

Welcome to the Human Race

Humanity in the 22nd Century

Even before humans escaped from their currently inhospitable home world, humanity had started to direct its own evolution. It branched out into three broad categories: the **Moreaux**, the **Adonides**, and the **Classics**. After leaving Earth behind, two new categories were discovered: the **Starlings** and the **Emissaries**.

The Moreaux

Moreaux were originally humans that had been altered in the womb to express long-dormant traits from earlier eras in our evolutionary history. Later generations were spliced with animal DNA. Modern Moreaux are the product of deliberate breeding programs and occasional adjustments to clan genetic lines. Since coming to space, some clans have introduced extremophile genes into their lines.

A Moreau who chooses to bear children will almost always do so in consultation with her clan mothers—the architects of her genetic line—and those of her potential partner’s clan. In some cases, clan mothers from different clans will negotiate mutually beneficial pairings. Children are raised by the entire clan.

A typical Moreau looks mostly human, with a few features from the most dominant animal genes in his line. One with a strong feline heritage may manifest slitted pupils, slightly pointed ears, and sharp teeth. The influence can be more than physical; a Moreau’s personality may be colored by the original instincts of his line’s most dominant animal. At a bar, someone with a strong sheepdog lineage might unconsciously herd his friends into the safest corner.

Moreaux characters are hardier than typical humans, starting with an Endurance that is one level higher, with an upper limit that’s also one level higher. In addition, a Moreau will have one or more of powers from the different animals that make up her genetic lineage. She may also choose to take on a mental limitation based on an overpowering animal instinct. Characters begin with at least one piece of built-in gear: a Universal Human-Machine Interface, or UHMI.

Sample Moreau: Sgt. Jahl Dai of Clan Raptor

B	A	S	E	W	I	P	R	RP	HP	SP
Ou	Gd	Gd	Ex	Gd	Gd	Ou	Cm	Gd	70	46

CP: 2,552

Powers

- Enhanced Hearing: **Gr**
- Enhanced Sight: **Gr**
- Sharp Attack: **Ex**, Jahl Dai’s claws, spines, and spurs

Skills

- Firearms; Gunnery; Quick Draw; Quick Strike; Stealth; Specialist: Jahl Dai’s claws, spines, and spurs; Weaponsmith; Zero Gravity Combat

