

# Shatterzone Group List

## Alien Race

**Alharre**

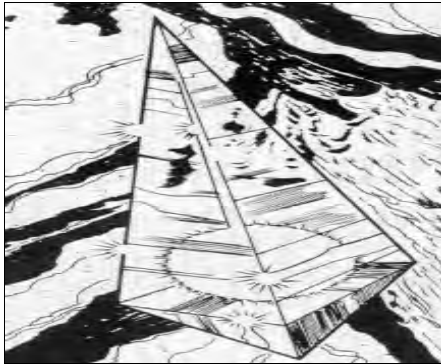
Alien Race

Consortium associate

NonHumanoid Alien

### Notes

**GMCreated**



Crystalline structure intelligant alien with the ability to concentrate light energy as a weapon.

No

**Andarai**

Alien Race

Consortium associate

Humanoid Alien

### Notes

**GMCreated**



Slight of build & gaunt humanoid creatures that survived the red giant stage of their own star. Skin coloration vary from gray to black, crystal-like eyes, hands with four long fingers; a very ancient race; all memebers are powerful psionics.

No

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**Anezka**

Alien Race

Consortium associate

NonHumanoid Alien

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**Notes**

**GMCreated**



Strange woodland creature somewhat like a terran ram.

No

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**Areth**

Alien Race

Consortium associate

NonHumanoid Alien

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**Notes**

**GMCreated**



Shapeshifting alien race. First discovered by a raiding fringer group, they allied with the Consortium & many have joined Fleet Intel.

No

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**Autax**

Alien Race

Subjugated

Humanoid Alien

**Notes**

**GMCreated**



Avian race that has been reduced to near-slaves by the Consortium settlers of Melpomenus.

No

**Autochthones/Hiss**

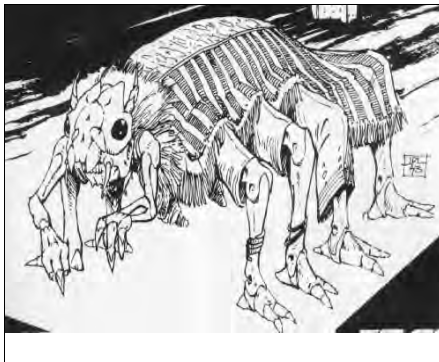
Alien Race

Consortium Member

NonHumanoid Alien

**Notes**

**GMCreated**



Octapedal arachnid like creatures that cooperatively rule the planet Hiss with the human colonists.

No

**Bomiab**

Alien Race

Consortium Cooperative NonHumanoid Alien

**Notes**

**GMCreated**



Six-armed amphibious aliens, they act as Consortium marine divers & water troops. They have a total of eight limbs, with pseudo-pod like hands on the top six. They have glider-like fins that grow inbetween their six arms. They can hold their breath for extended periods of time.

No

**Brantu**

Alien Race

Incompatible

Humanoid Alien

**Notes**

**GMCreated**



Alien race or some-what furred small humanoids that go through two physical changes in its life cycle, one that quite docile, the other ravenous ferocious & hungry.

No

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**Calorans**

Alien Race

NonMember

Humanoid Alien

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**Notes****GMCreated**

Winged alien race that is stuck in a clan war/dark age period.

No

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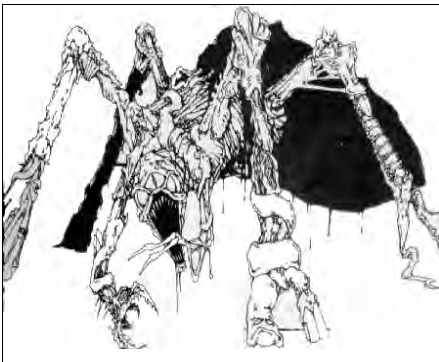
**Collective**

Alien Race

Consortium associate

NonHumanoid Alien

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**Notes****GMCreated**

An collections of amorphous races that all act as one being. Collectively, they look like a bloated spider.

No

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**Conglomerate "Employee"**

Alien Race

Consortium associate

Humanoid Alien

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**Notes****GMCreated**

Alien race of short hairless, large eyed humanoids that have a one-planet society that similar to a corporation. They conduct all business & diplomacy with the Corporations of the Consortium.

No

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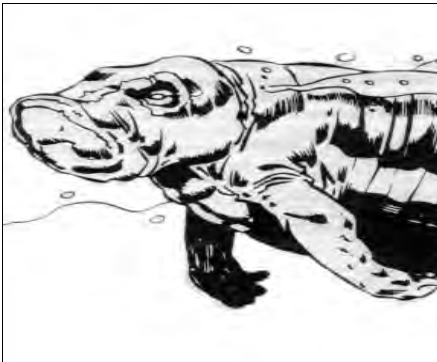
**Corstin**

Alien Race

Consortium associate

NonHumanoid Alien

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**Notes****GMCreated**

Large oceanic creatures that are like a cross between a whale & a walrus

No

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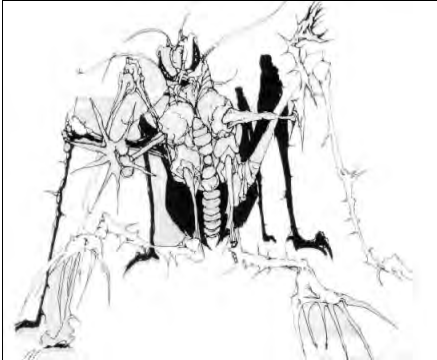
**Di-Volid**

Alien Race

Consortium associate

NonHumanoid Alien

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**Notes****GMCreated**

Insectoid alien race that was gengineered by a now dead race that was warring with the Huzucharusia.

