentean culture has permeated their society to some extent, they still cling to their cultural identities and beliefs, most notably their unusual theories regarding the human life cycle—in particular, death and rebirth. These theories give them a unique outlook on life and the living, and many attribute the Intaki's stoic nature to this philosophy.

Because of political turmoil during the first Gallente-Caldari War, a number of Intaki were forced out of the Federation, eventually forming what is now the Intaki Syndicate.

Racial Traits

The Intaki male is methodical and reserved, never outspoken or confrontational. He generally enjoys quiet reflection, and Intaki homes are traditionally places of peace and tranquility. The typical Intaki has absolute control over his emotions and is able to remain calm even under the most trying circumstances.

Like their male counterparts, Intaki females are quiet and contemplative, moving through the world seemingly without making a ripple. Yet their contemplative manner often embraces great beauty through both physical and literary arts. A great number of the universe's most notable contemporary artists are of Intaki heritage, and among them a disproportionately large number are female.

Background

Homeworld

Intaki V is a tropical planet and a place of great natural beauty. In a speech, Vremaja Idama describes it: "Intaki V is a jewel among planets. It is tropical and filled with diverse lifeforms. We have lived and grown on this planet for time beyond measure.

I was born in the town of Asaya, sitting at the base of the Akat mountain range. These mountains mark the southern end of the habitable region of the north pole. My town was hidden from the harsh sunlight in the deep valleys that intersect the mountain range. Intaki V is a very hot world, and both polar regions were once thick with tropical forests. The equatorial oceans are exceedingly hot, and few living things survive around the equator. The rich and varied life of Intaki V has been confined to the polar regions, and in constant struggle for land, food, and shelter from the environment."

In contrast to the beauty of the planet's surface, the Intaki solar system has a 0.1 security status rating from CONCORD. Similarly low security status exists throughout most of the Placid region, with the elevated crime rates that come with it. This has been a source of political contention, especially among capsuleers.

History and Politics

The first contact between the Gallente and the Intaki was made in 22794 AD, 327 years before the founding of the Federation. At the time, the Intaki were technologically pre-industrial but socially and culturally advanced. Within a century, they caught up with the Gallente, mastering space travel to settle other nearby regions and holding positions in the Gallente government.

When the Intaki were negotiating for Federation membership, one of the stipulations of their joining was for a minimal Federal Navy presence in the system. "The original Intaki representatives asked for minimal protection at the founding of the Federation," according to Vremaja Idama. "We have always valued our independence and self-reliance." In the modern era, however, he says that "We have been left to suffer", referring to the lackluster response to the Reschard V disaster and the rampant space piracy that didn't exist when the original deal was made.

Intaki citizens in the Federation comprise the largest portion of the "Doves" voting block. Doves object to military action in all but the most clearly defensive cases, though do not endorse total pacifism and similarly extremist views.

The Gallente-Caldari War

During the breakout of the Gallente-Caldari War, many Intaki sympathized with the Caldari, both openly and not. This was a potentially dangerous position to have with the ultra-nationalist politicians that had taken over the Federation government at the time.

Of the active dissenters, those that were deemed the biggest threat to the Federation were arrested and exiled, forbidden to colonize any planets or moons. A group of these exiles built stations in lawless space and formed The Syndicate in the region that now bears the same name. Dorn en Diabel, governor of the station in Poitot became the de-facto leader and established The Syndicate as a free haven from the empires as well as a hub of black market trade. After his death in a freak accident, governorship of the station bounced between his sons until his daughter, Silphy en Diabel, came in and took over. Because of her ties with V. Salvador Sarpati, the Syndicate is now known to have connections with the Serpentis. [1]

A group of more militant exiles went to the Caldari and joined the Caldari Navy. They were put under the command of the Caldari commander Muryia Mordu and earned a reputation as an elite fighting unit. After the war they were allowed to settle in Waschi City on the planet of Kamokor IV. They remained there until xenophobic sentiment among the Caldari there led to violence and ultimately drove them out. They called on Mordu for assistance and went on to form the mercenary corp Mordu's Legion. [2]

Vremaja Idama, who had been Reborn many times dating back before contact between the Gallente and Intaki and gave history lectures at the University of Caille described the situation of Intaki who remained with the Federation at the time.

"We were afraid of those "in power". (...) (Violence was) Never threatened openly. But when our fellow Federation citizens were bombarded, it was not a huge leap of reasoning to believe that any others expressing rebellious

Doves

attitudes would be similarly dealt with. Whether it was true or not, I don't know. But we were afraid, and so many remained quiet and sought other ways to continue. Some left. Others became politicians."

YC 105 - YC 109

Reschard V

On 2/8 YC 108, a planet-wide explosion struck the planet of Reschard V, destroying the agracultural, mostly-Intaki colony and rendering the planet mostly uninhabitable. The blast was eventually determined by CONCORD and Mordu's Legion investigators to have been caused by the deployment of a Judgement doomsday device from an Avatar-class Titan, which escaped through a cynosaural field accompanied by the activation of several other cynos to cover its tracks. It took rescue convoys from the Sisters of EVE over seven months to reach the planet surface safely, further complicated by pirate attacks on the convoys. CONCORD has never released details on the perpetrator.

(Unofficially, leaked AURORA documents pin the blame for the Reschard V incident on the terrorist group Equilibrium of Mankind. The event was all but abandoned by AURORA after player pirates crashed the rescue convoy.)

Gallente Elections

During the presidential election of YC 108, Intaki voters played a significant role in the re-election of Suro Foiritan. The controversial proposals of Mentas Blaque to segregate immigrant populations into designated districts and his ultranationalist leanings brought voters to the polls in droves, some would say an organized demonstration.

The RISE Incident

The Emphyrean Age - YC 110 to present

In the aftermath of the Caldari attack on Luminaire, most Intaki in the Federation were as appalled as the rest of their fellow citizens at the events. Those that associate with the Doves were equally appalled at calls for unrestrained retaliation and hope that Luminaire can be recovered as peacefully as possible. A fringe element still sympathise with the Caldari cause but so far it has not expressed itself in unrest on the scale of what occurred during the first war a century earlier.

Because of the CONCORD Emergency Militia War Powers Act, most of Placid, including the Intaki system, is part of the active war zone in the current war between the Gallente Federation and the Caldari State. Placid shares a border with the Caldari State at Black Rise.

Having watched in horror the bloodshed of the two temporary war zones, the station administrators of the Intaki Syndicate are having to ask themselves some very difficult questions. While nominally a wholly independent and non-aligned body, the Syndicate has nevertheless always retained strong ties to the Federation. Right now, their residents are feeling immensely sympathetic to the plight of their Federal brothers - particularly fellow Intaki - even to the point of suggesting a more moderate stance towards them. The more far-sighted officials, however, have a feeling that relations will get a lot worse before they get better.

In the third month of YC 111, Federation forces in the Intaki system fell to the State Protectorate, ceding occupancy to the Caldari state. Unrest and violence] broke out in places on the planet, divided between Pro-Federation, Pro-State and Intaki secessionist factions. Active protests mostly abated over the next few weeks, but the general unrest persisted amid worry over the intentions of the Caldari (who did not take control on the ground at the time) and [shortages of high-tech and heavy industry goods]. Panic resumed mid-August upon the announcement that the Caldari Providence Directorate would be auctioning off development rights to the occupied systems, prompting the planetary government [to instate a curfew]. Fear and speculation led to [a tense standoff] in one farming community between police and armed would-be resistance, although the standoff [ended peacefully]. The system was bid on and the auction won by Ishukone Corporation, which unknown to the general public were involved in a deal with an anonymous Gallente or Intaki capsuleer to acquire the system as a form of protective custody (see Blind Auction (Chronicle)). As with all other Caldari-occupied systems, Intaki was barred from voting in the Gallente presidential elections of November, YC 111 triggered by the resignation of Suro Foiritan, a fact which may [have hurt the chances of candidate Celes Agurd] against the eventual winner, Jacob Roden.

Culture

Ida - The Intaki Faith

In a speech given upon his return to Intaki from Bourynes, Vremaja Idama spoke of the Intaki "Way": "We are considered by outsiders to be a quiet, reserved and thoughtful people. The unwritten laws, or customs, of the Intaki give rise to these impressions. We tend to think before we speak, preferring to give a concise statement rather than half formed thoughts. When someone is involved in a task we prefer to let them acknowledge our presence rather than interrupting. We also tend to look at problems in a more holistic way, considering all things connected.

Much of this is crystallised in our philosophy, or as others call it "the Intaki Faith". We simply call it Ida - the literal

translation is "to consider", and is a good description of the Intaki. Some try to belittle us by calling it "the path of least resistance", although that is a good description!

We who follow the Way aim to live a life of moderation, not succumbing to the extremes of self-indulgence or self-denial. Ida is a way of living, we do not have any beliefs in a heaven or hell, and do not take any writing or saying as "truth". Ida is a path, but Intaki are expected to walk it themselves.

One core tenet is that all things are in a cycle. Death leads to rebirth. A solution only leads to more problems. We know that the "soul" or "spirit" is eternal and will be reborn many times to learn new lessons, and once it fully understands the cycle it may finally move on. The Reborn are an important part of this. These were people who had reached a level of understanding that they may choose to be liberated, but choose to remain and teach others. In earlier times there were many tests and rituals to ensure that a soul had indeed been reborn, and through mental discipline and training these Reborn were able to continue their life work over many lifetimes. These rare people were given the title of Idama.

In modern times, with the assistance of technology, the rebirth process has been made more certain. In fact many of the techniques and experiences of the Reborn have assisted the development and perfection of psyche restoration and cloning. But even today the status of Idama is still reserved for those who have been reborn without assistance."

Notable Intakis

The former President of the Gallente Federation, Souro Foiritan is of Intaki ancestry. It was a sudden surge in voting from Intaki and Mannar citizens that secured his victory over Mentas Blaque, whose nationalistic campaign platform included a proposal to segregate communities of non-Gallentian immigrants.

A couple of Idama have made headlines among the capsuleer community in past years:

- * Vremaja Idama is an outspoken advocate of Intaki culture and the improvement of security for the Placid region.

- * Sundari Idama was involved in a drug-trafficking scheme which resulted in a major incident (commonly known as the RISE Incident), in which a Serpenti carrier full of RISE was intercepted and captured by a fleet of capsuleer pilots under the temporary command of Vorada Kuvakei of the Illoren and then impounded by Inspector Xavier of Federation Customs.

Silphy en Diabel is the de-facto leader of the Intaki Syndicate after taking over from her late father and seizing power from her less competent brothers.

Jin-Mei

Original inhabitants of the Lirsautton System, the nation of Jin-Mei is the latest addition to the Federation, voluntarily joining just before the Gallente made contact with the Amarr Empire. The Jin-Mei took to the stars comparatively late, as it took generations for them to transform their rigorous caste system. Before this change, many qualified individuals were excluded from consideration for purely class-based reasons. Despite being at odds with the libertarian culture of the Gallente, the caste system has not been completely eliminated, nor is it likely to be further discouraged by the Federation government due to its cultural implications.

Racial Traits

The Jin-Mei male is generally carefree and good-humored about all things except his class status, which is of critical importance to his personal well being. Favoring security and stability, Jin-Mei men tend to harbor an aversion to change unless it guarantees an advance in social standing.

Jin-Mei females tend to be bigger risk-takers than their male counterparts, especially where it concerns advancing their own social standing. Keenly receptive to changes with cultural ramifications, Jin-Mei females were the largest supporters of lowering the social barriers to spaceflight.

Ancestries

Sang Do Caste

The Sang Do (Ji., "lord") caste is the ruling class in Jin-Mei society. To their credit, they tend to rule with a benevolent and charitable hand, unlike many other societies with a similar caste hierarchy. With inspiring demeanors and insightful natures, they have a distinct talent for winning loyalty from those under their dominion.

Saan Go Caste

The Saan Go (Ji., "standing high") are the "upper-middle class" within the social hierarchy of the Jin-Mei. They are most commonly employed as governmental officials and corporate directors. Resilient and amiable, they are generally well-educated and practical thinkers.

Jing Ko Caste

The Jing Ko (Ji., "good spirit") is composed of both middle and lower classes in Jin-Mei society. While the majority of this caste toils in obscurity, a select few of exceptional talent manage to rise above the masses. These driven, highly disciplined individuals usually attach themselves to a Saan Go or perhaps even a Sang Do patron, a relationship that can pave the way for their continued advancement.

State of the Federation, 110.06.11

The citizens, soldiers, and leaders of the Federation are reeling from yesterday's Caldari assault on Luminaire, trying to come to terms with the invasion and to understand exactly how this makes them feel. There's a lot of confusion and anger bubbling to the surface, along with the determination that this cannot be allowed to happen a second time.

Citizens

The dominant emotion among the citizens of the Federation is confusion. There are a lot of questions to which they want answers – from their leaders, from their military, and from themselves. How did this happen? Why did we not see it coming? How is it that we couldn't stop it? Are we really that soft and weak and defenseless? Who can we trust? What should we do? What should we feel?

Some blame Foiritan personally and some blame the political leadership as a whole, though few truly understand what happened or why. Others lay the responsibility at the feet of the military, trying to ignore their own complicity in the shortage of resources and personnel. Some blame their fellow citizens – particularly those of other races, occupations, or walks of life – often due just as much to older and deeper misgivings than to the current situation. There are a very few who blame themselves.

But all of them curse the Caldari - them and their barbaric leader Heth.

Military

Rumors of Admiral Eturrer's defection and subsequent disappearance have begun to trickle down the ranks. The consensus among those in the know is that he is the vilest of traitors, and solely to blame for yesterday's debacle. Many of the Navy's top personnel have spent years fighting for increased funding and additional recruitment, and the prevailing opinion is that the Federal Navy could have made a credible stand in Luminaire had they not been betrayed. With the horrific actions of Admiral Noir still fresh in memory, there are many who have lost faith in the command leadership entirely.

As a result most are angry and frustrated, itching for a chance to strike back. They recognize the wisdom in Foiritan's surrender but they fume at his weakness. The situation in the Luminaire system has everyone on edge. The military establishment knows full well that the Federation is about three hours and a twitch away from having every planet in its home system rendered permanently uninhabitable. They are also aware of their resulting helplessness against the Titan looming over Caldari Prime, and the feeling greatly intensifies their desire to strike back somewhere else.

Leadership

There's great turmoil in the Federal government. Most of its personnel, much like the general citizenry, have been left in the dark. Only those at the highest levels appreciate the full scope of yesterday's events, and they're frantically trying to predict even the most immediate consequences. The one thing already showing with crystal clarity is that the Federation is extremely scared, and that moreover this fear is likely to change soon, into extraordinary - and very dangerous - anger.

The President, the Senate, and the leaders of the various Federal institutions can see very clearly that they need to be ready for this seismic shift when it happens, and right now that's what everyone's spending every waking hour and no one's getting any sleep trying to anticipate. There's very little time for recrimination or finger-pointing, nor for any but the most basic politics; that will come later, and it will likely be a long and bitter struggle.

Voter Blocs

The habit of dividing the population up into broad blocs of voters is an old one in Gallente political circles, and five groups in particular have risen to distinction.

Hawks

Most prevalent among the Jin-Mei and Mannar populations (though naturally well represented among military personnel across the Federation), this is the ever-present fraction of those who advocate a militaristic stance. Maintaining this position requires an uncommon mindset the largest group among the hawks are the pureblooded patriots who believe passionately in the greatness of the Federation (and the need to spread its influence as far and wide as possible).

This political leaning often brings together retired generals and entertainment moguls, since the spread of cultural influence is clearly a valuable weapon. In light of yesterday's attacks, the hawks are calling for measured consideration of the situation, with an eye to the subsequent deployment of as much military force as is necessary to push the Caldari back and, following that, undertake a sustainable counter-attack.

Foiritan has never been a friend to the hawks they tend to find much more in common with Blaque but as serious professionals, the party leaders are willing to give him a chance to explain himself... before they call for his head.

Comprised mostly of Intaki and common among artists of all stripes, this group opposes military action in all but the most clearly defensive cases, although they're less averse to spreading Gallente beliefs through "cultural warfare." The recent history of the Gallente has made protesting against military action something of a challenge (there having been very little to protest), but the dove mindset has shown remarkable resilience over the years and still represents a relevant percentage of the population.