Gear

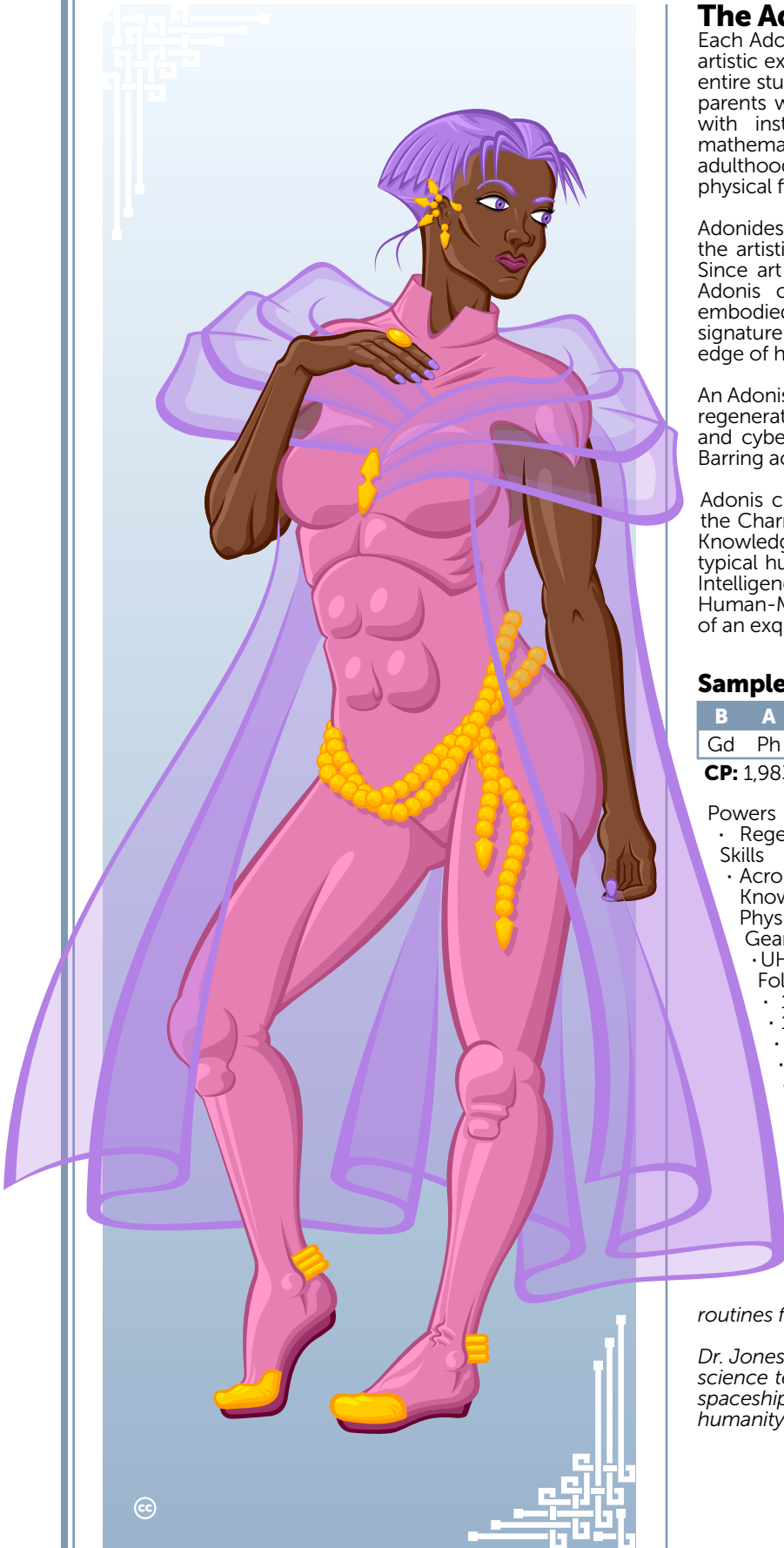
- UHMI: **Gd**

Limitations

- Compulsive Behavior or Obsession: **Gd**
Jahl instinctively protects “his pack” and gets the urge to challenge outsiders entering “pack territory”.

Sergeant Dai is Clan Raptor’s contribution to the international Lost Tribes project, heading up security.





The Adonides

Each Adonis is quite literally a work of art. He may be the artistic expression of a single individual or the result of an entire studio's collaboration, and may have up to a dozen parents who raised him and provided this living artwork with instruction in everything from deportment to mathematics to aesthetics to physics. Upon reaching adulthood, an Adonis will stop aging, maintain peak physical fitness, and stay beautiful until the day he dies.

Adonides are sculpted to be the ideal humans, at least by the artistic ideals of the generation that designed them. Since art has its movements and trends, the age of an Adonis can be estimated by the artistic movement embodied in her looks. Each Adonis also bears the signature of her designer(s) in miniature gilt, around the edge of her left iris.

An Adonis cannot scar nor maintain a tattoo, and will even regenerate a lost limb. His body will reject any piercings and cybernetics that weren't part of his original design. Barring accidents, Adonides can live about 150 years.

Adonis characters start out with **Dr(-3)(1)** Regeneration, the Charm skill, plus one skill each from Technical Skills, Knowledge Skills, and Combat Skills. They can exceed the typical human limits for Agility, Strength, Endurance, and Intelligence by one level. Adonides begin with a Universal Human-Machine Interface (UHMI), fashioned in the form of an exquisite piece of jewelry.

Sample Adonis: Dr. Diamond Lilly Jones

B	A	S	E	W	I	P	R	RP	HP	SP
Gd	Ph	Ex	Ex	Ex	Ph	Gd	Gr	Gr	110	95

CP: 1,983

Powers

- Regeneration: **Cm**

Skills

- Acrobatics, Charm, Computers, Electronics, Knowledge: Music Theory, Knowledge: Composition, Physics, Programming

Gear

- UHMI: **Gd**

Followers

- 1 Secretary (Aristocrat / Executive / Official)
- 1 "Butler" (Secret Agent / Spy)
- 2 Bodyguards (Soldier)
- 1 Tech (Mechanic / Technician / Tradesperson)
- 10 Research Assistants (Scientist)

The seven members of Studio Jones received tremendous accolades from Adonis society at Diamond Lilly's coming out gala, where she presented her treatise on combining quantum and binary processors to resolve higher-order space navigation problems, premiered her symphony for combined Yoruba and French orchestras with ancient Roland TR-808 drum machines, then recreated the gold medal floor routines from three different terrestrial Olympics.