No

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**Drell**

Alien Race

Consortium Member

Humanoid Alien

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**Notes****GMCreated**

Short furry humanoid dwarf-like race, with seven fingers on each hand. All members of their society is required to dedicate their life to their goddess, Rasa; if they refuse, they are "releashed" - banished from the planet for 10 years to wander the universe.

No

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**Empaths**

Alien Race

Consortium Cooperative Humanoid Alien

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**Notes****GMCreated**

Silent nocturnal creatures, they simply speak with their minds. they are also very emotional beings, & highly empathic.

No

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**Flickers**

Alien Race

Unknown

NonHumanoid Alien

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**Notes****GMCreated**

Creatures of light, the tend to hypnotize nonsentient creatures.

No



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**Ghedians**

Alien Race

Consortium NonMember Humanoid Alien

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**Notes****GMCreated**

Race that once had a respectable empire, but was crushed by Fleet in the Ghedian War. Mistrustful to most humans, they appear like shaggy horned muscular humanoids.

No

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**Glahn**

Alien Race

Consortium Member

Humanoid Alien

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**Notes****GMCreated**

Average 2 meters in hieght, dark-bluish skin which lightens with age.

No

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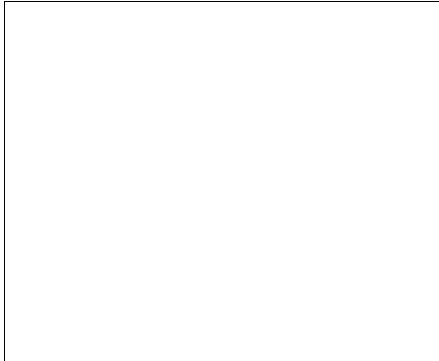
**Glithi**

Alien Race

Consortium Member

Humanoid Alien

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**Notes****GMCreated**

Amphibious, stocky grey-skinned creatures. They have double-lidded eyes, webbed toes, and retractable weebing between their fingers. They are an egg-laying race. They are also the bankers of the Consortium.

No

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**Huzucharusia**

Alien Race

Consortium associate

Humanoid Alien

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**Notes****GMCreated**

Hairless, mammalian-like creatures that look like rats; they now live primarily in the asteroids within their system, and are allied with the Di-void.

No

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**Ishantra**

Alien Race

Consortium Member

Humanoid Alien

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**Notes****GMCreated**

A mixed race of genetically modified creatures. No two Ishantras are alike, but all Ishantran can recognize their own kind.

No

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**Ithdren**

Alien Race

Fleet surveillanced

Humanoid Alien

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**Notes****GMCreated**

Albino humanoid ancestors of an ancient race, the Laethrel. They emerged from cold sleep & started a multi-race fringer cult, known as the Black Sun Coalition. They are psionically talented. They were what remained of the Ithdren 504th BattleFleet.

No

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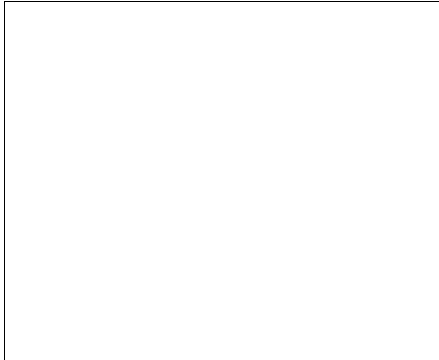
**Kalorb**

Alien Race

Consortium NonMember NonHumanoid Alien

**Notes**

**GMCreated**



Race of terran-seal-like creatures that show high levels of intelligence but have not been recognized as sentient by Fleet or the Consortium.

No

**Kapi**

Alien Race

Consortium Cooperative Humanoid Alien

**Notes**

**GMCreated**



Race of short & stocky humanoids with extraordinary strength (high gravity on homeworld).

No

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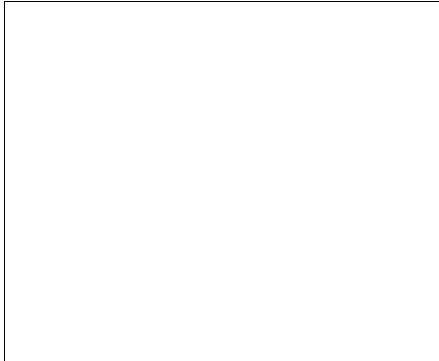
**Kelinor**

Alien Race

Consortium associate

Humanoid Alien

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**Notes****GMCreated**

Tall, slim humanoids. They were onced enslaved by a pirate band, but Fleet "liberated" them.

No

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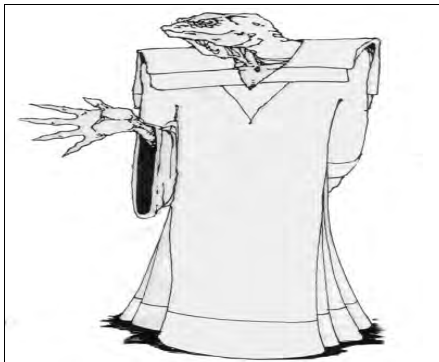
**Kersal**

Alien Race

Consortium Hostile Asso

Humanoid Alien

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**Notes****GMCreated**

Smooth-skinned reptillian alien race that Fleet & the Consortium fought a five year war with. The Kersal proved to be a formidable opponent to the Consortium, but the slowly gave way as the empire crumbled. Fleet stopped short from destroying their himeworld, because they had already taken huge losses & would take much more if the attempted to assault the super planetary fortress the Kersal set up around their planet. As a result, a treaty was signed to end the war & bring the Kersal in as Consortium members.

No

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**Kestarian**

Alien Race

Consortium Member

Humanoid Alien

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**Notes****GMCreated**

4 armed semi-primitive race the glahnite stumbled upon while exploring.  
Complete female-run society.