This group's popularity may in part be attributed to the considerable effort expended over many years by the movement's proponents to define a consistent and coherent position without lapsing into irrelevant extremism. They are, of course, appalled by the unprovoked Caldari assault, but are equally appalled by calls among their fellow Gallente for unrestrained retaliation. Most acknowledge the need to reclaim Luminaire, although with the caveat that any action should be managed as peacefully as possible. At the same time, fringe members of this group actually sympathize with the Caldari position rather more than is politically fashionable at the moment.

The doves have always accorded well with Foiritan although they've never fully trusted him, and while they're ready to forgive him for the losses sustained, they want to hear what he has to say first.

Vultures

One of the more predictable blocs, made up of military contractors and financial despots; Jin-Mei and ethnic Gallenteans; and others from all walks of life, right down to individual shop workers. This group will pounce on any opportunity to turn current events to their own advantage, usually without considering the true ramifications or the cost to others. If there's money to be made or power to be gained through a particular course of action, they'll lean hard on anyone they can pressure until they get their way. Unsurprisingly, they're by far the most effective lobbying community in the Federation.

For most of the vultures, the prospect of a full-blown war is the most exciting thing that's happened in the last fifty years, and they're already figuring out exactly what needs to be done to extract maximum returns from the situation. This is the group that is pushing hardest for the most extreme options; indeed, some are advocating simply piling the entire Navy into Luminaire and damn the consequences. They'll support whoever looks to be most useful to them at any particular moment in time if Foiritan comes through and grows some backbone they're fine with that, but they'll get behind Blaque in a heartbeat if he looks more likely to accommodate their demands.

Magpies

The magpies are easily the largest and most fickle group in Gallente politics. Though comprised of people from just about every profession and walk of life in the Federation, they are united by their short attention spans, a superficial understanding of politics, and the ability to become suffused with theatrical outrage at the drop of a hat. Typically they form a huge mass of fragmented interest groups, dissolving and reforming in a seemingly random manner as old causes become stale and boring and new ones sprout. The strongest force in Gallente politics occurs when a critical mass of these sybarites unite behind a particular cause, at which point support rapidly snowballs and they become nigh-unstoppable. This, thankfully, is a rare occurrence.

This group are still collecting themselves after yesterday's shocks, but the smart money says they'll throw their support behind some kind of counter-attack. The exact form this effort might take is open to speculation, but the retributive mood swing seems inevitable. The political and military leadership knows that these opinions will likely not endure once casualties start to mount but they also know that this group cares not one jot about which leader gets them what they want, so long as they get it.

Ostriches

These are likely the second largest bloc, encompassing a disproportionate number of ethnic Gallente, low-paid workers, and high-flying success stories. They have no real interest in politics or events on the federal stage. They're either happy enough with their lot or too busy to care, but the end result is the same. As many a politician has found out to her considerable cost, however, they cannot simply be ignored a fair number of them vote, if only because they feel they ought to, although typically they just vote for whomever they've actually heard of (or failing that, the one with the most interesting name). Woe betide any would-be leader who actually manages to get their attention by interfering with their lives; a number of aspiring statesmen have destroyed a rival merely by insinuating to the right people that the rival is planning to reduce worker protections, clamp down on wild parties, or just interfere unnecessarily with peoples' lives.

This group's interest in the war extends only to muttering over headlines or having expansively irrelevant arguments about it, and most individuals in this group couldn't even tell you the current President's name which is likely seen as a good thing by all concerned.



A tough, no-nonsense race, the Minmatars are a determined and independent people. Their home planet of Matar is a natural paradise, although centuries of abuse have taken much from its beauty.

For the Minmatars, the most important thing in life is to be able to take care of yourself on your own, and although kin and family play an important role in their society, they prefer identifying themselves by the clan or tribe to which they belong. A clan can have any number of people in it, and its size is largely dictated by the main activity of its members. Most specialize in one area of activity. While those who live on a planet can focus on agricultural or industrial activity, others who travel around the world of EVE concentrate on trading, pirating, and suchlike.

In the distant past the clans constantly warred against each other. Since then, however, Minmatars have learned that cooperation is more important, and although the clans still try to maintain their regional and ideological identities, they act as a single unit towards other races.

The fortunes of the Minmatars have ebbed and flowed continuously. At one time they had a flourishing empire with a level of mechanical excellence never before or since seen anywhere. Later, however, they had to endure centuries of enslavement, toiling and dying for the benefit of foreign masters. Today most of them have regained their freedom, but the legacy of their enslavement has been the diaspora of the race.

The Minmatars are the most numerous of all the races in the world of EVE, but their vast numbers are divided into many factions. While the Minmatar Republic is the official state, only a quarter of all Minmatars are part of it. The largest proportion, almost a third, are enslaved within the huge Amarr Empire, while a fifth resides within the Gallente Federation, creating a powerful political bloc which keeps relations between the Gallenteans and the Amarrians in a constant state of tension. The remainder, who are not part of any formal organization, live as freemen throughout the world. Many are itinerant labourers, roaming from one system to another in search for work. A fair number make their living on the darker side of the law, acting as pirates, smugglers and peddlers in all kinds of illegal goods, and many of the larger criminal groups in the world of EVE are run by Minmatars.



The Minmatar society is very much based on tribal society. There are seven major tribes or clans, Sebiestor, Krusual, Brutor, Vherokior, Nefantar, Thukker and Starkmanir.

Of the seven clans, four make up the Minmatar Republic, Sebiestor, Krusual, Brutor and Vherokior. The Starkmanir tribe was almost totally destroyed by the Amarrians after a crushed rebellion four centuries ago, only a handful remain as slaves within the Amarr Empire. The Nefantars collaborated with the Amarrians during the latter control of the Minmatars. They were driven out alongside the Amarrians during the Minmatar Rebellion and today make up what's commonly known as the Ammatars. Lastly, the Thukkera are scattered throughout the world of EVE, their tribal bindings are very loose and many of them don't even consider themselves to be a part of a tribe any longer. These people have rejected many of the strongest traditions of the Minmatars, such as the tattooing process.

The large, fertile plains of Matar, home planet of the Minmatars, with endless herds of hoofed animals, proved ideal for a nomadic lifestyle. The fabulous conditions on Matar coupled with more than enough space meant there was less incentive to struggle to keep up the technology level after the closure of the EVE gate. For ages the Minmatars roamed this paradise, slowly divided by time and distance into numerous tribes.

The tribal community was ideally suited for nomads, but remarkably the Minmatars kept their strong tribal ties after urbanization began, even if some of its more strict aspects have declined in recent times, such as the stringent caste system and (for some of the tribes) acreage serfdom for farmers and workers. To this day, Minmatars identify themselves first and foremost through their clan.

The Minmatar tribes evolved their own traditions over time, but limited communications between them ensured a few basic similarities in their social structure. One of these is the pyramid structure of the tribe: each tribe has a number of family clans, which are then further divided into sub-clans based on occupation, geographical location and other traits (this is different between the tribes even if the overall structure is the same). Each of the seven major tribes has a tribal leader; this person serves pretty much the same position as a president or a head of state for the tribes. The authority of the tribe leader is unquestioned within the tribe, but he has little or no power outside his tribe. The clan structure is both one of the main strengths and main weaknesses of the Minmatars. On the one hand the strong tribal bonds have kept the Minmatars pure in their cultural heritage, but on the other hand it makes them politically weak and vulnerable versus the other empires.

Here is a brief description of three of the seven tribes. The Amarrrians gave each tribe a nickname, meant to be derogatory, but which the tribes embraced as being complimentary of their respective talents and uniqueness.



Tribe:
Sebiestor

Nick:
The Sinister

Tribe leader:
Karin Midular

Physical description:

The Sebiestors are of slight build, but are lithe and often graceful. Pale, taut skin and thin frame is the norm and these looks lead many to believe they suffer from constant malnutrition and sickness. The Sebiestors favor simple tattoo forms – straight lines and clean patterns, but flowing, symbolic signs are not unheard of.

Brief history:

The Sebiestor tribe hails from the inhospitable steppes of the Mikramurka continent in the northern arctic region on Matar. The Sebiestors are the most technically inclined of the Minmatar tribes and were at the forefront in the tentative space exploration program the Minmatars were undertaking just before the Amarrrians arrived. Today, most of the Minmatar ships and stations are engineered by Sebiestors.



Tribe:
Brutor

Nick:
The Fierce

Tribe leader:
Wkumi Pol

Physical description:

The Brutors are a swarthy people originating from the island-ridden southern hemisphere of Matar. They are a bit larger and burlier than the other tribes, and as they favor physical prowess over anything else they can be frightening to face in the flesh.

Brief history:

The Brutor tribe and the Starkmanir tribe were once one and the same, living in the vast Eyniletti-plains. Some thousands of years ago one of the sub-clans of this tribe traversed the Mioar-strait and started settling the islands in the Mioar archipelago, moving ever more southwards. In the end, this sub-clan lost contact with their head tribe and the Brutor tribe came into existence. The Amarrrians enslaved the Brutors in droves; due to their physical strength the Brutors were ideal for manual labor. A considerable portion of the tribe is still enslaved within the Amarr Empire.

**Tribe:**

Krusual

Nick:

The Crafty

Tribe leader:

Tenerhaddi Dykon

Physical description:

The Krusuals are tall, with brown skin. They keep their heads shaved at the sides, with only a narrow hairline running from their forehead to the back of their heads. The Krusual tribe uses flowing, often geometric tattoo motifs, seldom cluttered, always orderly and pleasing the eye.

Brief history:

The Krusual tribe initially inhabited the mountainous region of the upper Tronhadar-valley on Matar. The other tribes regarded the Krusuals as the most barbaric of them all, but that stemmed more from a lack of knowledge about the intricate culture of the secluded Krusuals rather than being an actual fact. The Amarrians had real difficulties subduing the Krusuals during their conquest of the Minmatars and the unruly Krusuals in their mountain bases were always a thorn in the Amarr side.

Bloodlines



State of the Tribe, 110.06.11

Sebiestor Tribe

Widely respected as being among the most innovative thinkers of the cluster, the Sebiestor are an ingenious people with a natural fondness for engineering. For the last millennium, they have been pioneering advances in applied sciences despite laboring under chronic material shortages. Sebiestor engineers believe they can build anything, with anything, out of anything. Veritable masters of deriving solutions from impossible circumstances, they are most commonly found working in shipyards, assembly lines, terraforming projects, outpost construction, and aboard starships.

- * Tribe Nick: The Sinister
- * Tribal Leader: Karin Midular

History

The Sebiestor tribe hails from the inhospitable steppes of the Mikramurka continent in the northern arctic region on Matar. The Sebiestors are the most technically inclined of the Minmatar tribes and were at the forefront in the tentative space exploration program the Minmatars were undertaking just before the Amarrians arrived. Today, most of the Minmatar ships and stations are engineered by Sebiestors.

The pragmatists of the Republic, the Sebiestor have greeted recent events with joy: the Minmatar people might finally be turning a corner. They're worried about the implications of open war for the Republic and the unity of the Minmatar, but the revelations concerning the other three tribes give them some hope that things might turn out well. Eager to distance themselves from Midular's "appeasement" foreign policy, they're largely in favor of aggression, but worried about the long-term consequences. They're hoping that the other three tribes can be integrated into the Republic, although they're not universally hopeful, and they're hoping that a well-handled war against the Empire will allow them to shore up the Republic and stabilize its position.

Racial Traits

Sebiestor males are contemplative and curious, charming and passionate. Unable to resist tinkering with any technology they can get their hands on, their inquisitive nature makes them well-suited for other professions besides engineering. Their boundless energy and enthusiasm tends to wear on others, but those who can keep up are often swept into great acts and deeds.

Female Sebiestor are generally kind and intelligent, and like their male counterparts have a natural talent for mathematics. But they have earned a notorious reputation for occasional cruel streaks— perhaps a relic of older, harsher times under Amarrian rule. Highly pragmatic individuals, they take most things in life at face value.

The Sebiestors favor simple tattoo forms – straight lines and clean patterns, but flowing, symbolic signs are not unheard of.

Ancestries

Traders

Many Sebiestor traders live as nomads and travel the cluster in search of quick profit. They rarely settle down to exploit a prosperous trade route, and instead prefer to keep moving in search of the big payoff—the one that will instantly make them rich beyond their wildest dreams.

Rebels

While most Minmatar are content to just build a normal life in the Republic, many cannot forget nor forgive the Amarrians for the countless and ongoing atrocities committed against their brethren. Instead, they have taken up the fight to free every single enslaved Minmatar in New Eden. These revolutionaries will use any means necessary to achieve that goal, no matter what the price.

Tinkerers

The Sebiestors are the engineers and inventors of the Minmatar. They are especially adept at adapting existing products into devices of their own unique design. Some Sebiestors seem uncannily attuned to the ways things work, making them extremely competent mechanics.

Brutor Tribe

A martial, strong-willed people, the Brutor hold their tribal heritage close to their hearts. Strong advocates of transforming the Republic into a tribal-based government, they would love nothing more than for all seven of the Minmatar tribes to reunite as one nation. The Brutor are renowned for living regimented, disciplined lives. Despite presenting a tough, no-nonsense exterior, they are deeply introspective and "in the moment", aware of even the smallest detail. Immersed in ancient martial traditions that begin at childhood, they are physically robust individuals and intimidating to face in the flesh.

- * Tribe Nick: The Fierce
- * Tribal Leader: Wkumi Pol

History

The Brutor tribe and the Starkmanir tribe were once one and the same, living in the vast Eyniletti-plains. Some thousands of years ago one of the sub-clans of this tribe traversed the Mioar-strait and started settling the islands in the Mioar archipelago, moving ever more southwards. In the end, this sub-clan lost contact with their head tribe and the Brutor tribe came into existence. The Amarrians enslaved the Brutors in droves; due to their physical strength the Brutors were ideal for manual labor. A considerable portion of the tribe is still enslaved within the Amarr Empire.

State of the Tribe, 110.06.11

Traditionally the most militant of the tribes, the Brutor are convinced that this is their time. They've always wanted to hit back at the Amarr Empire, and now their wish has been granted. Already there's a certain amount of hero-worship for Maleatu Shakor, whose star has well and truly risen, and most Brutor buy wholeheartedly into his rhetoric. Some older and wiser heads wonder quietly about the military realities of the situation, but most are too caught up in the prevailing sentiment to care.

Racial Traits

Male Brutors present a stoic front, but are patient, vigilant, and determined. They are keenly aware of their surroundings—physically, and socially—at all times. Despite their gruff demeanor, they are passionate individuals, and are capable of pursuing any task with relentless focus and determination.

Brutor females are in many ways the opposite of male Brutors. They are dominant, persistent, and egocentric. When they set their mind on something, they usually succeed. Between their wits, grace, and beauty, they are masters of manipulation.

Ancestries

Workers

Many Brutors have a modest background, and are often found performing backbreaking labor in the farms, mines and factories of the Republic — and before that, toiling under the yoke of the Amarr Empire. They still take great pride in their jobs, excelling as craftsmen and builders.

Slave Child

Millions of slaves within the Amarr Empire dream of escape, especially for their children. Every year thousands of newborns from enslaved parents are smuggled out of the Empire into the safety of Minmatar space, where they are raised by foster parents.

Tribal Traditionalists

Relegated to the most dangerous and inhumane tasks of the era, the Brutors were treated harshly by the Amarr Empire during the occupation. But this only strengthened the bond with their cultural heritage—the only thing the Amarrians could never take away from them.

Vherokior Tribe

Originally nomads in Matar's vast and inhospitable desert regions, the Vherokior are among the most diverse individuals of the Republic. They can be found in professions ranging from doctors to mystics, scholars to merchants. Their quiet work ethic and widespread family clans allow them unlimited social mobility in the Republic, with access to both the best and worst that society has to offer. While politically underrepresented in the Republic, the Vherokior are more than capable of influencing policy, and have no qualms with using that influence to benefit a relative or associate. The practice is common in the private sector as well, where Vherokior clan-run businesses thrive by avoiding the bureaucratic red tape of official channels.

- * Tribe Nick:
- * Tribal Leader: Isardsund Urbrald

History

State of the Tribe, 110.06.11

The Vherokior privately feel very good about recent events, but generally shy away from displaying this appreciation publicly. They're cautiously optimistic, but at the same time prepared for setbacks. While under-represented politically, they're a silent majority in the bureaucracy and public service sectors; while they don't have much control over legislation, they usually oversee the actual implementation of policy. As such, they're also worried about the civic disruption that would inevitably follow any attempts to integrate the three missing tribes into the Republic. Nonetheless, a war might allow for the liberation of more slaves, an undertaking they genuinely believe to be the most important priority.