Dr. Jones and her staff have been loaned out to act as the science team for the Lost Tribes project, a search for the spaceships and people who lost contact with the rest of humanity during the evacuation from Earth.

The Classics

Nearly 250 years since the discovery of DNA, the human genome, developed by millions of years of evolutionary pressure, still holds many mysteries. Classic humans are counting on continued natural evolution —and lots of technology— to help them survive beyond Earth. Classics, or at least their genes, are considered an important natural resource by all branches of humanity.

While the Moreaux have their clans and the Adonides their studios, Classics have ... everything else. Pick any random combination of government, religion/philosophy, and economy, and odds are that someone in human space is trying to make it work. Even as humanity is struggling for its very existence, hopeful Classics are still trying to create their own visions of utopia.

A Classic character starts out as a typical human with the addition of one piece of gear: her own built-in UHMI.

Sample Classic: Capt. Maxine “Max” Harris

B	A	S	E	W	I	P	R	RP	HP	SP
Cm	Cm	Cm	Gd	Gd	Gd	Gd	Cm	Ex	28	36

CP: 501

Skills

- Astronavigation, Knowledge: Earth Myths & Legends, Knowledge: Spaceship Operations, Negotiation, Vehicle: Mech, Vehicle: Spaceship, Zero Gravity Combat