No

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**Laethral**

Alien Race

Consortium associate

Humanoid Alien

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**Notes****GMCreated**

Psionically powerful alien race who follow Consortium law who are well renowned as a powerful race, especially in their fleets. They very similar to their ancestors, albino humanoids, & are in fact still genetically compatible. They can project energy bolts from their hands.

No

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**Maru**

Alien Race

Consortium associate

Consortium Citizen

**Notes**

**GMCreated**



Completely marine aliens, cooperative to the Consortium.

No

**Mormura**

Alien Race

Consortium associate

Humanoid Alien

**Notes**

**GMCreated**



Small intelligent arboreal monkey-like creatures with four arms. Human colonists fought a small "war", but few were killed.

No

**Mura**

Alien Race

Consortium associate

NonHumanoid Alien

**Notes**

**GMCreated**



Subterranean race that rarely leave their home world.

No

**Nautiloids**

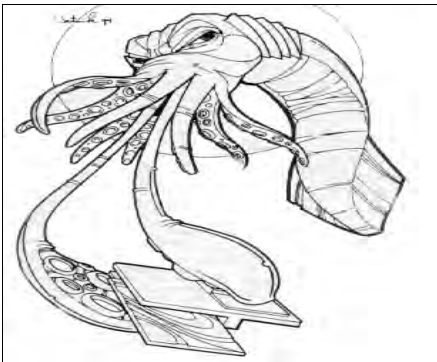
Alien Race

Consortium Nonmember

NonHumanoid Alien

**Notes**

**GMCreated**



Being that look like to humans as a cross between a squid & a fish;  
Large hermaphroditic intelligent race adapted perfectly to their  
environment. Their technology takes advantage of their own environment.

No



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**Neoplantae Underworlder**

Alien Race

Hostile

Variant Human

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**Notes****GMCreated**

Variant Himan race that has adapted to poisonous atmosphere.

No

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**Neuroparasites**

Alien Race

Dangerous

NonHumanoid Alien

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**Notes****GMCreated**

Flatworm-like parasites that attaches to a host to feed on the neuro-energies of it. They are intelligent.

No

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**Pachoili/Pachan**

Alien Race

Consortium Hostile Mem Humanoid Alien

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**Notes****GMCreated**

A race of humanoids that are amazingly like Humans in every physiological way. They consider humans as "mongrels" of same descent; consider themselves superior to humans. Humans detest the Pachan.

No

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**Rill**

Alien Race

Assumed Extinct

Humanoid Alien

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**Notes****GMCreated**

Once a powerful humanoid race that was a great mystery to the Consortium. They signed a treaty with the Consortium upon discovery, but many accidents to Fleet personel & ships followed by the Rills demand for independence caused the war the destroyed the planet & all known existance of their race. They appear like tall humans, with a more angular face, three eyes in a triangular pattern, & rope-like black hair.

No

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**Roarugr**

Alien Race

Consortium Nonmember Humanoid Alien

**Notes**

**GMCreated**



Alien race of pack-oriented bipedal-beast, kanine creatures; very war-like.

No

**Rock Crunchers**

Alien Race

Consortium Nonmember NonHumanoid Alien

**Notes**

**GMCreated**



Alien race that is assumed nonintelligent; large rock-like tortoise shaped creatures that communicate through touching shells & "chewing" rocks.

No

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**Shlulol**

Alien Race

Incompatible

Humanoid Alien

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**Notes****GMCreated**

A humanoid alien race, with a strong shell like covering over the majority of its body. The smell of water causes them to release a hormone that makes them excited & fearless at the same time, very dangerous.

No

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**Shorrag**

Alien Race

Consortium associate

Humanoid Alien

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**Notes****GMCreated**

Reptilian amphibians with a simple but violent society - duels are common.

No

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**SpaceFlyer**

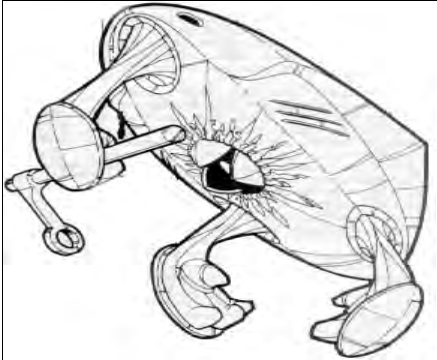
Alien Race

Studied

NonHumanoid Alien

**Notes**

**GMCreated**



Strange low orbit intellgent disc-like creatures with three limbs.

No

**Tora**

Alien Race

Consortium Hostile Asso NonHumanoid Alien

**Notes**

**GMCreated**



Bizarre quadraped creature, creatures with their "heads on backwards".  
Fleet wiped out their small Fleet in a small "war" prior to the signing of the Consortium-Tora Treaty.

No

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**Torain**

Alien Race

Consortium Cooperative Humanoid Alien

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**Notes****GMCreated**

A race of bronze skinned humanoid telepaths, they hold privacy a strict virtue. They are also strongly against physical violence.

No

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**Varvag**

Alien Race

Consortium associate

NonHumanoid Alien

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**Notes****GMCreated**

short Insectoid creatures with a stinger. Highly competitive race

No

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**Veronians**

Alien Race

Consortium Member

Humanoid Alien

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**Notes****GMCreated**

Humanoid described as "unfinished" humans - masters of imitation.

No

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**Voltak**

Alien Race

Consortium Cooperative

Humanoid Alien

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**Notes****GMCreated**

Short rock-like telepathic humanoid beings that have incredible industrial technology, & are very protective of their secrets.