Racial Traits

Vherokior males often possess quick wits and an easy charm. Socially gifted individuals, they seem to have an innate ability to blend into their surroundings and make people feel at ease no matter what the circumstances.

Vherokior females are famous for their shrewd business acumen. They tend to possess precisely the right mixture of intelligence and intuition to excel in both commerce and industry. Many are chosen to operate businesses run by the family clan, though under the watchful eye of the clan matriarch.

Ancestries

Retailers

Visit a market hub station in Minmatar space and stroll into any of the stores or restaurants lining the vast promenades. Odds are that it is owned and operated by a Vherokior. Determined merchants and peddlers since their caravan days, their business enterprises and expertise have spread steadily throughout the Republic.

Mystics

Vherokiors have always seemed strange to the other Minmatar tribes, doubly so when it comes to those with mystical inclinations. Vherokior mystics are both revered and feared by the Minmatar. The ancient Voluval ritual, where the soul and karma of the person is revealed through the unexplained emergence of a body tattoo on the recipient, was created by Vherokior mystics, and its secrets are closely guarded.

Drifters

Drawing inspiration from their nomadic ancestry, wanderlust runs strong with many Vherokiors. While many curb their thirst for adventure, there are those who simply cannot settle down in one place for long. Never at rest, they will always be lured by the horizon, as there are places to see and riches to be discovered.

State of the Republic, 110.06.11

The Republic is celebrating yesterday's events even though many are not entirely sure exactly what it is that they're celebrating. All they know for sure is that they gave the Amarr a bloody nose in a straight fight, liberating millions, and that the Elders—whom many never believed even existed—have returned to help restore their tribal roots, so they're generally happy.

Citizens

Finally, the Minmatar people have a reason to be proud again. Nowhere is this clearer than along the streets and alleys of the Republic. Minmatar warships have invaded Amarr space, beaten up entire fleets, and brought back countless liberated slaves. More than that, the Elders are involved, and while everyone has their own interpretation of who and what the Elders really are, pretty much everyone agrees that their return is a good thing. As a result, the mood is both jubilant and pugnacious, with many clamoring for the Republic to press its advantage and wipe the Amarr Empire off the map once and for all. Of course, this combative mentality conveniently ignores the actual scope of the raids and the losses suffered at the hands of Jamyl Sarum, but who wants to spoil the mood by mentioning that?

The events of recent days have also had an impact on the workings of the Republic, generally being viewed in a positive light. The removal of Midular's unpopular and largely corrupt government, the seemingly imminent rise of a warlike traditionalist regime, and Maleatu Shakor's rise to prominence are all seen as long-overdue changes, and any politicking along the way is largely glossed over. Of course, there are still those who feel that getting what you want isn't always a good thing, but they're mostly keeping their heads down for now.

Military

The mood among the military is more introspective than that among the citizenry. They were completely blindsided by the Elders' taskforces, and most sat helplessly by while their Thukker counterparts led the charge and took all the glory. Some captains threw caution to the wind and joined up with the task forces, and their current status is up in the air, with many being classified deserters or mutineers. Most, however, stuck to their orders and held back, and are now somewhat bitter that their own people resent them for not doing something similar a long time ago. This perceived inaction has always been a source of tension between the citizenry and the military, and now the former believe that the Elders have proved them right. The fact that the Elders' fleet was built with money that should rightfully have gone to the Republic and the Fleet has not come into it... at least not yet.

Politically, while most sympathize with Shakor's fiery rhetoric, the military has always been broadly supportive of Midular's moderate stance. However, they're also aware that times are changing and that the Fleet will have to change too. Given the shocks of recent days, the military's position during what is likely to be a lengthy period of government transition is unclear.

Leadership

The various clan chiefs and tribal leaders are still trying to figure out exactly what's going on and where they stand, but most of them realize that riding the wave of tribal patriotism from the masses is the wisest course of action. There's still some uncertainty regarding the return of the Elders, but most are banking on the likelihood that the Elders won't seek an active role in Republic politics.

As a result, the four tribes are each jockeying to find a clear and defensible political stance. With the formation of a new parliament, Keitan Yun, Shakor, the other three tribes, and even Karin Midular represent enough wildcards to make any transition destined for a rough road. But the smart money is a bet on a return to more traditional ways.

The Tribes

The main population of the Republic can be divided up into the four tribes that make up the majority of Parliament.

Brutor

Traditionally the most militant of the tribes, the Brutor are convinced that this is their time. They've always wanted to hit back at the Amarr Empire, and now their wish has been granted. Already there's a certain amount of hero-worship for Maleatu Shakor, whose star has well and truly risen, and most Brutor buy wholeheartedly into his rhetoric. Some older and wiser heads wonder quietly about the military realities of the situation, but most are too caught up in the prevailing sentiment to care.

Krusual

Ever the crafty ones, most Krusual view recent events as an opportunity as well as a cause for celebration. With the help of the Elders the Republic is now in a position to wield some real power, and the Krusual want to be a part of that. Many of them see through the tribal leaders' rhetoric and understand the situation for what it is, and while they realize that the Republic is by no means invulnerable they also appreciate that now is the time for action. They want to see the Republic integrate the other three tribes where practical, and to use that added strength to expand their influence and territory while they have the chance.

Sebiestor

The pragmatists of the Republic, the Sebiestor have greeted recent events with joy: the Minmatar people might finally be turning a corner. They're worried about the implications of open war for the Republic and the unity of the Minmatar, but the revelations concerning the other three tribes give them some hope that things might turn out well. Eager to distance themselves from Midular's "appeasement" foreign policy, they're largely in favor of aggression, but worried about the long-term consequences. They're hoping that the other three tribes can be integrated into the Republic, although they're not universally hopeful, and they're hoping that a well-handled war against the Empire will allow them to shore up the Republic and stabilize its position.

Vherokior

The Vherokior privately feel very good about recent events, but generally shy away from displaying this appreciation publicly. They're cautiously optimistic, but at the same time prepared for setbacks. While under-represented politically, they're a silent majority in the bureaucracy and public service sectors; while they don't have much control over legislation, they usually oversee the actual implementation of policy. As such, they're also worried about the civic disruption that would inevitably follow any attempts to integrate the three missing tribes into the Republic. Nonetheless, a war might allow for the liberation of more slaves, an undertaking they genuinely believe to be the most important priority.



The most mysterious and elusive of all the peoples of EVE, the Jovians number only a fraction of any of their neighbors, but their technological superiority makes them powerful beyond all proportion.

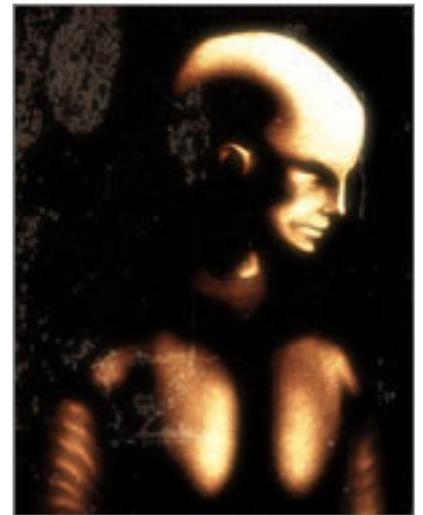
Although definitely human, the Jovians often seem to the other races as though they are not, the reason being that they embraced genetic engineering as the way to solve any and all the problems which plague the human race. Over the thousands of years since, the Jovians have experimented with every kind of genetic modification their technology allowed. As their powers grew, they began to believe they were capable of anything, and this led them into increasingly more bizarre mutations of their bodies and minds, a policy rigorously backed up by strict governmental control.

But one fateful moment in their history made them lose this control for a few generations, and the results were catastrophic. By this time the Jovians had begun interfering with their basic instincts, curbing their aggression and sexual instincts and cultivating strange new ones instead. Since the Shrouded Days, as the Jovians call their momentary social eclipse, they have been trying to put the pieces together again, but their DNA-structure has in many ways been damaged beyond repair. The consequence is the dreaded Jovian Disease. Genetic in nature, it is not infectious to other races, but among Jovians it causes a depression so deep and serious that the victim loses the will to live, and death results within a few days or weeks.

Despite this, the Jovians escaped the chaos that followed the closure of EVE remarkably well. Within the space of only a few centuries they had recovered, and were once again running a hi-tech society. They settled in a number of systems and founded an empire lasting for nine millennia, but even if the Jovians are by far the most technologically advanced of the races of EVE, they have still not recovered the splendour of their first empire. The disease within them keeps them in a reproductive straightjacket, preventing them from increasing their numbers sufficiently for their current empire to flourish.

The Jovians crave knowledge, any knowledge at all. Their superior technology has enabled them to infiltrate the other races with bugging devices and sensors, giving them unrivalled access to information, which they use to maintain their strong position among the races. The Jovians sell a lot of their advanced technology equipment to the other races and it is this, more than anything else, which keeps the others at bay.

Jovian society is mysterious and difficult to comprehend. For this and other reasons it remains very much closed to the other races, and few foreigners reside within the Jovian Empire.



Picture of Miko Bour, who united the Jovians in the Second Empire more than 3,000 years ago.



Fetus-tubes, the Jovian way of reproduction for many millenniums.

Jove Statics

The different branches of Jovians that exist are not the result of variations in geographical or climatic differences, but rather that of genetic engineering through the centuries. The Statics are one of the two main branches. Statics are generally introvert and prefer status quo, both socially and biologically. The Statics regard themselves as observers that should interfere as little as possible with the world. They believe that they are as genetically evolved as can be and generally frown upon large-scale genetic engineering programs.

The male part of the Statics is often aloof and condescending. They are the biggest hoarders of knowledge there is, but they enjoy sitting on their knowledge like dragons on gold, reveling in the knowledge of their own importance. Fortunately, they rarely use their power to influence world events.

The female part of the Statics is more open and friendly to outsiders. Though they are driven by curiosity the same as their male counterparts, they don't have the pathological need to sit on it by themselves and are generally quite willing to share in their discoveries. Female Statics pass for what can be termed leaders in the Jovian Empire; other Jovians acknowledge that their stable nature and extensive knowledge makes them best suited for the task.

Jove Modifiers

The different branches of Jovians that exist are not the result of variations in geographical or climatic differences, but rather that of genetic engineering through the centuries. The Modifiers are the enthusiasts of the Jovian family. They are curious and constantly willing to try or experience something new and fresh. Modifiers have lower life expectancy than other Jovians and are more susceptible to the dreaded Jovian Disease. It seems that by constantly living on the edge makes them burn out faster.

Male Modifiers are constantly in search of something new and different and can never stay in the same place for long. They're fickle and undisciplined compared to other Jovians and are prone to manic-depression. They are also the most reckless, which most often takes them into trouble, but sometimes it results in some spectacular new discovery that would otherwise never have been found.

Female Modifiers are renowned within the Jovian Empire for their constant body enhancing experiments. More than any other group, female Modifiers are taking genetic engineering to the extreme and back. There is little rhyme or reason in their experiments, as they're most often done on individual level. Although the results are often disastrous many Jovians put more stock in the chaotic gene therapies of the female Modifiers for finding cure to the Jovian Disease than the more respectable formal research teams.

Elders

The Elders were one of the first groups to use genetic engineering for a special purpose, namely that of slowing the aging process. Once, the Elders were a prominent political force in the Jovian society, but after they brought about the fall of the first Jovian empire they have become more reclusive. Elders can become many centuries old, it's uncertain exactly how old they can become, but some suggest they can outlive even members of the Amarrian royal families.

Un sullied

Genetic engineering has through the centuries transformed Jovian society in every aspect imaginable. Many Jovians believe that enough has been done. The Un sullied is a group of Jovians that have rejected further generic experiments and instead adopt conventional methods to deal with sickness and old age. They are advocates of cyber-implants and want to use machines instead of genes in the search for better life.

Existentialists

The Existentialists are the most energetic and vociferous Jovian group. They live for the moment and are always ready to experiment, even with their own bodies. To them, nothing is sacred. The Existentialists tend to have little to do with the other races, as they find them boring and uninspiring.

Puritan

Many Jovians dream of returning to their genetic roots, now long since lost during the Shrouded Days. Those that are most active in their search for the 'untainted' Jovian genes are called the Puritans. In the hope of cleansing the nation of the Jovian Disease the Puritans try out ever-more outrageous genetic engineering stunts, often with quite unexpected results. But unlike the Existentialists the genetic engineering of the Puritans has the specific aim to return the human element to the Jovians, instead of being just narcissistic in nature.

Lab Rat

All Jovians are artificially conceived. In most cases a family unit is involved, donating genes, taking care of the rearing and so on, but this is not always so. Often, persons are conceived for some altruist reasons, usually research purposes. These Jovians are treated the same as everyone else, but they tend to be a little 'off', due to the clinical way of their conception.

Stasis People

For many Jovians their race is in the twilight of their greatness. Ever since the fall of the first empire the Jovian society have been in a slow, steady decline. Most blame the Jovian Disease for this and believe that the Jovians can only hope to turn the tide once a cure for the disease has been found. The Stasis People are Jovians that voluntarily go into cryo-stasis for decades or centuries, hoping that when they wake a bright and better world will greet them.

Other Factions, 110.06.11

An overview of the state of the various factions of New Eden following the events of the Elder War. The overview for the empires exists seperately.

CONCORD

Following the destruction of their most hallowed location, the Assembly station in Yulai, CONCORD is in disarray; a mass of fractured departments, each trying to fulfill their mandate to the best of their ability while a few brave officers attempt to put things back together again. Thanks to the professionalism of CONCORD staff it already looks like business as usual from the outside, but internally there's a lot of damage to be repaired before things are back to normal - and there are many who are already wondering aloud if the old "normal" is something they should be all that concerned with anyway.

Ammatar Mandate

The Mandate is struggling with the biggest crisis in its entire history. The direct effects of the Elder invasion and the wholesale destruction of large parts of the Home Fleet, big news in any other circumstances, have been largely ignored due to the more pressing issue that cuts to the very heart of the Ammatar identity - namely the revelation that the original defection was blessed by the Minmatar Elders so that the Nefantar could protect the remnants of the Starkmanir tribe.

While former governor Ana Utulf's urging to Ammatar citizens to defect to the Republic did elicit some positive response, mostly among the persecuted minority who still cling to their Minmatar roots, the majority of the Mandate viewed her actions as a heinous betrayal of the Mandate's principles. Traditional education in the region has always focused on teaching the value of the Amarr way of life and the Ammatar's privileged place at their side, and the news that their beliefs about the noble origins of the Mandate may be entirely false has been a crushing blow to the morale of many citizens. The Mandate is currently leaderless and in a state of huge turmoil - and there's no signs of returning stability on the horizon.

Khanid Kingdom

After briefly expecting the worst as the Elder taskforce reached towards their space, the Khanid came through the disturbances largely unrattled and entirely unscathed. Having dusted themselves off and told one another that they weren't really worried anyway, they're already looking towards the future. With their two major trading partners seemingly reinvigorated things are looking rosy, and Khanid companies are at the forefront of bidding for repair and salvage operations throughout Kor-Azor and even into Domain. Jamyl Sarum's return has also turned more than a few heads - they're unsure as to what exactly her policy towards the Kingdom would be if she was coronated, but they're keenly interested in the precedent it will set. Following their King's lead, they're sitting back for now to see how things pan out, but hard-edged interest lines their faces.

The Syndicate

Having watched in horror the bloodshed of the two temporary war zones, the station administrators of the Intaki Syndicate are having to ask themselves some very difficult questions. While nominally a wholly independent and non-aligned body, the Syndicate has nevertheless always retained strong ties to the Federation. Right now their residents are feeling immensely sympathetic to the plight of their Federal brothers - particularly fellow Intaki - even to the point of suggesting a more moderate stance towards them. The more far-sighted officials, however, have a feeling that relations will get a lot worse before they get better.

The Society

What The Society make of events is anyone's guess - they certainly aren't saying anything.

ORE

Beyond the consideration that a war will require volumes of minerals that only they can provide, the employees of the ORE consortium remain only distantly interested in the affairs of the four Empires. A true nullsec organization in mindset as well as geography, they assume that nothing that happens "in there" can affect them "out here." Besides which, of course, they have problems closer to home to worry about.