Gear

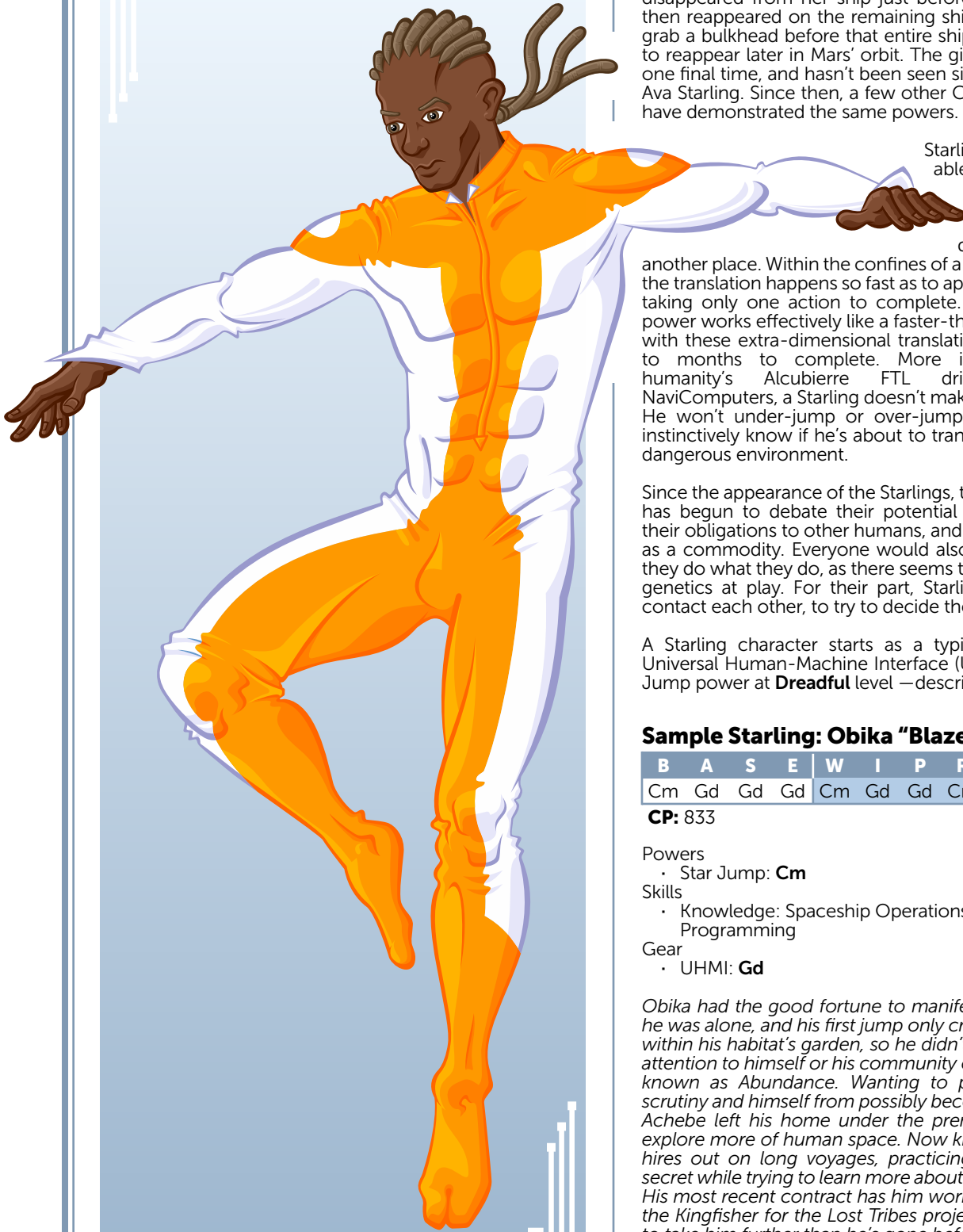
- UHMI: **Gd**

Followers

- 1 Pilot (Driver / Pilot)
- 1 Co-Pilot (Driver / Pilot)
- 1 Chief Engineer (Scientist)
- 1 Medic (Doctor)
- 10 Crew (Mechanic / Technician / Tradesperson)

Maxine “Max” Harris hails from the Ceres Commonwealth, an alliance of settlements trying to translate the principles of pre-agrarian egalitarian societies into the modern age. She captains the Kingfisher, a faster-than-light (FTL) spaceship designed with rows of removable modules that make it easy to configure for a variety of missions. As their contribution to the international Lost Tribes project, the Commonwealth turned the Kingfisher into the project’s mobile base. Captain Max and her crew host a team of representatives from several human civilizations, who all search for signs of people that lost contact with the rest of humanity. Unofficially, the project’s leaders are also sifting through their data for signs of a possible incursion into human space by intelligent alien life.





The Starlings

Humanity made its next great evolutionary leap about a decade ago. When a pair of Classic home-ships were attacked by pirates near Io, a teenage girl spontaneously disappeared from her ship just before it was destroyed, then reappeared on the remaining ship. She was seen to grab a bulkhead before that entire ship disappeared, only to reappear later in Mars' orbit. The girl then disappeared one final time, and hasn't been seen since. Her name was Ava Starling. Since then, a few other Classic human teens have demonstrated the same powers.

Starlings seems to be able to shift into another dimension, then reenter our own dimension at

another place. Within the confines of a planet or planetoid, the translation happens so fast as to appear instantaneous, taking only one action to complete. Out in space, this power works effectively like a faster-than-light (FTL) drive, with these extra-dimensional translations taking minutes to months to complete. More importantly, unlike humanity's Alcubierre FTL drives with their NaviComputers, a Starling doesn't make navigation errors; He won't under-jump or over-jump a target, and will instinctively know if he's about to translate his ship into a dangerous environment.

Since the appearance of the Starlings, the rest of humanity has begun to debate their potential threat, their rights, their obligations to other humans, and their possible value as a commodity. Everyone would also like to know how they do what they do, as there seems to be more than just genetics at play. For their part, Starlings are starting to contact each other, to try to decide their own fates.

A Starling character starts as a typical human with a Universal Human-Machine Interface (UHMI), and the Star Jump power at **Dreadful** level —described in later on.