No

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**Wathi**

Alien Race

Surveillanced

Variant Human

**Notes**

**GMCreated**



Splinter race of humans, results of vicious biological & chemical wars that were fought on their world.

No

**Xkrik**

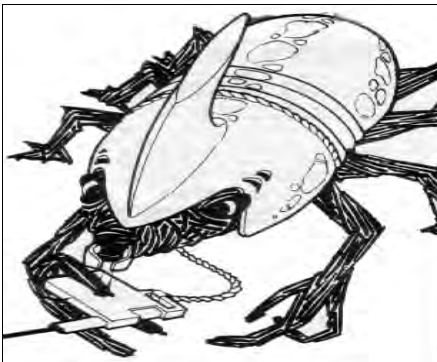
Alien Race

Incompatible

NonHumanoid Alien

**Notes**

**GMCreated**



Only known member of the race is being held on Uru-Nabal. A race of over-sized beetle like insects, they are highly intelligent creatures, they think very logically.

No



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**Yanto**

Alien Race

Consortium associate

NonHumanoid Alien

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**Notes****GMCreated**

Slightly avian creatures that live in the upper atmosphere of gas giants, they are nearly physically transparent intelligent being with a culture & civilization.

No

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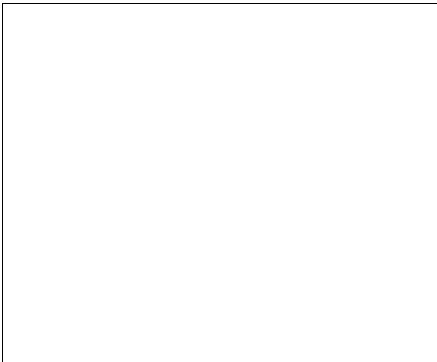
**Zarest**

Alien Race

Consortium NonMember

Humanoid Alien

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**Notes****GMCreated**

race of biomechanical creatures who survived the collapse of their star by modifying their race to the current biomechanical state they are in now.

No

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## Bolter Race

Corbridel

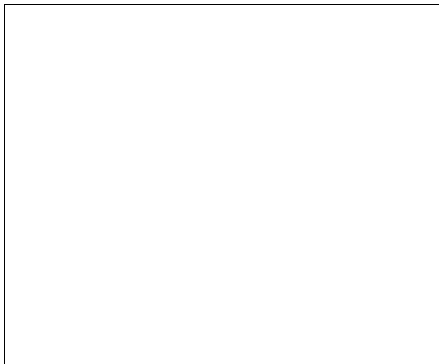
Bolter Race

Nonmember

NonHumanoid Alien

### Notes

**GMCreated**



A collaborating race with the Ka'Abrel.

Yes

Curch

Bolter Race

Hostile

Humanoid Alien

### Notes

**GMCreated**



These creatures are raiders from beyond the 'zone, "liberating", worlds in their path. They appear like wingless-gargoyles, but hi-tech. They travel in small fleets of raiding parties.

No

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**Gizzeel**

Bolter Race

Consortium Asscoiate

Humanoid Alien

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**Notes****GMCreated**

Mammalian humanoid species that resemble terran-rats. Highly resistant to disease & infection.

No

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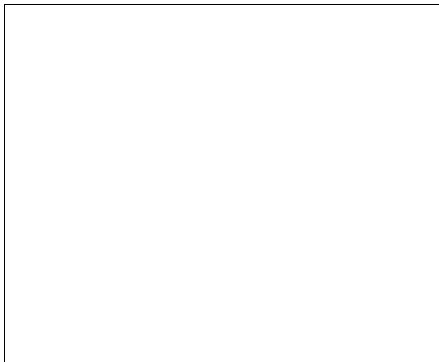
**Healer**

Bolter Race

Consortium Member

Humanoid Alien

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**Notes****GMCreated**

Possibly distant relatives to the Ishantran, a race of exceptional physicians. The biotechnically modify themselves to serve the medical purposes best in the environment they are in. They are staunch pacifists.

No

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**Ka'Abrel**

Bolter Race

Nonmember

NonHumanoid Alien

**Notes**

**GMCreated**



Large amphibious race; cross between the terran crab, lobster, scorpion, & a spider.

No

**Leran**

Bolter Race

Consortium Asscoiate

Humanoid Alien

**Notes**

**GMCreated**



Slim humanoid race, that commonly use make-up & other body decorations, but never use cyberware. They are experts in pleasure & leisure.

No

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**Maren**

Bolter Race

Consortium Asscoiate

Humanoid Alien

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**Notes****GMCreated**

Humanoid avian race that appeared from the other side of the 'Zone in the middle of the Fleet/Armagon battle. They in turn helped Fleet, & now have integrated into Consortium society. They travel in huge "home ships", never settling on any world. They are extremely warlike, & many work for various merc groups.

No

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**Reaver**

Bolter Race

Hostile

Humanoid Alien

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**Notes****GMCreated**

Hostile slave-soldier race of the Armagons

No

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**Redna**

Bolter Race

Consortium Member

Humanoid Alien

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**Notes**

**GMCreated**



Reptilian warrior race - excellent armorers & weaponsmiths.

No

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**Sarad**

Bolter Race

Nonmember

Humanoid Alien

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**Notes**

**GMCreated**



Frail humanoid creatures adapted for space; fleeing from the Armagons.

No

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**Shanto**

Bolter Race

Nonmember

Humanoid Alien

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**Notes****GMCreated**

Humanoid aliens with slightly odd facial; features (no discernable nose) & have many natural blade-weapons extendable from places on their body. They are also known to have several biological modifications. They claim to tbe the first bolter race to escape across the shatterzone.