Mordu's Legion

The Legion didn't actually participate in the fighting, but their rapid response and clear willingness to get involved has earned them plenty of additional friends within the Caldari Navy and the megacorp security forces. On top of this, recruitment activity is at an all time high; soldiers from both the Federation and the State, united by their disaffection with their respective leaderships, are quietly knocking on the Legion's door. The rank and file are back to normal operational status now, but the word on the grapevine is that Mordu and his lieutenants are still ensconced in their war room and pumping a prodigious amount of encrypted data out into their strategic mainframes.

The Blood Raider Covenant

The Blood Raiders are both terrified and enraged with the return of Jamyl Sarum, to say nothing of their annoyance that their dealings with Chamberlain Karsoth didn't work out quite like they'd hoped. They are otherwise politically uninterested in the affairs of the heirs, at least to the casual eye. There's been an upswing in Raider incursions along the empire borders in the Bleaks and Devoid, and their priests are handing out some unusual assignments. But they remain bitter enemies with Jamyl Sarum, and are both scared to their core and -

to the extent that their new purpose in life is to eliminate her - inspired.

Angel Cartel

Those Cartel members who care about events in Empire are not much more enlightened than anybody else - some are still a little bitter about pulling back from Skarkon, but most are just figuring that conflict will result in a greater demand for their products and a decreased security presence on the fringes of Minmatar space where they operate. There's mutterings that the Dominations know rather more than they're letting on to the rest of the organization but, well, that's business as usual and surprises no-one. Of more concern to the average Angel is the loose faction that splintered from the Cartel. Historically the Cartel has garnered a great many recruits from Minmatar civilians disenchanted with the Republic; many of these individuals saw the rediscovery of the Starkmanir people and the Minmatar backbone as a sign that times were changing, and after re-evaluating their position decided that the Cartel was no longer for them. With the Republic reluctant to welcome them back with open arms, there are signs that they're beginning to group together in loose packs, and the Cartel is already worrying about their destabilizing presence.

Thukker Tribe

Having had their shining moment of glory, the Thukker tribe are feeling pretty good about themselves. After decades of toil, they finally have a brief moment where they can sit back and smile. There's a degree of uncertainty as to what will happen next - they don't know whether they'll rejoin the other tribes, for example, and they don't know which way the Republic is going to go - but the Thukker thrive on uncertainty, so a healthy bit of political confusion just puts a bigger smile on their faces. It's not all smiles and laughter, though. They are continually reminded of the disastrous landings on Mekhios; when Jamyl Sarum's superweapon obliterated the Elder fleet in orbit, the predominantly Thukker ground forces were stranded on the surface. While many unpleasant rumors circulate among the caravans, the total absence of any information about their fate is far more disturbing than any lurid story.

Serpentis

Like their sometime-associates the Guristas, the Serpentis are paying a great deal of attention to recent developments. Their business relies heavily on indirect links to the Federation, and it's rumored that Sarpati still has unfinished business there. Serpentis Corp employees were glued to the newsfeeds as events unfolded, and they're still talking about it today. There's a degree of uncertainty as to how exactly this will affect their work, and many are waiting on the edge of their seats to find out how the Federal government reacts.

Sansha's Nation

The bulk of the Nation don't appear to be capable of conventional thought, and as to the True Sansha, who ever knows what's on their mind?

Guristas Pirates

Unlike some of their more estranged brethren, the Guristas are paying a very active and often practical interest in Empire politics. The one imperfectly executed operation during the Caldari invasion that attracted news coverage turned out to be a blessing in disguise, as it ended up deflecting attention from the other incursions made within the same time frame. Many Guristas captains are asking each other how exactly the Rabbit knew to have all their ships conveniently positioned to make a synchronized strike on such short notice, but they're asking with a half-knowing smile on their faces. The next few months promise to be an interesting - and lucrative - time for the Guristas, and despite the problems caused by the renewed militancy of the State they're still confident they can turn events to their advantage.

Timeline

Forgotten Age (AD 2730 - AD 8100)

AD 2730

- * Old earth solar system fully colonized

AD 3691

- * Warp technology discovered

AD 3805

* The Conformists, a group within the Unified Catholic Church, settles on Soekheviti, a planet within the Sol system

AD 3841

- * The Conformists take control of Soekheviti

AD 3897

- * The Conformists lose power and are exiled from Soekheviti

AD 4224

- * Warp drives for ships invented

AD 7987

- * The wormhole leading to the world of EVE is discovered

AD 7989

- * The first explorers venture through the wormhole. Mass colonization begins soon after
- * The Conformists start migrating to the world of EVE, spurred on by Dano Gheinok, one of their leaders. Gheinok manages to direct them to the planet of Athra
- * The second planet in the VH-451 system is bought by people from the Tau Ceti system

AD 7989-8061

- * New Eden and its neighboring systems and constellations are colonized rapidly

AD 7993

* The third planet in the VH-451 system is bought by a megacorporation. Small-scale colonization starts soon after

AD 8000

- * Dano Gheinok proclaims himself Prophet and sets the foundations of the Amarr theocracy to come

AD 8017

* The System CMS-17 is discovered, later renamed Pator. The main planet, Matar, is quickly colonized due to its very hospitable conditions

AD 8052

- * The last colony ship from Tau Ceti arrives before EVE closes

AD 8061

- * EVE gate collapses

AD 8061

* The last group of Conformists arrives on Athra. The Conformists all settle on the continent of Amarr, from which they later take their name

AD 8100

- * Smaller settlements of gate settlers have perished, with only a few saved by larger settlements close by

The Dark Ages (AD 8100 - AD 16262)

- * Unknown

Age of Expansion (AD 16262 - YC 100)

AD 16262

- * First recorded civilizations emerge on Caldari

AD 16470

- * The first Amarr Emperor is crowned

AD 17453

* The Raata Empire is formed, laying the foundation for what will later become the Caldari State

AD 17670

* The Cathura Rebellion takes place on Caldari

AD 18622

* Four distinct civilizations develop on Matar. They gradually become aware of each other, but primitive technology keeps them from maintaining steady contact

AD 20022

* The Udorians arrive on the Amarr continent, spurring the static Amarr society into a period of rapid change

AD 20078

* The Reclaiming is launched. The Amarrians start a war to conquer all the lands on Athra

AD 20371

* The Amarrians conquer the last Udorian state

AD 20374

* (Approx) Minmatar tribes amalgamate, forming a planetary culture

AD 20544

* The Amarrians conquer the last state on Athra. They now control the whole planet

AD 20998

* The Raata Empire falls and is divided into myriad small states

AD 21290

* The Amarr build their first star gate, between Amarr and Hedion. This sparks a period of great expansion for the Empire

AD 21346

* (Approx) Emperor Zaragram II takes power in the Amarr Empire

AD 21413

* The first Minmatar space ship is built. During the next centuries, the Minmatar settle on a number of planets and moons in three systems, using ancient star gates

AD 21423

* The Amarrians discover the Ealurians and subsequently conquer them in the spirit of the Reclaiming

AD 21460

* Emperor Zaragram II's reign ends and the Council of Apostles comes into power in Amarr, purifying the faith and preserving the original scriptures through the Order of St. Tetrimon

AD 21656

* Doule dos Rouvenor comes into power on the continent of Garoun on the Gallente homeworld, spawning a period of great cultural and technological progress

AD 21714

* Doule dos Rouvenor III inherits his father's crown, starting a new calendar based on his ascension, the Age of Rouvenor (AR)

AD 21837

* The Garoun Empire collapses, but its legacy remains and rapid technological advances are made among the Gallente

AD 21875

* The Moral Reforms start. The status of the Emperor alters and the power of the Apostles is curbed

AD 21950

* The Moral Reforms end

AD 22355

* First contact between the Amarr and the Minmatar. Amarr immediately raid the Minmatar nation for slaves, an activity they will continue for 125 years

AD 22463

* The Gallente spot the Caldari on Caldari Prime but are unable to establish contact

AD 22480

* The Amarr escalate their slave raids into a war of conquest against the Minmatar, invade and conquer Matar, leave other worlds alone for the time being

AD 22517

* First contact between Gallente and Caldari

AD 22588

* The Gallente and the Caldari build their first stargate out of VH-451, sparking a period of expansion which mostly benefits the Gallente

AD 22631

* The Cultural Deliverance Society (CDS) arrives on Caldari

AD 22684

* Isuuaya, the first Caldari corporation, is established

AD 22762

* Death of Amarr Emperor Damius III

AD 22794

* First contact between the Gallente and the Intaki

AD 22809

* First contact between the Gallente and the Mannar

AD 22821

* The Sotiyo-Urbaata drive, the first warp drive, is built

AD 22947

* The Starkmanir tribe is annihilated by Idonis Ardishapur

AD 23041

* Heideran VII becomes Emperor of Amarr; Khanid secedes from the Amarr Empire; the Khanid Kingdom is founded

AD 23044

* The Society of Conscious Thought is founded in the Jove Empire

AD 23058

* Amarr discovers jump drive technology, allowing instant jumps between systems with no stargates and enabling far more rapid expansion

AD 23121

* The Gallente Federation is founded. Caldari are forced by circumstance to join

AD 23146

* (Approx) Quafe first appears

AD 23146

* FTL Communications are discovered

AD 23149

* The Jove make themselves known to the Gallente; engage in limited diplomacy

AD 23154

* The Caldari secede from the Federation.

AD 23155

* The Gallente-Caldari War begins
* The Jovians cut off contact with the Gallente Federation

AD 23156

* The Caldari leave Caldari Prime

AD 23180

* First contact between Gallente and Amarr

AD 23191

* All four major nations of New Eden have by this point come into contact with each other

AD 23193

* The Jove make themselves known to the rest of the four empires

AD 23194

* The Scope news agency is founded

AD 23210

* The Gallente and the Amarr reach the Gallente-Amarr Free Trade Agreement of 23210.

AD 23216

* The Amarr conquer the Eanna planet in the Hror system.
* The Amarr-Jove war takes place, in which the Amarr are crushed.
* The Minmatar Rebellion takes place

AD 23224

* The Jovians give capsule technology to the Caldari

AD 23233

* CONCORD is founded by the five empires

AD 23236 (YC 0)

* Eden Standard Time (EST) is agreed upon by world leaders at the historic Yoiul Conference. A period of accelerated space colonization by independent parties begins

YC 4

* The Angel Cartel is formed

YC 5

* Sansha's Nation begins to form

YC 7

* President Aidonis Elabon of the Gallente Federation dies

YC 11

* Gallente construction ship containing Ceul Darieux sets out for Ouperia

YC 12

* The Gallente-Caldari War ends

YC 37

* Sansha Kuvakei's experiments are uncovered, and his nation is attacked and dismantled by the four empires. Sansha himself is killed

YC 55

* Ceul Darieux reaches Ouperia system

YC 57

* Ceul Darieux builds stargate to Ouperia, becomes international celebrity, founds CreoDron

YC 75

* Salvador Sarpati purchases the Serpents system and starts building his organization there

YC 80

* InterBus is formed [13]

YC 95

* The Girani-Fa incident between the Amarr and the Gallente is defused by the Quafe Company

YC 96

* The Guristas pirate cartel is formed by two defectors from the Caldari Navy, known as Fatal and The Rabbit

YC 100

* Dorn en Diabel dies in a freak accident. His oldest son, Gare en Diabel, inherits his father's position of power in the Syndicate. [14]

Empyrean Age (YC 105 - Present)

YC 105

- * The capsule and the clone are joined. Capsuleers begin plying the spaceways and the Emphyrean age begins.
- * The Crielere Project begins as a major Caldari-Gallente joint endeavour and perhaps the greatest scientific project ever seen in New Eden.
- * Amarr Emperor Heideran VII is awarded the Aidonis for contributions to interstellar peace.
- * Heideran VII dies and Succession Trials are held, resulting in Doriam Kor-Azor ascending to the Imperial Throne as Doriam II.

YC 106

- * The Crielere Project dissolves in acrimony following the revelation that Ishukone Corporation had been unilaterally appropriating technology from the Caldari-Gallente co-operative project.
- * CONCORD reveal the existence of a series of deep space bases together with a network of 'smuggler gates' linking the lawless outer regions.
- * UDI terrorists strike at a major celebrity event in the Gallente Federation, killing many guests and narrowly missing a chance to assassinate President Souro Foiritan in what becomes known as the 'Elarel Massacre'.
- * President Foiritan succeeds in having the Gallente Federation constitution amended to permit an incumbent president to run for a second term.
- * The Jove Empire assigns Misu Baniya as a roving ambassador to the four major empires and other factions. Baniya is later disassembled in a freak teleporter accident but reconstructed after his molecular fragments are recovered.
- * Major rogue drone infestations are discovered across empire space.
- * CONCORD formally recognises capsuleer alliances and licenses starbase technology for capsuleer use.

YC 107

- * Zainou Biotech biochemist Ullia Hnolku goes missing, with his wife Eckarine Mitumi-Hnolku, taking with him the formula for Insorzapine bisulfate, known as Insorum
- * A Serpents strike force hijacks the Molyneux, one of the six Soltueur-class Titans controlled by the Federation Navy.
- * The Blood Raiders initiate a chemical attack on Mabnen I, allegedly using a modified form of Insorum, resulting in a horrific loss of life. This attack goes down in history as the 'Mabnen Incident'.
- * In retaliation for the Mabnen attack, the Amarr Empire goes to war with the Blood Raider Covenant and expels them from the Bleak Lands.
- * Emperor Doriam II is assassinated. Court Chamberlain Dochuta Karsoth assumes interim control of the Empire.

YC 108

- * An explosion in the atmosphere of Reschard V devastates the planet, killing almost all its inhabitants.
- * The Amarr Privy Council lifts the edict of suppression against the Order of St. Tetrimon, clearing the way for the Order to openly return to the Empire. The edict is later reinstated after conflict between the Order and the Theology Council.
- * Gallente Federation Presidential Elections are held with Souro Foiritan winning by a narrow margin.
- * Republic Fleet Captain Karishal Muritor steals a Republic mothership and his Defiants organization begins a long campaign against the Amarr in the Bleak Lands.
- * Violent worker uprisings take place in the Caldari State in Kassigainen and Sirppala systems.
- * Stargates to the 'Drone Regions' are activated and capsuleers rush to exploit these new territories.

YC 109

- * The Defiants succeed in destroying an Amarrian battlestation in the Bleak Lands.
- * Karishal Muritor is killed by Republic Fleet forces after refusing to hand himself in at a truce meeting.
- * Royal Heir Aritcio Kor-Azor found guilty of mass transgressions against the people of the Kor-Azor domain by the Speakers of Truth and suffers a traditional penalty stopping just short of death.
- * Continuing worker violence in the Caldari State is suppressed after the Brothers of Freedom organization is dismantled by Caldari security forces.
- * The Amarrian 7th Fleet arrives in the Bleak Lands and conflict with the Defiants flares up once more.

YC 110

- * Amarr Court Chamberlain Dochuta Karsoth claims that several Theology Council Justices were at the heart of a conspiracy to assassinate him.
- * Tibus Heth rises to the position of CEO of Caldari Constructions after a worker revolt and buyout. Heth later consolidates his position, forms the Caldari Providence Directorate and assumes control of the Caldari State.
- * The Nyx-class mothership FNS Wandering Saint rams into the Ishukone Headquarters station in Malkalen, killing Ishukone CEO Otro Gariushi and over 420,000 people in what becomes known as the 'Malkalen Disaster'.
- * The Elder Fleet attacks and disables CONCORD, starting the Elder War, before mounting a large-scale invasion of the Amarr Empire and Ammatar Mandate.
- * The Caldari State invades the Gallente Federation, occupying Caldari Prime, before a ceasefire is agreed leaving the Caldari homeworld under State control.
- * Jamyl Sarum, long thought dead, returns to the Amarr Empire and repels the Elder Fleet with a mysterious 'superweapon'.
- * CONCORD reasserts its control and activates the 'Emergency Militia War Powers Act', leading to the formation of capsuleer militias by the four empires.
- * Maleatu Shakor is elected unopposed as Prime Minister of the Minmatar Republic.

- * Jamyl Sarum is crowned Empress Jamyl I.
- * The House Kador fleet invades Gallente Federation territory and is repelled by a vastly superior Gallente fleet.
- * A retaliatory Gallente expeditionary force recovers the traitorous Grand Admiral Anvent Eturrer from Kador space.
- * Royal Khanid Navy operations against the Blood Raider Covenant result in the capture of renegade Court Chamberlain Dochuta Karsoth.
- * Anvent Eturrer and Dochuta Karsoth are executed.
- * Empress Jamyl I orders the emancipation of all slaves of 9th generation and upwards.