Sample Starling: Obika "Blaze" Achebe

B	A	S	E	W	I	P	R	RP	HP	SP
Cm	Gd	Gd	Gd	Cm	Gd	Gd	Cm	Cm	36	32

CP: 833

Powers

- Star Jump: **Cm**

Skills

- Knowledge: Spaceship Operations, Mechanic, Programming

Gear

- UHMI: **Gd**

Obika had the good fortune to manifest his power when he was alone, and his first jump only crossed a few meters within his habitat's garden, so he didn't call any unwanted attention to himself or his community on the little asteroid known as Abundance. Wanting to protect them from scrutiny and himself from possibly becoming a guinea pig, Achebe left his home under the premise of wanting to explore more of human space. Now known as "Blaze", he hires out on long voyages, practicing his Star Jump in secret while trying to learn more about people like himself. His most recent contract has him working on the crew of the Kingfisher for the Lost Tribes project, which promises to take him further than he's gone before.

The Emissaries

In a time of genetically-engineered people, the recent discovery of the Emissaries still came as a shock to the rest of humanity. These mild, hard-working, non-threatening people appear to be nothing more than Classic humans. However, when an Emissary is closely examined, she will show no signs of having had an evolutionary lineage; She won't have an appendix, wisdom teeth, nor optical blind spots. Emissaries are humans who were built from scratch, as efficiently as possible.

An Emissary won't deny what he is when discovered, but until then, won't feel obligated to announce his existence. A publicly exposed Emissary will take to dressing in silver jumpsuits fashioned after the costumes of 1970's science fiction films, and will start introducing himself by prefacing his name with "Emissary". When asked about his origins, he will repeat by rote that he was created by "a fragmentary instantiation of the Great Creator, who wants nothing other than a more harmonious and efficient organization of all matter towards a greater computational substrate, through which the full power of their Creation may instantiate". When pressed for a purpose or motives, an Emissary will usually just answer that he wants to work hard and prosper.

So far, most Emissaries have been discovered in mid-level administrative positions; never in the seat of power, but close in enough to give advice to those in command. Security analysts concede that no Emissary has yet been found guilty of a crime, they tend to advise building up infrastructure (especially computers), and what they say is no more eccentric than the hundreds of new philosophies and religions that have sprouted up since humanity left Earth. More than one Emissary has expressed a longing to one day own a ship with an Alcubierre FTL drive —or to meet a Starling— but who hasn't? For now, most human settlements find these odd but hardworking people to be harmless, and too valuable to remove from their posts. They are dismissed as some anonymous geneticist's alternative to Moreaux and Adonides design aesthetics.

Emissaries are NPCs. They start out as typical humans with built-in UHMIs, *but they don't actually need them*. Every Emissary has the Computers, Mechanic, Programming, and Psychology skills.