No

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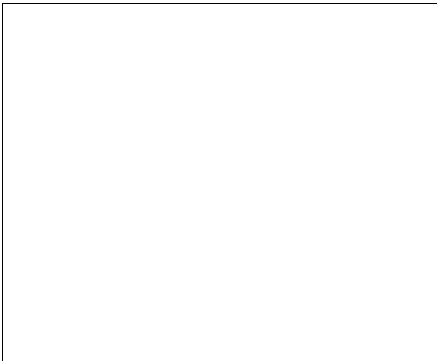
**Sleyeth**

Bolter Race

Nonmember

NonHumanoid Alien

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**Notes****GMCreated**

Bolter race subjugated by the Ka'Abrel. Race of stout, bizarre tripeds.

Yes

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**Taci**

Bolter Race

Nonmember

Humanoid Alien

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**Notes****GMCreated**

Humanoid alien race with nearly transparent skin, with the muscle structure visible thru it. Not many on this side of the 'zone. Very resistant to disease, strong immune system. This facts makes them carriers of many diseases, of which they are immune to but other races may not be.

No

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**Vizzben**

Bolter Race

Nonmember

Humanoid Alien

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**Notes****GMCreated**

A race of small time con artists, they are rumored to have psionic abilities to influence their victims. A race of somewhat humanoid aliens, they are white skinned & have odd atenea sprouting from their head.

No

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**Yithra**

Bolter Race

Consortium Member

Humanoid Alien

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**Notes**

**GMCreated**

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Described as a "failed attempt to build a man out of petrified wood".

No

## Corporation

**Akme Omniversal (AO)**

Corporation

TESS: 5645

**Notes**

**GMCreated**



Assets: Holding company, 22 subsidiaries, mining & manufacturing operations, superstores on over 100 worlds.  
Products/Services: General product corporation, main competitor to Sable.

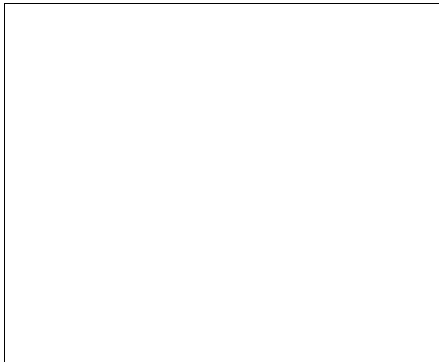
No

**Becker Corporation**

Corporation

**Notes**

**GMCreated**



Makers of personal enhancemenst & cyberware.

No

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**BioTek**

Corporation

TESS: 4566

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**Notes****GMCreated**

Assets: holding company, pharmaceutical companies, cyber-shops, numerous research labs.  
Products/Services: Drugs, cybernetics, genetics, and other biochemical products/services.

No

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**Brodie**

Corporation

TESS: 7854

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**Notes****GMCreated**

Assets: holding company & 108 subsidiaries.  
Products/Services: Manufacturing of weapons & armor. Recently invested in cyberware manufacturing plants.

No

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**Centauran/Wolf**

Corporation

TESS: 6776

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**Notes**

**GMCreated**



Asstes: Holding company & 81 subsidiaries.  
Products/Services: spacecraft construction, vehicle replacement parts, & Quantum drives.

No

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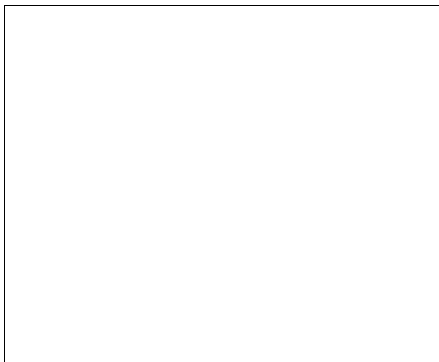
**Conglomerate**

Corporation

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**Notes**

**GMCreated**



Alien race societal-corporation run by the Conglomerate alien race.

No

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**Cross-Sector Entertainment.**

Corporation

TESS: 6675

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**Notes****GMCreated**

Assets: Holding company, Paradise II resort world, 500 resort on-planet.  
Products/Services: CSN network, laser-pulse news service, amusement parks& resorts.

No

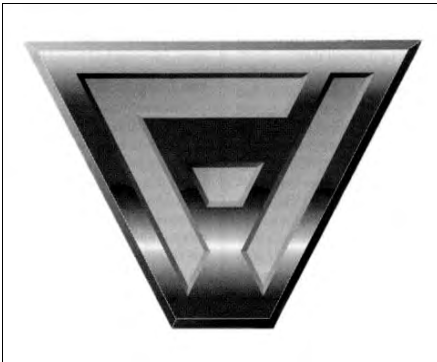
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**Fleet Corp.**

Corporation

TESS:

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**Notes****GMCreated**

Asstes:  
Products/Services: Fleet class starships & space ships

No

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**Furtherman Arms**

Corporation

TESS: 5795

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**Notes**

**GMCreated**



Assets: Holding company & 74 subsidiaries.  
Product/Services: Eminent arms, armor, & cyberware producer.

No

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**Gurtman Inc.**

Corporation

TESS:

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**Notes**

**GMCreated**



Asstes:  
Products/Services: Small Weapons

No

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**Inzaran Material**

Corporation

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**Notes****GMCreated**

No

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**Jenrad MegaCorp**

Corporation

TESS: 5565

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**Notes****GMCreated**

Assets: Holding company, numerous subsidiaries.  
Products/Services: General corporations, from stocks & banking to arms & shipbuilding. the standard in diversified corporations.

No

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**Kereteka Corp**

Corporation

TESS:

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**Notes****GMCreated**

Asstes:  
Products/Services: Small starships

No

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**Koulborne-Prime**

Corporation

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**Notes****GMCreated**

Asstes:  
Products/Services: Small craft, drop ships, and small warships.