YC 111

YC 112

- * Current year

CLONING

CROMAUX INC.
OFFERING MEMORANDUM

The Capsule

Initially the hydrostatic capsule, as given to the Caldari by the Jovians roughly 120 years ago, contained no facilities for the clone-body retransplantation of those dying inside it. In addition, it proved fiercely maladaptive to the human body in myriad ways. All sorts of physiological differences between ordinary humans and their genetically enhanced Jovian counterparts served to make the pod extremely dangerous to humans in its original incarnation, and even the most rigorous training regimens usually failed to save people from the horrors of the mind lock or wetgraving.

Added to this, the mere thought of hooking wires and tubes into one's body and stepping into something as seemingly alien as a hydrostatic pod, filled with fluid intended to nurture the body through a state of what is essentially suspended animation, didn't (and still doesn't) appeal to the vast majority of pilots. For decades horror stories abounded as to the hideous things that could happen to a person inside a capsule (most of which, unsettlingly enough, were true).

For years, no single political or commercial entity had enough vested interest in pod tech to attempt a change in this public perception. The Jovians had held the official patent on the technology since releasing it to the Caldari, but had adamantly refused all monetary remuneration for its production. For this show of apparent nobility they gave no explanation; nor did they make any attempt to increase the technology's practicality for those not endowed with their genetic superiority. Their motives in not doing so have been speculated upon broadly and extensively, but no consensus has ever been reached.

Throughout the period where the capsule and the clone had not yet begun their courtship, pods saw some use among those select few able to handle the intense nausea, hallucinations and general mental instability



engendered by prolonged occupancy. Stories are told of pod pilot heroes flying on the side of the Caldari during the twilight years of the Gallente-Caldari war, executing maneuvers unthinkable to those encumbered with a full crew complement and the bothersome necessity of using vocal commands and hand-eye coordination to steer their vessels. Such pilots were a rare breed, though; because of the technology's inherent dangers, capsule-fitted ships were not yet in mass production and existing models therefore had to be retro-fitted at great effort and expense.

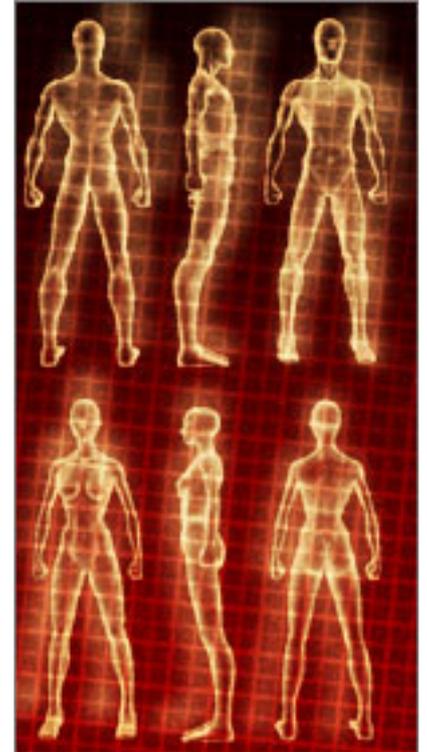
Excluded from general usage due to drawbacks which rendered it a ludicrously expensive exercise in mortal danger, the capsule lay dormant for years.

Cloning

While new techniques in clone creation and retransplantation have made the process cheaper and more efficient today than ever before, the inherent unreliability of non-capsule cloning and the still-extravagant cost involved for prospective clients effectively prohibits the vast majority of planetside inhabitants from considering it an option. Additionally, moral and religious objections to the work done in the field have surfaced to some extent in every society where its products have become available. Derogatorily known as “Doomies” by those who don’t share their beliefs, these objectors, sometimes numbering among them major political and religious figureheads, have nonetheless exerted a considerable amount of influence on the way cloning is perceived by the general populace. Protests and riots over the issue, while rare, have taken place on numerous worlds since commercial cloning began, and while the cloning companies’ ceaseless marketing has yielded significantly greater public acceptance in the past few years, a number of people still feel strongly that the whole field represents a denial of humanity’s spirituality and should be abandoned for “safer” scientific pursuits.

Despite the advances made in cloning tech, in almost every single environment retransplantation of the mind at time of death is still risky ground. The crucial element in the process relies on a brain-scan snapshot being taken at the precise time of death and transmitted to the waiting clone, and so the transneural burning scanner required to do so needs to be mounted somewhere close to the person at all times. Since the snapshot itself causes massive physical damage to the gray matter, there can be no margin of error; it needs to be done at the exact time of death. In planetary vehicles, the cloning companies have experimented with mounting the transneural scanner in a variety of locations, but the almost limitless potentiality of planet-bound environments has proved time and again that it just isn’t safe – snapshots either go off due to false stimuli, leaving healthy clients in a vegetative state, or fail to go off due to circumstances unforeseen by the safeguard mechanism, leaving clients dead with no chance of retransplantation.

In the capsule, however, things are different. All the equipment needs to do is detect a breach in the pod, because – as every cadet has hammered into his head from the moment he starts training – pod breach, without exception, spells doom for the person inside. Therefore, the instant the egg begins to crack, two things happen: the wire-cap on the pilot’s head injects an instantly lethal nanotoxin into his bloodstream and the scanner sends its piercing light into his skull. Scarce seconds later, he begins the muddy climb towards consciousness in a new body, light years away.



A Match Made in Heaven

It was not until eight years ago that clone manufacturers realized the vast potential of the hydrostatic capsule as a platform for their own technology.

Funded by some of the largest megacorporation conglomerates in the universe, they set to work on capsule research and development, buying permission from the proper agencies to make modifications to the original blueprint.

After years of dedicated research, a breakthrough was made. In YC 104 (two years ago), the first transneural burning scan interface was successfully installed in a capsule; technology that would, within six months of testing, allow for perfect clone transplantation upon pod breach in 99.7% of tested instances – a level of reliability far surpassing anything the cloning industry had ever achieved before.

At that point, utilizing the considerable capital at their disposal, the cloning corporations managed through incessant and insidious marketing strategies to change the public perception sufficiently to allow them to push their industry into the limelight through the avenue of the hydrostatic capsule. After six months of exhaustive testing and tireless marketing, the transneural burning scan interface was finalized and public perception had been primed.

At the same time this was happening, CONCORD prepared and adopted legal acts which required every single manufactured capsule to be fitted with a transneural echo burning scanner, in addition to mandating clone contracts for every single pilot cleared to fly a capsule-fitted vessel. The official rationale given for the laws was that an increase in the viable applications of capsule equipment would allow for further exploration along the technological frontier as well as the trackless fathoms of deep space. It was, of course, widely whispered that the cloning companies had used their megacorp backing to effect these legislative changes, but those theories were never conclusively proven.

Whatever its real causes, the fact remained – the capsule and the clone were now inextricably joined, the legislative mandate consolidating their bond. Thus was born the PC pilot.

CLONING

CROMAUX INC.
OFFERING MEMORANDUM

Statement of purpose

Cromeaux Inc. aims to become the largest provider of high quality clones within the Federation. The cloning business is becoming one of the most lucrative industries in the world of EVE and an innovative and vigorous company can quickly get a good turnover. Cromeaux Inc. has in recent months hired some of the best scientists in the field and intends with their help to develop further its pioneering cloning-technique to gain a sizeable market-share within the next five years. Cromeaux Inc. was founded 7 years ago as an independent division of the Chermal Tech, which owns 2/3 of the company. The rest is held by key employees (25%) and the Bank of Luminaire (8%). The funds raised in this round of finances will allow the company to grow to the level where it can start offering competitive products on a Federation-wide bases.

Business

Clones are a luxury commodity in high demand. The number of illegal clone clinics, often using inferior and even dangerous materials, clearly indicates that a substantial market is out there ready to be serviced by high quality, reliable and governmentally approved clones.

Cromeaux Inc. was founded 7 years ago by Dr. Yomir Veschens, an established expert in biochemistry and the entrepreneur Eron Jascete. Today it has more than 4.000 employees, including many of the leading geneticists and bioengineers in the world. Some of the key personnel currently employed by Cromeaux Inc. are:

- * Dr. Yomir Veschens. CTO. Graduated from SWS in '74 EST with a Ph.D. in both Biochemistry and Gene-design. Member of Dr. Jurg Akrael's team and contributed to its successes in perfecting the brain mapping technique. Co-founder of Cromeaux Inc.

- * Marika Alois. CEO. A respected manager, Alois has been director of several startup companies, including KS Manufacturing and DioSec. Became CEO of Cromeaux Inc. earlier this year.

- * Daphnie Fonterouche. CFO. Former bank manager for Bank of Luminaire. Worked as an independent financial advisor before joining Cromeaux Inc. four years ago.

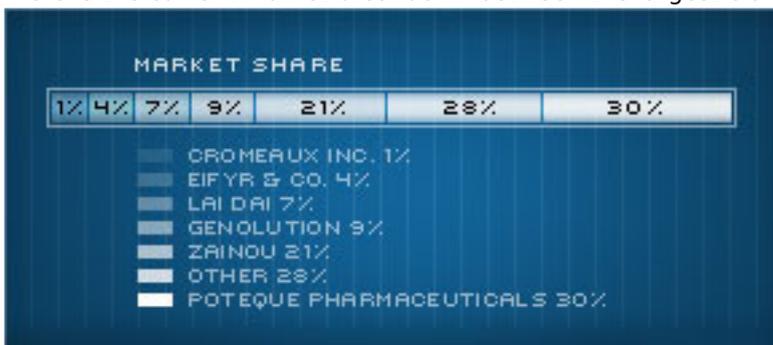
- * Dr. Roul Gonzi. Senior Engineer. Former employee in the clone department of Poteque Pharmaceuticals, where he supervised the clone research team.

- * Dr. Araham Keredin. Researcher. Dr. Keredin was a Biology professor at the Royal Institute on Amarr Prime before joining Cromeaux Inc. in the spring. He is an expert on mnemonic theories and psyche restoration.

Cromeaux Inc. already operates five cloning facilities in the Federation, all in high density, high yield areas. The company plans to open seven more facilities in the coming months, thereof four located on space stations. This is to tap into the clone demand from space ship captains, which are quickly becoming the largest group of clientele.

The largest manufacturer of clones within the Federation at the moment is Poteque Pharmaceuticals. Being the largest biotech company within the Federation Poteque made an easy transaction into the clone business as soon as the technology became financially viable and the laws for their use firm. However, the fact that the clone production is only a small subsection of the huge conglomerate means it is not a priority. Cromeaux Inc., on the other hand, by focusing solely on clones, have a unique opportunity to become a leader in the field of clone manufacturing.

Here is the current market breakdown between the largest clone companies:



Cromeaux Inc. intends to control 5% of the clone market in five years.

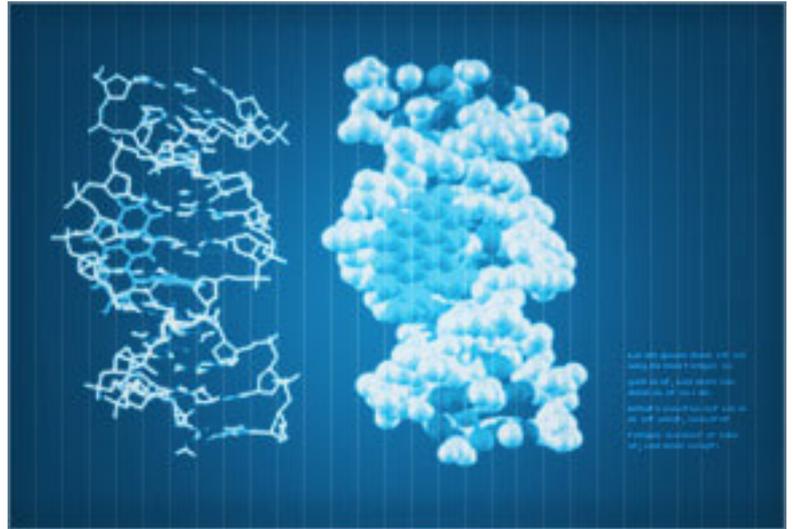
Operation

Cloning technology can be divided into three major components: clone manufacturing, brain growth & storage and clone quality. Each of these areas requires intimate knowledge and skilled staff to operate, something Cromeaux Inc. is very proud to possess in abundance.

Clone manufacturing:

Clones are manufactured using biomass. Modern methods allow pretty much any kind of biomass to be used. The best clones are constructed from human cadavers, but anything from animal carcasses to organic soups can be used. Using lower quality materials requires more extensive structuring and chemical processes and introduces a greater risk for error in the transfer of the customer's features.

At the time of purchase, the customer undergoes a thorough examination and several tissue samples are taken. This is then used to construct a clone of the customer – a clone that receives the consciousness of the original at the moment of death, granting a new life.



At Cromeaux Inc. all clones are made from certified human cadavers, all of them received from willing donors. The biomass has not been tampered with or thinned out – only highest quality preservatives have been introduced to hinder tissue decomposition. Cromeaux Inc. mission is to establish itself as the manufacturer of clones of the very highest quality and its clientele can rest assured that the underhanded tactics used by so many clone stations do not apply for its operation. All federal laws and regulations are applied rigorously, with governmental inspectors a permanent feature on all our stations.

The biomass is used to construct a functioning body. This body is complete in every sense, with fully functioning organs and peripheral neural system. Instead of a brain there is only a primitive cluster of ganglia which is capable of maintaining heart rate, blood pressure and respiration. Core body temperature is dependent on the environment, and so has to be controlled very carefully in order not to damage the cells. The immune system of the donor is crippled and the thymus is removed and replaced with implanted cells from the customer. The clone body will thus not reject any implant – this makes it possible to seed the body with stem cells from the customer. The clone's body cells divide very slowly, allowing the new cells to take over in time.

Culturing a clone takes several months, but all clone stations store generic clones that are only put to use when a client buys it. The skull, and frequently other bones as well, is replaced by osteoplastic materials – soft synthetic bone polymers that can be shaped and then hardened by gamma laser irradiation. In this way, facial features and other body marks and textures can be applied very quickly. The process is very quick and is applied as soon as the clone is purchased. A similar technique is also used to adjust skin tones and give special skin marks, such as tattoos and scars. This means that the featureless clone is quickly transformed into an identical twin of the client.

Any respectable cloning company must take into account the physiological differences between the human races and bloodlines in existence. Each of them has unique DNA imprints that must be replicated so that the transfer process goes as smoothly and with as little deviances as possible. If done properly the unique characteristics and traits that each bloodline has can be kept intact. This is very important during the brain growth process (see below), as the memory restoration is closely linked to the exact neuro-strata layout of the brain tissue, which varies greatly from one bloodline to the next.

Brain growth & storage

Clones are never bred with an intact brain as this is obviously very much dictated by the client. Once a clone is bought a thorough brain scan is made of the client to determine the shape of the brain and the placement of nerve cell nuclei. Then a three dimensional gel structure that matches the shape of the client's brain is constructed.

The cranium is constructed by seeding this gel structure (heavily impregnated with nutrients and inactivated growth factors) with nerve cells and glia, in accordance with information from the brain scan. Bound to the growth factors are molecular receptors that are coupled (using the well known FTL-communication technology) to molecules placed in the customer's burning scanner (see Clone quality, below). After seeding, the gel structure is suspended until the final moment of the original. As the burning scan is made, the molecules bound to the inactivated growth factors become unstable and cause activation of the growth factors by cleavage. The activation is an exothermic process which produces sufficient heat to melt pathways into the gel model of the brain. Thus dendrite paths in the model will be the same as in the original's brain, their growth fuelled by the activated growth factors

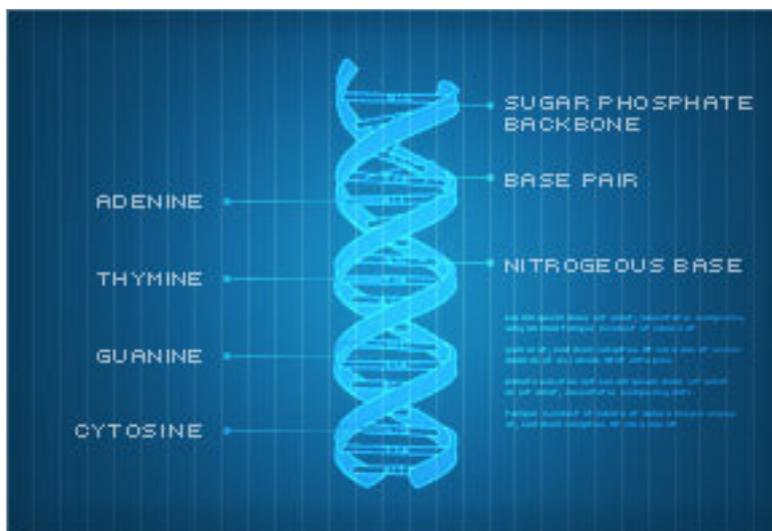
This process alone is not sufficient for an exact replica of the original's brain. The precise shape of the dendrites and the potentiation level of the synapse, which together determine memories and skills, have to be fine tuned through a neural link. Impulses are sent through the link to stimulate further growth and shaping of the dendrites, until they fill in the paths formed with the activation process. In the final stages of this tuning, as the clone regains consciousness, potentiation at synapses is quickly adjusted to recorded levels, generating a feeling often described as one of memories "coming back".