Sample Emissary NPC: Emissary Fulano de Tal

B	A	S	E	W	I	P	R	RP	HP	SP
Pr	Cm	Cm	Cm	Pr	Cm	Cm	Dr	Dr	22	17

CP: 910

Powers

- Control Machines: **Ex**

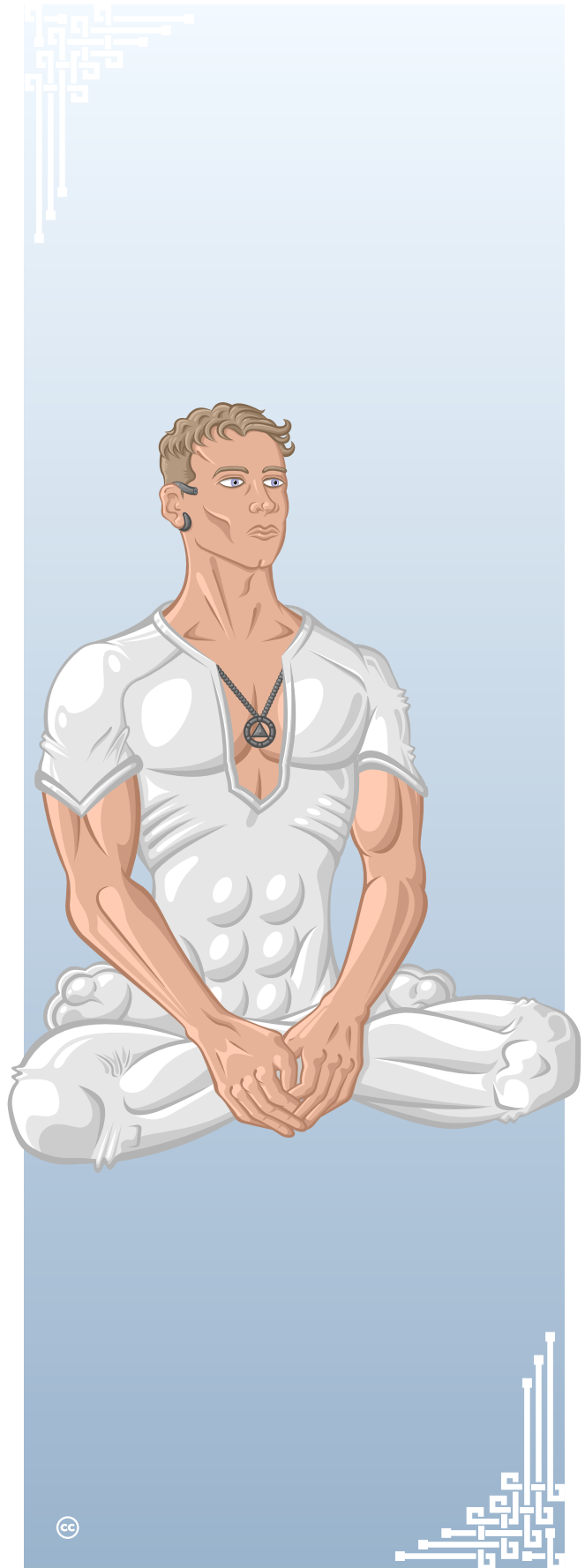
Skills

- Computers, Knowledge: Statistics, Mechanic, Profession: Accountant, Programming, Psychology

Gear

- UHMI: **Gd** (inoperative)

As The Protectorate of the Chosen Ones' contribution to the Lost Tribes project, Emissary Fulano de Tal maintains a certain stiff formality with the rest of the project team, but no one minds after they see his work. Originally brought on as a statistician, he became the project's de facto efficiency expert after finding multiple ways to stretch the resources of their mobile base, the Kingfisher. Fulano's odd clothes and incomprehensible answers to questions about his past are seen as harmless quirks, and De Tal keeps getting more and more access to the Kingfisher's systems, in the hope that he'll uncover greater efficiencies.



Gear

Universal Human-Machine Interface (UHMI)

Resource Cost: **Gd(+1)(10)**

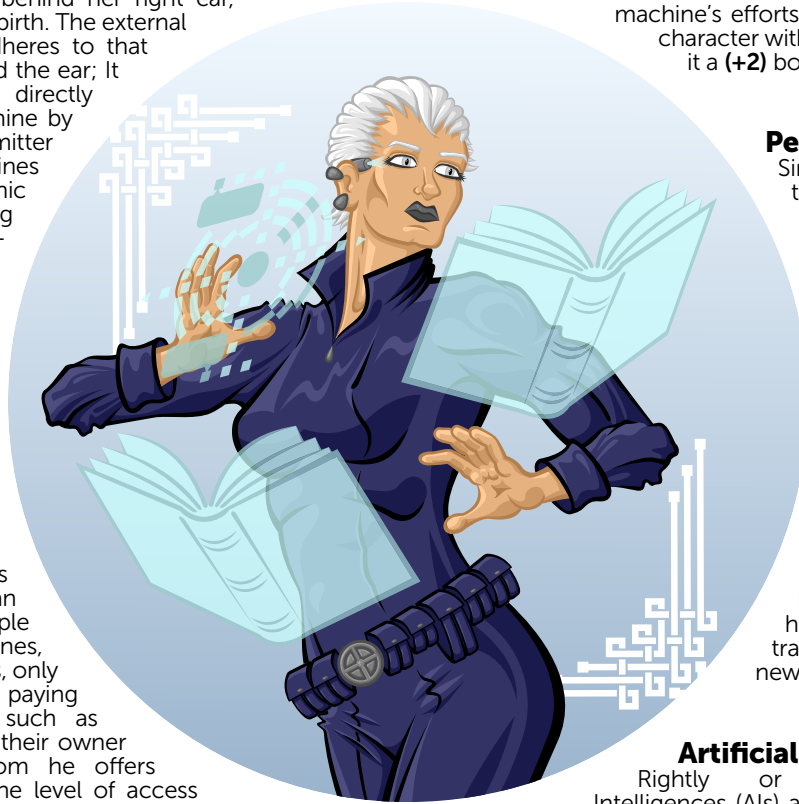
- Material: **Gr(+2)(15)**, ceramics, electronics, and cells.
- Control Machines: **Pr(-1)(4)**, remotely or by cable; Requires authentication.
- Remote Control: **Pr(-1)(4)**, 8 km (5 mi) signal range; Requires a communications network.
- Protection from Jamming: **Cm(0)(6)**
- Protection from Eavesdropping: **Cm(0)(6)**
- Protection from Hacking: **Cm(0)(6)**