No



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**MacElroy/Yamaguchi Yards**

Corporation

TESS: 6787

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**Notes****GMCreated**

Assets: Holding company, parts manufacturing plants, numerous ship yards.  
Products/Services: Ship design & construction.

No

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**Makor Corporation**

Corporation

**Notes****GMCreated**

Assets:  
Products/Services: Computer engineering.

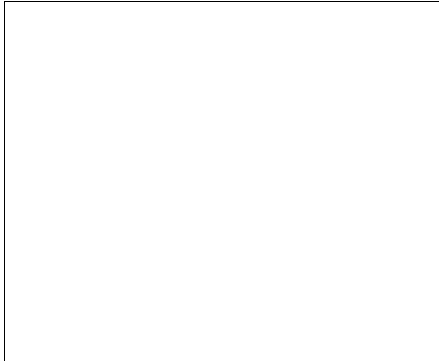
No

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**Marga Megacorporation**

Corporation

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**Notes****GMCreated**

A fringer corporation, the makers of the UIX. Rivalling Networld in power, they sell computer systems as well as data. They also have close dealing with the black market

No

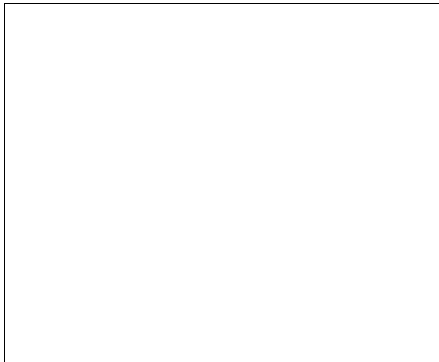
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**Maxim Corporation**

Corporation

TESS: 3664

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**Notes****GMCreated**

Assets: Research company with 3 subsidiaries.  
Products/Services: Specializes on genetic engineering & research, psionic research & testing, braintaping & cloning.

No

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**McGinley Corporation**

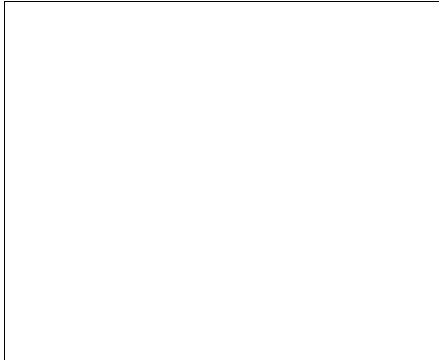
Corporation

TESS: 4564

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**Notes**

**GMCreated**



Assets: Holding company with 10 subsidiaries.  
Products/Services: modern arms, armored space suits & enviro-suits & powered armor

No

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**Medifast**

Corporation

TESS: 5646

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**Notes**

**GMCreated**



Assets: Holding company & walk-in first aid stations on 2500 worlds.  
Products/Services: Emergency Medical services

No

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**Metkal MegCorp**

Corporation

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**Notes**

**GMCreated**



No

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**NetWorld, Inc.**

Corporation

TESS: 9669

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**Notes**

**GMCreated**



Assets: Holding Company and 225 subsidiaries; co-owners, Shatterbases 1-4; Corporate facilities on over 15,000 planets.  
Products/Services: Communications conglomerate, branched out into arms & cyberware manufacturing, vehicle development, food production & countless other areas.

No

---

**New You Corporation**

Corporation

TESS: 6796

---

**Notes****GMCreated**

Assets: Holding company with 38 subsidiaries & several thousand clinics.  
Product/Service: Syntheskin surgery, cybersurgery & other aesthetic services.

No

---

**Percheron-Mikoyan**

Corporation

**Notes****GMCreated**

Asstes:  
Products/Services: small craft, drop ships, & warships of up to 5,000 tons.

No

---

**Plance-Norton Corp**

Corporation

---

**Notes****GMCreated**

Gambling &amp; resort corporation that owns the planet Xanadu.

No

---

**Rand MegaCorps**

Corporation

---

**Notes****GMCreated**

No

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**Randall-Hollings**

Corporation

TESS: 3442

---

**Notes**

**GMCreated**



Assets: Holding company & 21 subsidiaries; corporate facilities & mining interests on 30-50 worlds.  
Products: Major mining corporation.

No

---

**Sable Corporation**

Corporation

TESS: 5787

---

**Notes**

**GMCreated**



Assets: Holding company & 24 subsidiaries, manufacturing & transport operations, superstores on over 400 planets.  
Products/Services: General manufacturing, from affordable weapons to kitchen aids

No

---

**Seleucid Corporation**

Corporation

---

**Notes**

**GMCreated**

No

---

**Shatterstar**

Corporation

---

**Notes**

**GMCreated**

Asstes:  
Products/Services: Refitting old ships with advanced upgrades.

No



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**Solarus**

Corporation

---

**Notes****GMCreated**

Asstes:  
Products/Services: spacecraft software & sensors

No

---

**Standard Mining**

Corporation

TESS: 4565

---

**Notes****GMCreated**

Assets: Holding company & mining facilities on 11 planets.  
Products/Services: Mining raw ore.

No

---

**Terra-Sol Shipyards**

Corporation

TESS:

---

**Notes****GMCreated**Asstes:  
Products/Services:

No

---

**Testron**

Corporation

---

**Notes****GMCreated**

Small cybernetics maker on the rise.