Clone stations store client clones (also termed readied clones) as well as still-to-be-used featureless clone bodies. The cloning process is always on a one-to-one basis, as the molecular receptors bound in the gel structure are coupled to the burning scanner carried by the customer. Premium members will of course always have clone copies of themselves in every Cromeaux Inc. clone facility – service that Cromeaux Inc. pioneered when it started and has since been imitated by all the other major clone companies – but as there is only one burning scanner for each clone, they will have to use a scanner that is coupled to a clone in a facility close to their current position.

In the final stages of this tuning, as the clone regains consciousness, potentiation at synapses is quickly adjusted to recorded levels, generating a feeling often described as one of memories "coming back"

Clone quality

The moment the capsule sensors detect a breach in the capsule they activate the emergency uploading of the mind of the person in the capsule, as described above. The capsule makes an analog scan of the brain of the person. This extraordinary snapshot records the exact state of the mind, including every neuron connection between every brain cell. Because the scan must be instantaneous and efficient it brutalizes the brain in the process. In early tests, the subjects were left with permanent and severe brain damage after being scanned, a fact that is impossible to escape. But as the person is about to die in any case, this unfortunate side effect has little consequences. All modern capsules are highly tuned to when to take the snapshot – if it is done too early there is a chance that the subject will not die at all, but live on in a vegetative state. And if the snapshot is taken too late there is the risk that the scan will fail or even that the revived clone will remember its own



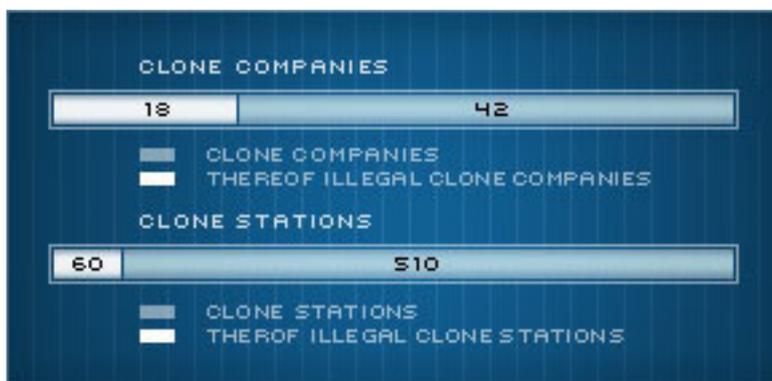
death, a very traumatic experience that can introduce severe psychological and functional problems in the clone.

The quality of the clone is always critical and this is a point that cannot be stressed enough. The closer the clone's brain is to the original in shape and form the better the reviving process will work. The more different they are the more memory will be lost during the synaptic growth process. This is most clearly seen in the space industry. For a space captain to retain his license he must be connected to a cloning facility. But if he fails to buy himself a suitable clone, which he is not required to do by law, he will be given a generic clone instead at the time of death. As these generic clones are bound to have very different brains than the original the memory loss can be very severe. The best clones, made from certified human cadavers in perfect condition, are able to retain up to 99.99% of memory – a figure close enough to call the revived clone a true doppelganger of the original person.

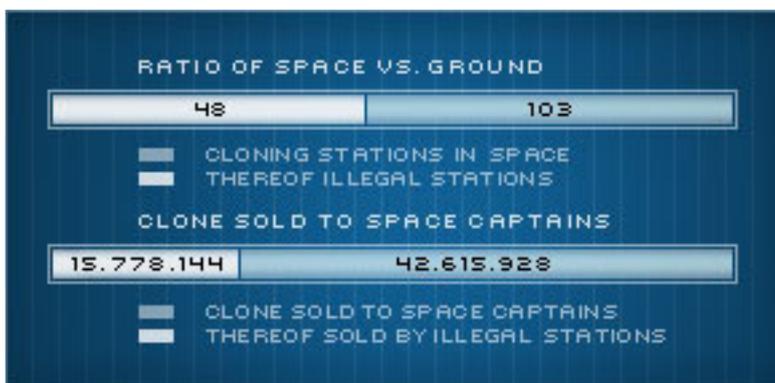
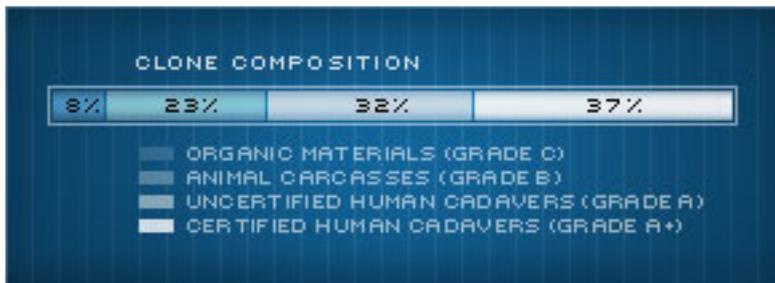
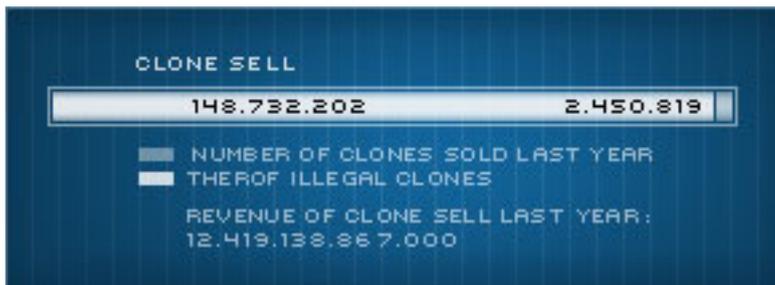
Market analysis

The cloning clientele has risen steadily for the last several years. There are several reasons for this:

- * New cloning techniques that are cheaper and easier to employ.
- * Increased visibility of cloning stations due to competition.
- * Increased number of space captains – the single largest customer group.
- * New laws and regulations in allowing the use of clones in areas where it was impossible before.
- * Cloning no longer considered a risky experiment or a social taboo in most areas.



It is impossible to know with any certainty the size of the clone market due to excessive number of illegal or hidden clone stations. Although many of these illegal stations produce inferior clones they still steal a lot of potential customers from the legal clone stations. To be fair, these illegal stations do provide a service to people that would be denied service in any respectable cloning facility. Here is break down of various stats of the clone market today, note that numbers are not totally accurate due to lack of information from illegal stations:



As can be seen in these figures the space industry is proportionally very big considering that space farers are only a fraction of the total population in the world. This is understandable as space captains are the only profession required by law to do business with a clone station, not to mention the many hazards of space faring, which time and again has demonstrated the need for such a law. The space industry is also the fastest growing industry there is. Planetary clone stations increased their sale last year by 3% on the average, while clone facilities on space stations increased their sale on the average by a whopping 11% during the same period.

Income project and future prospects

The first 2 years Cromeaux Inc. focused on research & development. The first clone facility was opened in the third year and since then another clone station has been added every year. With the first clone station came the first earnings, but last year was the first one that earnings matched spending. This means that the business has stabilized and a solid foundation has been created for further expansion. The new funding will allow Cromeaux Inc. to expand its operation to space, which, as has been demonstrated, is where the clone industry is growing fastest. Of the seven new clone facilities that are planned, four will be located in space – the company has already secured very promising sites for these stations, all in high traffic systems. These stations are expected to become the heart of Cromeaux Inc.'s operation. These sites are on the following stations: Miroitem II, Reblrier Prime, Deven I, Colcer II.

The projected earnings of the company once these seven stations are up and running is expected to quadruple. At the same time the cost of running the company is expected to double. Thus, in 2 years time, a profit of between 1-2,000,000,000 is expected.

The board of Cromeaux Inc. considers that the risks involved in this expansion are minimal, while the potential payoff is huge for all investors involved.



Committee on Transgressions on Illegal Substances vis-à-vis the Space Industry Department of Behavioral Studies, University of Caille On Behalf of the Gallente Federation Senate Report A-4-1 (Revision Update #2)

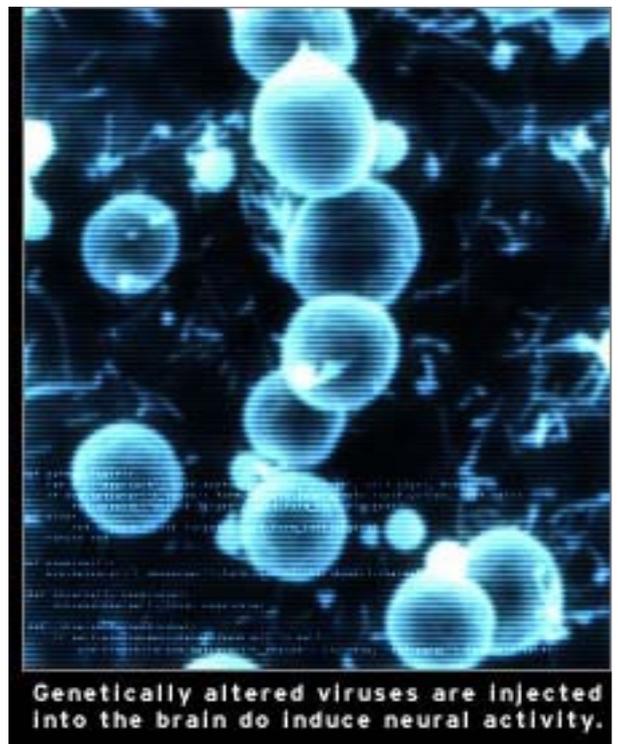
For the last few years there has been a marked increase in demand for Cerebral Cognitive Inducing Neural Booster (commonly called boosters) in the space industry, notably amongst space pilots. These boosters have been for number of years banned by all governments on grounds of health hazards. But the unique situation of the space pilots puts them at reduced risk and many are seemingly willing to take their chance of health failure to enhance their abilities, even momentarily. In the last few years new boosters have become available on the black market and the demand increases by the day. Underground laboratories are being set up in the outer regions, often heavily guarded or highly secret.

Through increased surveillance by DED and other law enforcement agencies more than two dozen laboratories have been closed down in the last 12 months alone. Most of them were operating in small space stations far from the main travel routes. But a recent investigation conducted by DED shows that as many as 50 laboratories are still in operation, with at least 2 new being set up every month. With the increased profits booster manufacturers are getting, new laboratories are not only getting bigger and better equipped, they're also being constructed further and further away from empire space, and hence from empire jurisdiction. Furthermore, with the increased secrecy surrounding new laboratories their defenses are stronger now than ever, requiring stronger measures on our part to take them out.

The first boosters appeared a century ago, the product of advancements in recombinant DNA technology, where bacteria are infected with virus to induce protein production in the bacteria. The basic method has been known for centuries and used for instance in the treatment of diabetes. In a Gallentean funded research project headed by Dr. Hollows and Dr. Tancrez the next step in the evolution of this method was taken, when this same procedure was used to directly infect cells within a human body with gene-altered viruses. The cells affected are nerve cells in the brain, where the viral vectors are used to induce production of membranous proteins at synapses, aiding the structural changes of the synapse necessary for formation of memories. In a breakthrough experiment, this procedure was shown to vastly reduce the maze-learning times of laboratory animals, with minimal adverse effects.

After further animal experiments, the first human trials were performed on one of Dr. Tancrez students, who volunteered to participate for the advancement of science. Dr. Tancrez' student showed remarkable learning capabilities for a period of time after the experiment. The skills he acquired during this period were retained until his untimely death from an unrelated infection two years later. The Federation permitted further human studies a few months later during the Waschi Uprising, when the Caldari and the Gallente were at the brink of war for some time. The Federation foresaw a huge need for space pilots in case of war, so they authorized the tests in the hope that the boosters would hugely speed up the training time for new pilots. Being able to test and develop boosters on human subjects made it possible for the research team to take the final steps in completing the gene therapy and the first marketable boosters were born.

Boosters quickly became very popular, especially among the social elite, which could easily afford the high costs involved. The pioneers of the booster industry became household names, with none more famous than A.R. Louria, the founder of Booster-Tech Inc., the largest of the booster producing companies. The benefits of the boosters were marked, even at this early stage in their development when they were not nearly as potent as those available today. In few years time boosters had become the norm for a lot of people. The booster producing companies steadily improved their manufacturing techniques, resulting in cheaper and more powerful boosters, as well as more convenient injection techniques. Instead of cumbersome and often painful shots, techniques for introducing the virus through the neural link have been developed, making the boosters all the more attractive to space pilots.



All the major booster companies made extensive tests on boosters before making them available to the general public. These tests did not reveal any serious side effects, even for regular consumers. These results were confirmed in tests conducted by independent research firms and governmental institutes. But as with most things that seem too good to be true, they turn out to be, in practice, too good to be true. Unfortunately, the side effects of boosters did not materialize until decades after they first appeared.

The most serious side-effect of boosters known from the outset was epilepsy. It was discovered that certain genetic elements made some individuals more prone to this side effect than others. Once the genetic cause had been identified it became possible to determine the risk beforehand and thus limit the damage from this side effect. But about four decades after the first boosters arrived another, much more serious, side effect was discovered. It was established that a deadly brain disease caused by prions was directly related to the usage of boosters. It seemed that the boosters caused a somatic mutation in the cells affected, greatly increasing the possibility of incorrect protein formation and consequent deposition of protein plaques in nerve cells. This caused gradual nerve damage and loss of function of brain tissues. The incurable disease slowly eroded the brain, causing the person to lose memory, motor skills, sanity and ending with functional failure of the vital organs

At first people ignored these events and treated them as singular incidents, but as the cases increased day by day it became clear that an epidemic of sort had started. Even if only 1 in 10 was affected this was a great number of people because of the popularity of boosters. Furthermore, as the disease was fatal in over 90% cases, the mass hysteria threatened to escalate into social upheaval unless the governments responded swiftly. This they did by putting a temporary ban on the usage of boosters. Still, this didn't prevent millions of people dying a horrible death.

It didn't take long for the booster companies to go under one by one, being bled dry by massive lawsuits. The Gallente Federation initiated further studies into boosters, the results clearly showed without any reasonable doubt that the boosters were at fault, prompting all the governments to put a permanent ban on the manufacturing, distribution and ownership of boosters.

The ban held true for a few decades, with none or next to none boosters to be found anywhere. A Senate committee formed after the booster catastrophe to investigate the matter and evaluate the future of boosters had this to say in their final report:

"It is the uniform belief of this committee that society has learned its lesson regarding boosters and that we will never again have to deal with the threat of its kind. Striving for improvement is one thing, but injecting poison into your body is hazardous at best, lethal at worst, and common sense dictates that boosters are now a thing of the past."

It can now be safely said that these optimistic predictions made half a century ago have turned out be false. It is true that for a number years there never was any mass-scale distribution of boosters, the only incidents were limited production of old booster recipes that could easily be contained. But the lure of the boosters has tempted people into reckless behavior in the past and despite the all too well-known dangers of boosters it can now be asserted that boosters are back, and back for good unless some drastic measures are taken.

The new boosters, the one that are currently available on the black market, are in many ways revolutionary. Even if their effects are the same they've been developed considerably. The latest procedures have aimed to minimize the risk of the old side effects. The methods involve performing multiple smaller scale procedures, while suppressing the immune system. With earlier methods there was no option of repeat procedures, as the only virus design available was quickly targeted by the immune system and destroyed. The most obvious advantage of the newer methods is a reduced incidence of encephalitis, but there also seems to be less risk of epilepsy. This can most likely be attributed to the neural riggers all space pilots have, which can be used to suppress or stem epileptic seizures. By suppressing the immune system during the operation for a period of time after each injection, the effects last longer and the therapy is more effective. This also increases the success rate of subsequent therapies, as the viral vectors are not attacked by the immune system as soon as they are introduced.