Most machines in the 22nd century have few controls beyond a steering column or joystick, and no instruments beyond an on-off light or a screen. Everything else is handled through a UHMI, a Universal Human-Machine Interface, pronounced “you-me”. Every human has the bio-mechanical portion of this device installed in her skull, under the skin behind her right ear, before or shortly after birth. The external part of the device adheres to that spot and wraps around the ear; It contains a port for directly connecting to a machine by cable, a wireless transmitter for controlling machines remotely, a holographic emitter for projecting virtual controls in mid-air, and a motion sensor for detecting the owner’s hand gestures. UHMIs may vary in appearance, but they all work the same way.

Some machines, such as kitchen appliances, will obey anyone; first come, first served. Some machines, such as public library kiosks, can attend to multiple people at once. Other machines, such as rental scooters, only obey the current paying customer. Machines such as spaceships only obey their owner and anyone to whom he offers access, and only at the level of access that he allows.

Depending on what it does, every machine offers several generic virtual control options to Universal Human-Machine Interfaces. These can include dials for raising volume, heat, or speed; keyboards and pens for input and annotation; even spheres for adjusting a ship’s course in three dimensions. Some people will define their own custom controls, such as an old-fashioned book to use as a way to peruse a database.

Someone connecting to a machine by cable is unlikely to have her commands intercepted, jammed, or used as a vector for hacking into that machine. On the other hand, there’s an advantage to ordering your shuttle to begin its pre-flight preparations before you even get to the hanger. A person expecting trouble on her wireless connections might increase the Protection from Jamming, Protection from Eavesdropping, and/or Protection from Hacking traits of her UHMI.



Restoration Chamber

Resource Cost: **Ph(+5)(40)**

- Material: **Gr(+2)(15)**, glass, ceramics, and electronics.
- Heal: **Ex(+4)(30)**

A fatally injured character who steps or stumbles into one of these coffin-shaped machines will be permanently stabilized and immediately stop dying. Over the course of the next hour, while he floats inside unconscious, he will recover 30 Health Points, and even have one lost level restored to one random diminished trait. The machine will also make an **Extraordinary** attempt to cure him of any illness or disease that it finds. After that initial intervention, a person must wait a full day before receiving another treatment for it to have any beneficial effect (restore more Health Points and levels).

If a character with the First Aid skill directs the machine’s efforts, it gets a **(+1)** bonus; A character with the Medicine skill gives it a **(+2)** bonus.

Personal Defense

Since a stray bullet hitting the wall of a home-ship might trigger an **e x p l o s i v e** decompression and end the battle for everyone, knives and swords are back in style. Some organizations are also experimenting with guns that fire gelatin pellets containing dimethyl sulfoxide (DMSO) and a secondary chemical. Many Moreaux are effectively living weapons, and have adapted Earth’s traditional martial arts for new environments.

Artificial Intelligence

Rightly or wrongly, Artificial Intelligences (AIs) are generally believed to have contributed to the Earth’s current state, so AIs and machine learning have fallen out of favor in the 22nd century. The line to cross is blurry, but people generally prefer machines that can’t drive themselves and don’t take the initiative. Complex responses and decision-making are acceptable, but only when a human defined their rules in advance. The very suggestion that the Great Creator of the Emissaries is an alien AI with dreams of conquest would undoubtedly start a moral panic.