No

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**Tirrell-Yodani**

Corporation

---

**Notes****GMCreated**

Asstes:  
Products/Services: Star freighters, liners, & powerplants

No

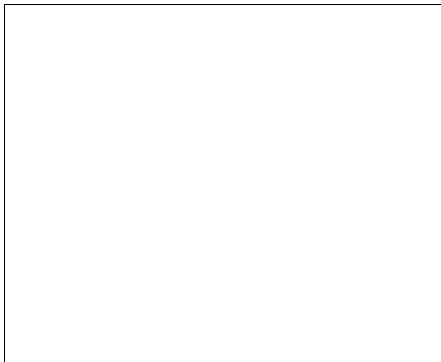
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**Universal Computer Technologies**

Corporation

TESS: 6565

---

**Notes****GMCreated**

Assets: holding company, 12 susidiaries, 50 manufacturing plants, 23 software companies.  
Products/Services: computers systems, parts & software of every size.

No

---

**Van Kyling Manufacturing**

Corporation

TESS: 3555

---

**Notes****GMCreated**

Assets: holding company, shipyards on 4 planets, manufacturing facilities on 12 planets. Competitor to Standard Mining for the planet StanKyl  
Products/Services: Spaceship, heavy equipment systems, & machinery

No

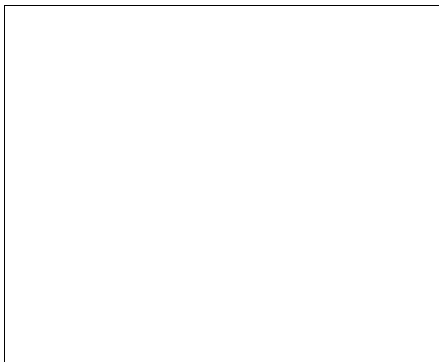
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**Victoria Lines**

Corporation

TESS; 6545

---

**Notes****GMCreated**

Assets: Holding company, 29 shipyards, 12 subsidiaries, 1 luxury hotel chain, 12 spaceliners.  
Products/Services: Travel & cruise lines.

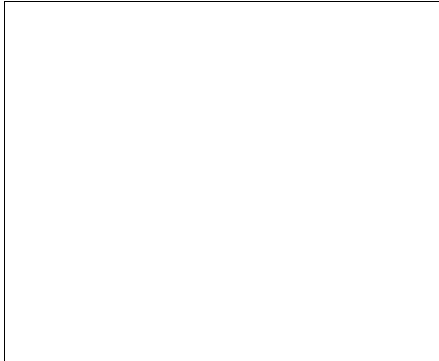
No

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**Vortex Corporation**Corporation

---

**Notes****GMCreated**

Asstes:  
Products/Services: Small craft

No

---

**Xenos-Ackman**Corporation

---

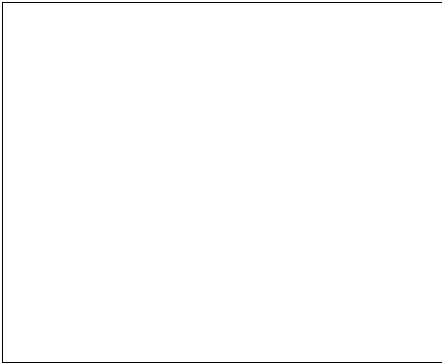
**Notes****GMCreated**

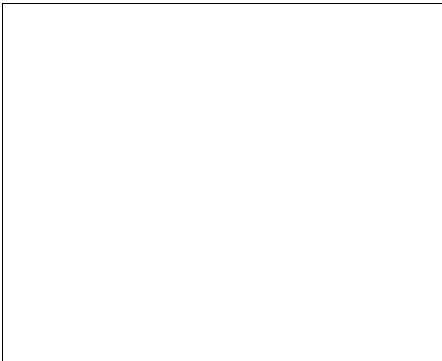
Asstes:  
Products/Services: Illegal spaceship & starship hardware & software,  
primarily for pirates.

No

---

## Crime Syndicate

Point Bren Shatrats	Crime Syndicate	Criminal
Notes	GMCreated	
	A group of viscous Shatrats ruled by a renegade Fleet Intel agent, Cror Sendalvan.	No

Rectifiers	Crime Syndicate	Revolutionary
Notes	GMCreated	
	Lead by the mysterious alien humanoid Korlyn, the Rectifiers are a pirate group that are out to make a name for themselves, & execute Korlyn's personal revenge.	No

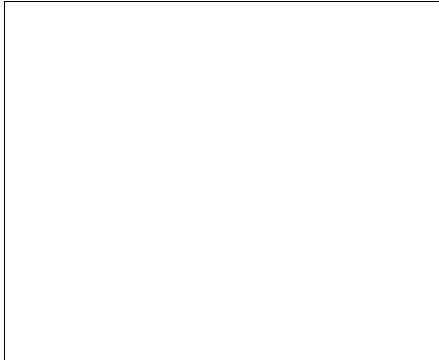
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**RovKapi**

Crime Syndicate

Criminal

---

**Notes****GMCreated**

A Kapi - ran crime organization of lonesharks, smugglers, murders for hire, counterfeiters, protection racketeers, & prostitution rings. Primary muscle are "NullMen", genetically modified (by BioTek) Kapi to be robotically obedient to the leader, Tovar Zer Pul.

No

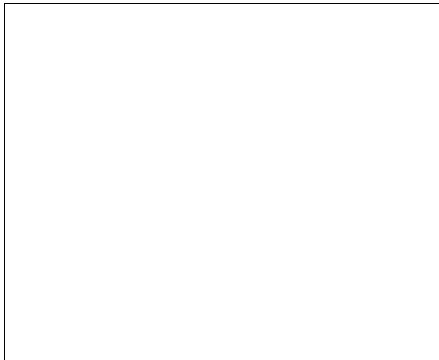
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**Taymar Terror Pirates**

Crime Syndicate

Violent/Revolutionary

---

**Notes****GMCreated**

Group of pirates that reside in the Grimsyn Sector

No

## Fringer Group

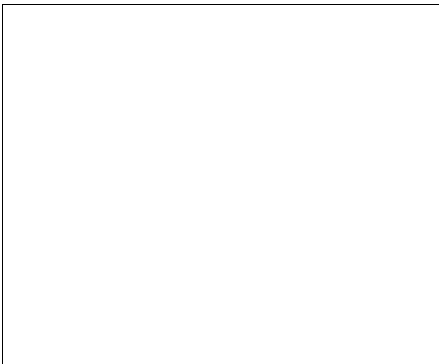
**Agressive Defense Cell of Apogee**

Fringer Group

Revolutionary/Terrorist

**Notes**

**GMCreated**



Splinter group of the Brotherhood of Apogee, they are eco-terrorists.