But the obvious downside to suppressing the immune system is that the body becomes vulnerable to diseases. However, space pilots spend most of their time locked up in their capsule, a completely sterile environment. It makes it more difficult for them to leave their capsule (although not impossible), but on the whole suppressing the immune system is a non-issue for space pilots. But it must be stressed that even if these

boosters are relatively harmless for space pilots because of their sterile capsules and neural riggings boosters are still very dangerous to the common people and must at all costs be kept out of the hands of the unwary or we may have an even greater catastrophe on our hands than before. This fact makes it all the more important to apprehend those responsible for the manufacturing and distribution of the new boosters.

One persistent problem with the earlier methods was that genetic variation between different individuals seemed to have a relatively large effect on the outcome of the boosters. Some individuals were more prone to side effects, while some didn't benefit at all from the procedures. Later, genetic variations between bloodlines was proven to account for most of these differences. Some boosters were of course more universal than others, but recently custom boosters have been designed specifically to take advantage of the genetic make up of various bloodlines, resulting in race-specific boosters.

The kind of R&D needed for these new boosters could only have been undertaken and funded by a wealthy group with access to all the newest theories and technologies. The only independent group with the means and the motives for this would be the Angel Cartel, but DED has found nothing linking the development of the advanced boosters with them. But the fact the Cartel became heavily involved in distribution of the new boosters right from the start suggests, in the words of Col. Jeanrick Cavalery "that either the Cartel is very close to the booster manufacturers or they themselves are the manufacturers." However, we cannot rule out the possibility that those responsible for the R&D and perhaps the manufacturing of these advanced boosters are in the employment of one of the other empires.

In conclusion we recommend that further measures to be taken to stem the increasing tide of illegal boosters. Granted, there is considerable demand for this among a large group of otherwise lawful space pilots, but boosters are not a requirement to make a good pilot. Thus the marginal benefits pilots gain from boosters should not outweigh the great risk of using them.

As the majority of boosters originate outside empire space we recommend increased border surveillance, as well as heavier punishment for those caught smuggling or selling boosters. Furthermore, that an investigation should be launched to determine who is developing these boosters.

Lastly, our own research teams should start analyzing the new boosters with the intent of understanding them fully in case we need them at a later date when war threatens. Naturally, this will have to be done in the strictest secrecy. Intelligence sources indicate that similar steps are being taken by the other empires and we can't run the risk of being left behind if and when boosters become standard items for space captains.

FASTER THAN LIGHT COMMUNICATION

After mastering the technique of wormhole creation, it was thought that distance had finally been conquered. But despite of this communication still needed to be transmitted at the speed of light, and though wormhole did shorten distances between distant regions, interactive communication remained impossible. This problem was quickly identified as being one of the most important handicap remaining in the conquest of deep space.

The Amarrians were the first to master the jump gate technology and thus the first to face the problem. They launched massive state-funded research and tried out several radical solutions, but without success. In the end they stopped all research, accepting the fact that FTL communications were unattainable.

Centuries later the Gallenteans and the Caldari faced the same problems following the creation of the Sotiyo-Urbaata Drive. The Drive allowed FTL travel within the system the Gallenteans and Caldari lived in and communications with ships using the Drive were naturally impossible with conventional communication devices. To stimulate research in solving this, all both the Gallenteans and the Caldari promised huge awards for anybody who could come with some solution to the problem, which led to one of the most frantic goose hunt in the history of science.

Like the Amarrians before them many solutions were tried out, but none with success. Finally it was a young Gallentean woman, Li Azbel, who came out with a solution that was so simple but yet deeply rooted in arcane physics, that at first it was rejected as a hoax.

It wasn't until the famous Azbel-Wuthrich experiment that the functionality was demonstrated with success. Industrialization quickly followed, leading to one of the greatest stock market surge ever as thousands of companies extended their reach to the whole known universe.

The roots of the solution lay in an ancient paradox, often called the EPR paradox, the name shrouded in mystery. The EPR paradox is famous for contradicting quantum physics in some very important ways. Specifically it shows another old physic theory, the Heisenberg Uncertainty Principle, to be untrue. The Heisenberg Uncertainty Principle, believed to be named after a place or a person, affirms that the exact state of quantum particle cannot be determined with full accuracy, no matter how refined the measurement equipment is. The classical example being the measurement of the velocity and position of a free particle: to be able to measure the position of a particle you must be able to 'see' it. This means that you have to illuminate it at least with one photon. But the collision between the photon and the particle changes the velocity of the particle, thus making it impossible to determine what the velocity was before the position was measured.

The EPR paradox describes the possibility of creating a pair of particle whose quantum state was entangled in such a way as to be mirror of each other. For example a pair or particle with position and velocity given as (x_0, v) and $(x_0, -v)$, i.e. a pair of particle that at given time are at the same position, but have exactly opposed velocity vectors. After some time, the two particles would be separated by a large distance, and measurement could be done on each of them independently. Now by measuring, say, the position of particle A and the velocity of particle B, the EPR paradox states that you would thus have determined the exact state of both particles, thus violating the Heisenberg relationship.

But later experiments confirmed the Heisenberg principle, thus making the EPR paradox void, to the surprise of many. Mathematically, this didn't cause any problems as the collapse of the wave function due to measurement was an instantaneous happening. From a physical point of view, this was more difficult to comprehend, as it seemed to imply that the state change propagated instantly between the two particles. This was immediately suggested as a way to create faster-than-light communication: by making a measurement on a particle it would lead to an instantaneous change in the remote particle's state, thus transmitting one bit of information. A detailed mathematical analysis of this scenario though showed that due to the statistical nature of the quantum particle, only noise would be transmitted, thus laying to rest these speculations for millenniums.

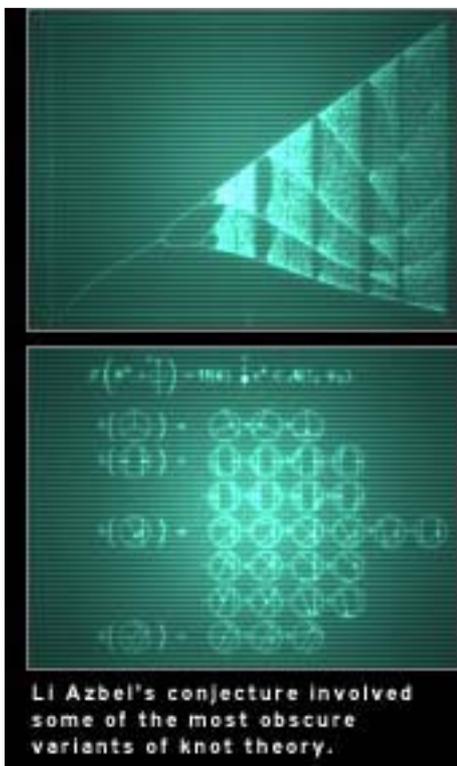
This is precisely where Li Azbel took up the problem, with a rare insight leading to a breakthrough. She argued that even though the output of the transmission was pure noise, the structure of the noise could be used to encode the information. Indeed, it was well known that the bifurcation cascade leading to purely chaotic time-series had a universal structure, governed by the Feigenbaum constant. Taking a parametric family of functions called logistic maps, defined in the interval $[0,1]$, there existed a parameter and an initial condition of the map



that could generate any arbitrary random sequence of number. Azbel considered the problem from the other side, i.e. given a finite chaotic sequence, how could you trace yourself back to the initial condition? By using a maximum entropy analysis on the Shannon information entropy of the signal she devised a way to solve this inverse problem. Furthermore, she demonstrated that by carefully modulating the measurements of tangled quantum states, basically willfully introducing noise in the measurement process itself, that specific noise structure would be carried across to the measurements of the other particle.

The process was thus the following: A byte of information is mapped on an initial condition of the logistic map leading to a chaotic attractor. This noisy sequence is then used to modulate the measurements done on a sequence of entangled particles. At the same time on the other side, measurements are made on the particles and a noise sequence is extracted. Maximum entropy analysis is then done to determine the initial condition from which this series has been generated and thus map it back to a given byte of information. Note that in this case, the noisy sequence sent is totally uncorrelated to the one measured. What they do have in common is to be from the same chaotic attractor, and that is the information that actually gets transmitted instantly, regardless of distance.

As stated before, this theoretical result was originally considered to be too incredible, to be true. The Azbel-Wuthrich experiment used a very similar setup as the ancient Aspect experiment, and it was a historical moment when the first Smiley :-) was sent over this channel. Following that, a great gold-rush started on who would be the first to industrialize this.



The result of that rush is the familiar Fluid router, which forms the building block of universal communication as we know it today. Ignoring the mathematical intricacies, the architecture of these routers is deceptively simple. The first step of their manufacturing is the creation of the entangled quantum states. This is done by using superfluid 4-Helium, where essentially all the Helium atoms are entangled in a single quantum state due to Bose condensation. A droplet of such liquid 4-Helium is then carefully separated in two. From this point, the two droplets, and more specifically the Helium atoms in the droplets are intrinsically tangled. Each droplet is then placed in separate router box, that contain necessary mechanism to encode and decode bytestream into quantum state measurements performed on the atoms of the droplet. From that point on, these two routers are linked together, regardless of their separation. Thus a spaceship will usually buy a router pair from a network provider. One box will be placed in the spaceship, while the other one kept in the network provider's backbone, that will have connections to other routers, thus effectively forming a decentralized network, where messages can be routed across many routers and many providers. This architecture is similarly to the ancient Internet.

The only limitations of this communication system is in the capacity of the channel. Indeed, the manufacturing of the entangled 4-He superfluid is an expensive process. Furthermore, a large number of atoms are used for each byte, as a statistically relevant chaotic sequence needs to be created. The sequencing introduces a limit to the bandwidth, allowing only the transmission of x bytes/second. The amount of data sent then depletes the pool of available entangled atoms, thus limiting the total amount of data that can be sent with a given router pair.

The FTL communication services have spread to every corner of the world of EVE since they first appeared a couple of centuries ago. The services and routers, albeit owned and run by independent companies, are under constant scrutiny and regulations by a CONCORD sub-committee to enforce both security and privacy in the communications channels and to make sure the companies are correctly rendering the services they claim. The fierce competition on the telecommunication market makes it cheap, efficient and reliable to talk, transfer data and even conduct business for people light-years apart.



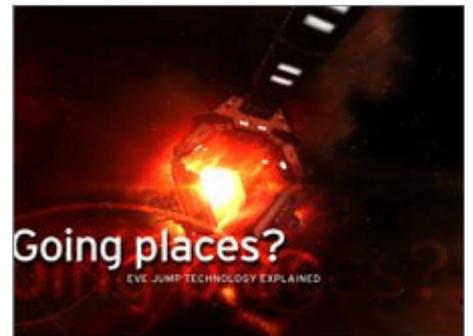
Well, here is a detailed description for all you techno-buffs on jumps - the amazing technology on how and why it is possible to traverse the vastness of space in a matter of minutes. Tacked along are various interesting tidbits on the history of the races and their elusive search for their ancestry. Written by one of the best recognized intellectual in the world of EVE, this is an insightful glimpse into the minds and beliefs of those that live there.

By Alain E. Topher

1 - Where do we come from?

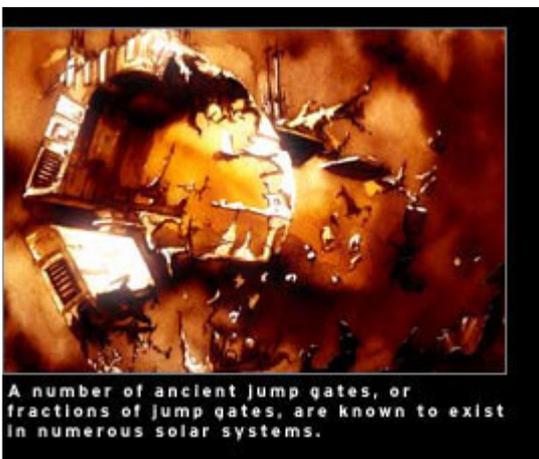
For centuries men speculated from where mankind came. Today, it has been established beyond reasonable doubt that all the different races and factions found in our part of the galaxy must have originated from a common source.

Yet it has proven difficult to piece all the different artifacts together into a coherent picture. In any case, it seems logical from a biological standpoint that humans evolved on the same planet. Even if various differences can be found between and within factions, the likeness in the DNA structure clearly points to a common origin. But then the question is: where is this fabled planet that humans evolved on and how did the human race end up in numerous separate places?



Lets look at what we know: It is now undoubted that a race capable of inter-stellar travel roamed our space many thousands of years ago. A number of ancient jump gates, or fractions of jump gates, are known to exist in numerous solar systems. Whether these jump gates were built by our own ancestors or a totally alien race is unknown. These jump gates have some peculiar traits. First of all, age tests have shown that all these jump gates were built within the space of 50 to 100 years. And yet the design of many of the jump gates is a little bit varied between places, like they were constructed by different people. These facts raise many questions: why were they all constructed within this short time-span, and none since? Were they built by the same race, or maybe two or more conflicting races?

The answer most favored is that of war. Only a conflict could explain this quick construction of dozens of jump gates and why everything seemed to come to an abrupt halt one day. But who were fighting? And where are the combatants now? It seems highly unlikely that factions capable of inter-stellar warfare suddenly disappear into thin air.



A number of ancient jump gates, or fractions of jump gates, are known to exist in numerous solar systems.

By studying the layout of the jump gate remnants, a curious pattern emerges. The jump gates snake out like a spider-web from a central point. And what is the central point? It is the system known to Amarrians, who first found it, as 'Imlau Eman', or the 'Mouth of God', but is today better known as EVE.

The EVE system is an enigma that is still very much a mystery to us. The system itself is not that impressive – just some space debris and a few asteroid belts orbiting a pale white dwarf. But at the outskirts of the system is a phenomenon that has puzzled us for centuries. At the center of this phenomenon lies a huge structure, obviously built by some advanced civilization eons ago. The structure looks very much like a jump gate, except it is many times bigger than any space structure of ours. The gate is fairly plain all around, but there are markings here and there, in some ancient language that has not been fully decrypted. At the top, the largest of these markings is a three-letter word that says EVE.

There isn't full agreement among scholars about the meaning of this word, but most people regard it to be simply the name of the gate.

Now, every indication points to this being the gate that our forefathers used to enter this world, but despite massive studies on the gate and the EVE system in whole, we still haven't uncovered what happened to the gate all these millenniums ago.

Extremely bright and powerful electromagnetic turbulence emits from the EVE gate, as it is commonly called. This turbulence seems to originate from within the gate, so it is believed that the gate is actually open and the electromagnetic storms are coming through from wherever the gate is linked to.

In any case, the turbulence makes it extremely difficult to study the gate. Fortunately, the storms pulsate rhythmically, meaning that every other year or so they recede enough to allow closer scrutinizing. But even then the turbulence is enough to rip to pieces any vessel foolish enough to wander close to it.

The immense brightness emitting from the gate can easily be seen in solar systems close to the EVE system as a vibrating bright star on the night sky. But even in systems in the farthest regions of the known world it can still be seen with the aid of a telescope. The Amarrians, whose home system is only a few light-years from the EVE system, were in the best position to marvel at the gate. Many thousands of years ago, while still on a primitive level, the Amarrians actually coupled the peculiar phenomenon they saw in the sky with their age-old religion and even today the EVE gate holds great importance in the Amarrian state religion.

The search for our ancestors goes on. Even if the facts lead us to the EVE system, it seems to be the end of the road. The extensive studies done there over the decades seem no closer to providing the answer to this important question.

2 - The earliest jump gates and the first inter-stellar travelers.



Once the Amarr Empire had reached the technology level were it could enter space, it started to vigorously chart their home system. Due to technological limitations this survey took a long time. Finally, the Amarrians stumbled upon the remains of a jump gate at the outskirts of their solar system.

By studying the remains, which were more or less intact, the Amarrians were able to garner enough information to build a jump gate of their own. The jump gate was operational but obviously it lacked connections to other jump gates, as it was the only one of its kind. Thus the Amarrians were forced to physically send ships capable of building jump gates between solar systems before a stable wormhole could be formed into the system to connect the two gates. These gate construction ships often took decades to arrive, the crew suspended in cryo-tanks for the duration of the voyage. Only in recent years with the coming of jump drives capable of jumping between systems with no jump gates in them is it possible to overcome this time-consuming prelude to inter-

stellar traveling via jump gates and still today dozens of gate construction ships are enroute to a distant system.