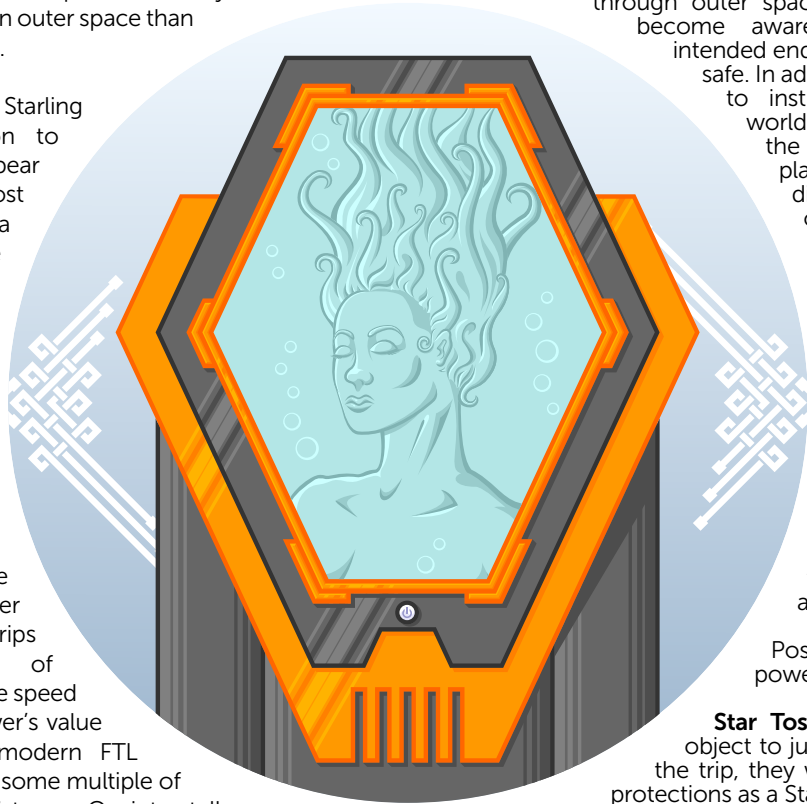
Powers

Star Jump

This is the power of the Starlings: the ability to travel from one place to another without crossing the space in between; It is much more potent when your character is operating in outer space than while she's on a planet.

Inside a gravity well, a Starling can take one action to disappear then reappear farther away —almost instantly— up to a range equal to the value of this power. Your character can bring along as much extra weight on these trips as she has the Strength to carry.

Outside of a gravity well, a Starling can cross even interstellar distances, but the journey is no longer instantaneous. These trips are the equivalent of moving at ten times the speed of light times this power's value —comparable to a modern FTL drive— and are always some multiple of six light-seconds in distance. On interstellar trips, she can bring along 2,000 tonnes of displacement mass or a volume 20,000 m³ in size times the value of this power. Once a multi-day journey begins, a Starling can go in and out of a "sleepwalking" state that allows her to rest in a manner similar to normal sleep.



A Starling is instinctively aware of the available space at her destination, and will know if it's blocked, hazardous, or too small to hold herself and her cargo; On trips through outer space, your character will become aware the moment the intended end of her trip is no longer safe. In addition, Starlings are able to instinctively find faraway worlds and compensate for the motions of stars and planets across interstellar distances without the aid of any star charts or navigation computers.

While working within her limits, she can bring along anyone or anything she touches, or any group of people or objects who are touching each other in a "daisy chain". Once a trip begins, she no longer needs to maintain contact with her passengers and cargo.

Possible stunts for this power include:

Star Toss: touch a person or object to jump them away. During the trip, they will not have the same protections as a Starling.

Star Sense: get a general feel for what's happening at another location without actually jumping over there. The Starling's mind will usually interpret this information through her senses using abstract dream-like symbols, so use the rules for the Precognition power to determine what she experiences.

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I chose to release this work in this manner so you could adjust it to suit your needs, and so you could create your own characters and stories based on this work and still own them yourself —which is as it should be. I do ask that you give me credit for this work by linking to **www.TenThousandWorlds.org**.

It should go without saying, but this work is part of a game, **Ten Thousand Worlds**, meant to make a rainy afternoon more enjoyable for you and a few friends. This is a game that requires you to use your imagination. If you have trouble telling the difference between fantasy and reality, then this game is probably not for you.