But patience is a virtue the Amarrians have mastered well and they steadily expanded in every direction from their Amarr home system. Now, more than two millenniums since the construction of their first jump gate, the Amarrians occupy hundreds of solar systems.

The Gallenteans and the Caldari discovered jump gate technology at relatively the same time, due to the simple fact that their home worlds were then in the same system. This was a little over 700 years ago. The Gallenteans and the Caldari did not enjoy the luxury of finding a relatively intact jump gate relic in their system as the Amarrians did. Instead there were only fragmentary pieces to be found, so they had nothing to build on. Still, these fragments pointed the researchers into the right direction and many jump gate theories were tried out. It wasn't until after the discovery of a companion brown dwarf, making the system a binary system, that the gate research got on the right track. It wasn't long after that before the first working jump gate was erected. The Amarr type of jump gate and the Gallente/Caldari one both work on the same principle (see next chapter), but there are some minuscule differences in how the different parts of the gate work exactly.

At that time both the Gallente and the Caldari worlds were bursting at the seams and major effort was made in sending ships to nearby systems to build jump gates. The mass exodus of the Gallenteans and the Caldari to other systems was nothing like the calm, deliberate expansion of the Amarr Empire, where only one system was colonized at a time and every aspect of the expansion was rigidly controlled by the state. Instead, private firms, the first of the Caldari Corporations among them, were chiefly responsible for surveying systems, sending the constructions ships, and selling the territory to the colonists. In the space of 500 years or so the combined expansion of the Gallenteans and the Caldari had almost equaled the total expansion of the Amarrians in 2000 years.

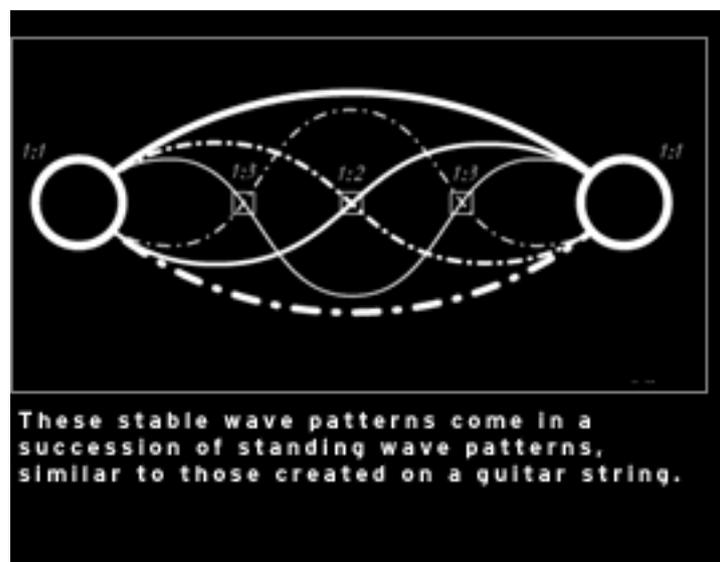


The Jovians are not very forthcoming with information about their technological advances in this regard. Today they employ jump gates functioning on the same principle as the other's, but nothing is known on where or when the Jovians acquired their jump gate technology. However, they've revealed an interesting fact: according to ancient Jovian legends, the Jovians used the ancient jump gates that scatter the world to travel between solar systems a long time ago, before the jump gates crumbled. The legends stay silent about the makers of the gates.

3 - The principles of jump gate technology.

Jump gates are built around artificial wormholes, created by exploiting gravitational resonances found in binary systems. This resonance is as a friction between gravitational waves of stellar objects, the more massive the objects, the stronger the resonance between them. Positions of planets in a solar system, as well as the complex structure of dust rings around heavy planets illustrate this resonance.

In binary systems there exists strong resonance phenomena, where the gravitational field of two stars in a stable binary formation would interfere with each other, like ripples from two wave sources. These stable wave patterns come in a succession of standing wave patterns, similar to those created on a guitar string. The strongest resonance is the 1:1 resonance (the first harmonic, so to speak), with two stationary node points situated in the center of each of the two stars. The second strongest resonance is the 1:2 resonance (the second harmonic), where an additional stationary node point appears in the field exactly mid-way between the stars (if of equal mass), and so on for successive resonances.



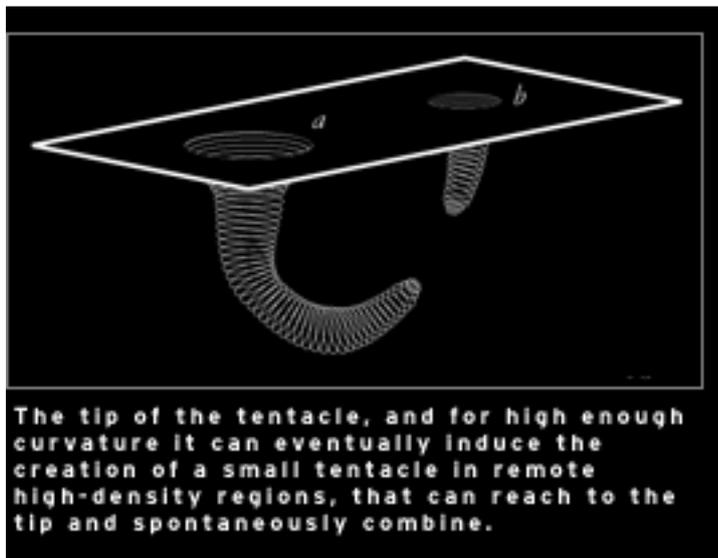
At the node points, the rapid oscillation of the gravitational field in opposite directions creates strong shear in the contravariant energy-momentum tensor. Under normal circumstances this stress is dissipated by high-frequency graviton radiation, and does thus not create any noticeable macroscopic phenomena.

But if this stress is confined and forced to build-up in a limited region of space, then the tensor-field will eventually develop a steadily growing high-curvature tentacle like structure in the space-time continuum. More specifically, the tentacle constitutes a self-avoiding 4-manifold that attempts to grow farther and farther from itself. The tip of the tentacle, where the curvature is highest, effectively acts like a magnet on space-time, and for high enough curvature it can eventually induce the creation of a small tentacle in remote high-density regions, that can reach to the tip and spontaneously combine. An analogy of this phenomenon is when lightning strikes ground, where the tip of the downward lightning actually creates a small upward lightning emanating from the ground and the two combine somewhere above the ground, thus closing the electrical circuit.

The main device of jump gates is a so-called mass boson sphere, based on one of the fundamental physic fields that mediates mass, and thus interacts strongly with gravitational waves. The sphere is filled with mass boson plasma, which reflects gravitational waves, pretty much in the same way as a mirror reflects light. By adjusting the plasma density so that it reflects the high-frequency gravitational waves involved in the dissipation of tensor shear, this radiation is trapped within the sphere, thus leading to a steady net increase of the gravitational stress within the resonance node, which eventually leads to the creation of the high-curvature tentacle. An analogy of this is the laser, which builds up a highly coherent and intense beam of electromagnetic energy by enclosing oscillators within a reflecting cavity.

The distance between the two ends of the wormhole depends on the mass of the suns in the binary system and on what resonance node the jump gate is located. In order to connect two jump gates a trial-and-error method is needed, often lasting many years. This is because the tentacle created by the tensor-field cannot be controlled or directed in where to open. But by having another jump gate in a nearby system build up gravitational-stress in it its own, without reaching critical point, at the same time that the tentacle is growing, then the likelihood of a connection being made increases statistically, although many attempts are still often needed. This is similar to raising a metal rod in a thunder storm.

The first jump gate versions built by the Amarrians were limited in the way that once a wormhole had been created and a ship slipped through a new wormhole had to be made before another ships could pass. As it could take several days or even months to re-connect the two jump gates, passing was slow. Later versions of jump gates allowed the jump gates to hold the wormhole open for a longer time and modern day jump gates can keep a wormhole connection open for several dozen years before it has to be reset. Also, the first jump gates were only able to connect and hold a single wormhole at a time but today they can hold several wormholes open at the same time, allowing jump gates to be connected to several other jump gates at once.

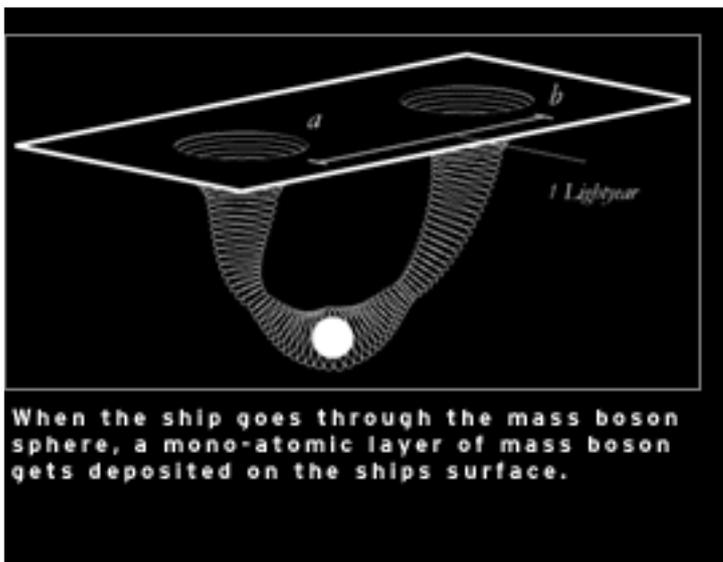


In an average binary system the jump gate has a range of around 5 light-years, provided the jump gate is constructed on the third resonance node.

More powerful jump gates can be constructed on the second resonance node between the stars. Because these nodes are much farther from a solar system (often up to 0.5 lightyear away) and, more importantly, are also harder to harness, they have only recently started to be utilized. On the other hand, they have much greater range than the basic jump gates.

There are several strict limitations on jump gate travel. First of all, jump gates can only be constructed in systems with two or more suns, because of the resonance nodes. This effectively makes one in every three systems ineligible for jump gate construction.

Secondly, only one jump gate can be in operation in a system at any given time. This is due to the erratic fluctuations in the resonance fields caused by a mass boson sphere; if more than one such sphere is active at the same time in the same system, they both become highly unstable and impossible to operate.



And thirdly, ships can only travel through wormholes if both ends of it are connected to a jump gate. This means that ships must travel between systems in normal space in order to build a jump gate. The reason for this is the extreme dilatation of the metric along the longitudinal dimension of the tentacle, meaning that the spatial coordinate along the length of the wormhole is expanded, while the radial component is cyclically curved. A spaceship entering the wormhole is subject to a strong metric gradient that would put its structural integrity in jeopardy. This can be prevented by locally countering the stretching around the immediate vicinity of the ship. Here the mass boson sphere plays its second role in the gate mechanism. When the ship goes through the mass boson sphere, a mono-atomic layer of mass boson gets deposited on the ships surface. This layer counters the stretching of the ship against the metric gradient, enough to keep

the structural integrity of the ship for the duration of the trip through the hole. This doesn't mean that the gradient is completely wiped out, and even seasoned space veterans still know the feeling known as 'going down the drain' when entering a wormhole.

4 - Space vessels get a boost – the first jump drives.

Even with advanced propulsion systems it took space ships days or weeks to move between planets in a solar system. Anything that could quicken this travel was thus of immense interest for everybody.

Various efforts were made to increase the speed of ships, but most of them failed either because of too high fuel volume and cost, or because they were too limited in scope. The most successful attempt was that of the old Minmatar Empire, which built acceleration gates that employed gravity in an unique way to slingshot ships between planets. This gave the ships enough momentum to fly between planets in a much shorter time than before. But the Minmatars never discovered how to build inter-stellar jump gates, so their acceleration gates were limited to their home system (where they still exist today). They had begun experimenting with much larger acceleration gates capable of sending ships between solar systems, but they never got a chance to build them before the Amarrians invaded and enslaved the Minmatars.

The Amarr Empire itself was slow to make any breakthroughs in this regard, despite their ever-growing space empire. For a long time they made do with ships traveling at ca. 10% of the speed of light, this speed seemed sufficient to them. At last they discovered the principles behind jump drive technology more or less accidentally, while researching new weapon technologies. The first Amarrian jump drive was built nearly 300 years ago.

The situation was different for the Gallenteans and Caldari. Their home planets were in the same system and this meant that intra-system trade runs became an important element in their society right from the outset of their space activity. Thus there was a much greater incentive to find an acceptable solution to intra-system travel. The first jump drive built is the Sotiyo-Urbaata Drive, built by Caldari engineers more than 600 years ago. It was immensely big, tremendously expensive and outrageously inefficient, but it worked. The Sotiyo-Urbaata Drive, along with later versions, sped considerably up the social and technological development for both the Gallenteans and the Caldari and is without a doubt one of the most important discoveries ever made.

Since their first appearance all these long centuries ago, jump drives have become ever more advanced, making them cheaper, more reliable and more efficient. Yet the difference between the Sotiyo-Urbaata Drive and a modern day drive is not so great; both work on the same underlying principle, both allow very fast travel within the solar system. But the latest versions of jump drives are for many the true jump drives, for they allow ships to traverse solar systems even where there are no jump gates. These revolutionary jump drives, which are still relatively rare and expensive, combine traditional jump drive technology with jump gate technology and create a whole new piece of equipment.



5 - Faster-than-light travel – how?

So what is the elusive answer to FTL travel? It was found through advanced research in the field of quantum electrodynamics. By creating depleted vacuum, that is, vacuum as found in space but completely stripped of all energy, and then expanding this depleted vacuum to envelop a ship, the ship is capable of moving faster than light through this bubble of depleted vacuum. A depleted vacuum bubble is more than frictionless – it is so anti-friction that things (including light) actually move faster in it than they would in complete vacuum.

All space ships are equipped with a jump drive device. The jump drive creates depleted vacuum by repeatedly 'compressing' vacuum between two polar discs, draining all energy neutrons and quarks out of it. A laser-locked field is then created to hold the ever-increasing depleted vacuum bubble until it has enveloped the whole ship. When that happens the ship is able to enter FTL speed. Although initial experiments with the jump drive were very encouraging technology wise, problems arose in regard to navigation. Once the ship has attained FTL speed, it is very difficult for it to act or react to the world, such as for communication or scanning purposes. Numerous experiments were made, for example with compactified dimensions radio, but without success. The unpredictable nature of quantum mechanics made it very difficult to create a stable enough vacuum bubbles to allow for precise time measurements due to fluctuating speeds. Finally, a solution was found. It was discovered that gravity capacitors similar to the control system used in jump gates were able to pick up gravity signals from 'normal' space while the ship was on FTL speed. By locking the capacitor onto one of these signals, the ship travels to it. The bubble is then automatically dispersed once certain distance from the gravity well is acquired. The only problem is that these capacitors can only efficiently pick up signals from gravity wells of certain size or above, with the minimum being a small moon or a cluster of asteroids. Also, in order for the gravity capacitor to align correctly on the destination object in relevance to the position of the sun, it must follow a relatively narrow route towards it, resulting in a fairly restricted emerge area for the ship. This puts some limits on the jump drive's usage, but as all major objects in a system can be detected, this is not such a great problem. Furthermore, it is now possible to construct 'fake' gravity wells on space stations and jump gates, which can be detected and thus homed onto by the gravity capacitor that is part of a ship's jump drive.

Further research into jump drives, especially those aimed at amalgamating the technology used for jump drives and the one used for jump gates, has led to more and more advanced jump drives becoming available. It is now possible to fit a ship with a jump drive capable of inter-stellar travel. The first versions of these allowed the jump drive to connect to a jump gate in another solar system and jump to it just as if the ship had moved through a jump gate. The later versions allow ships to jump from a system with a jump gate to another system that has no jump gate, and the latest version, still only available as a prototype, allows a ship to jump between systems even if no jump gate exists in either system. The first versions of these drives simply aligned the drive with the nearest resonance node in the system (often using nodes 1:4 or even 1:5), then created instant mini-wormholes through it for just enough time for the ship to slip through. More advanced versions, allowing jumps into systems with no jump gates, are a bit more complex. They send out a constant barrage of high frequency neutron rays, based on the flat-space principle of trans-relativistic physics, through infinitesimal cosmic strings to scout out the destination system. This survey can last for several days before enough data is gathered to allow the ship to create a wormhole (through a resonance node of course) to the destination system.



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