No

**Ancestral Movement**

Fringer Group

Tolerated

**Notes**

**GMCreated**



Fanatical geologists, once for purely human Old-earth descendants, now have opened up to other aliens & their homeworlds.

No



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**Assimilation Church**

Fringer Group

Tolerated

---

**Notes****GMCreated**

Group of religious fanatics who follow the teaching of Deacon Kym Lune.

No

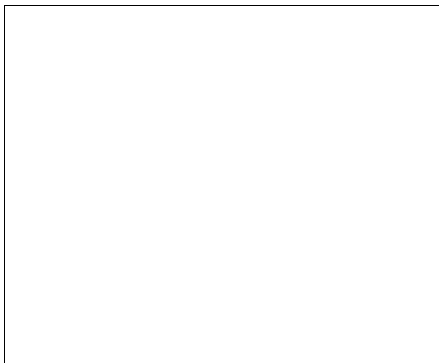
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**Aureus Settlers**

Fringer Group

Ignored

---

**Notes****GMCreated**

Original group was an cold sleep-exiled group of people who believed that space travel wasn't possible. They are now split between those that belive & those that still do not.

No

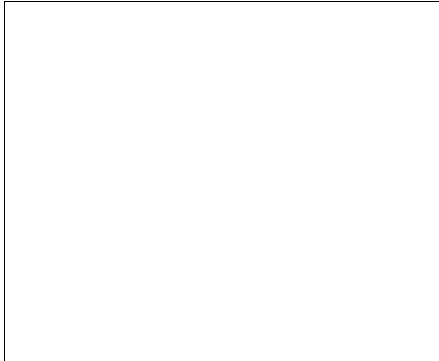
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**Avalonians**

Fringer Group

Tolerated

---

**Notes****GMCreated**

Firm believers in the ways of the Medieval/Feudal social system; very low tech but not technophobic, strong honor system.

No

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**Bedlam Psis**

Fringer Group

Tolerated

---

**Notes****GMCreated**

Mentally imbalanced but very powerful psionically talented beings, usually Human or Ishantran. They are sometimes hired out to Fleet or other corporation but never stay away from Bedlam too long. Ruled by a council of powerful psis, called Exarchs.

No

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**Black Sun Coalition**

Fringer Group

Fleet surveillanced

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**Notes****GMCreated**

Fringer group that follows the teaching & culture of the Ithdren alien race.

No

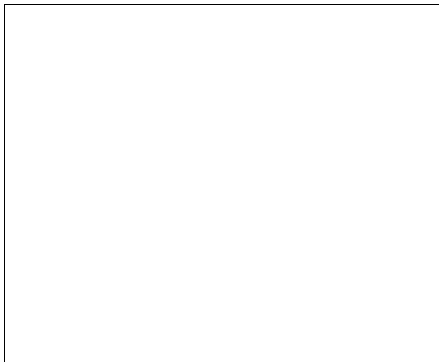
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**Brotherhood of the Apogee**

Fringer Group

Tolerated/Revolutionary

---

**Notes****GMCreated**

Formed by a group of concerned ecologists, enviro-scientists, and nature lover's. Concerned about the rate of colonization & the effects on the natural ecosystems of the planets involved. Encourage space station livelihoods; superior engineers of space station technology. A splinter group calling themselves the Agressive Defense Cell is taking on terrorist tactics to stop the growth of colonization.

No

---

**Cassians**

Fringer Group

Fleet surveillanced

---

**Notes****GMCreated**

Fringer group that descended from Scandavians. They extremely isolationist; just want to be left alone. They believe that anyone else not from their sector are "Demons".

No

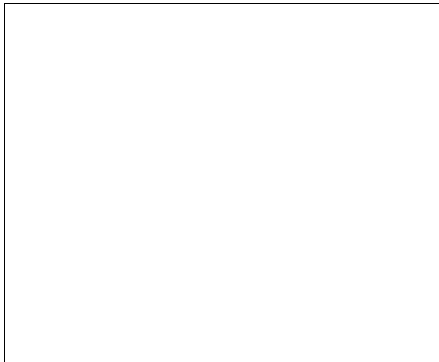
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**Church of Penance**

Fringer Group

Tolerated/surveillanced

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**Notes****GMCreated**

The Church is an offshoot of an old Earth cenobitic order of monks who punished themselves with hook, rock weights & body piercing. Instead, the Church of Penance uses cyber-implants that emitt pain in random intervals. This at times can surface strange effects, and sometimes previously innate powers.

No

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**Church of Whispers**

Fringer Group

Tolerated

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**Notes**

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**GMCreated**

A fringer group that believes that children are being improperly prepared for the corporate universe; Supply educational opportunities for the poor children & orphans of the Consortium. All members of the church must speak in whispers. Recently started having close dealings with Furtherman Arms, training orphans for service in the Corporation. As a result, a group has splintered off to teach the children more radical & anticorporate beliefs.

No

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**Conclave**

Fringer Group

Tolerated

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**Notes**

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**GMCreated**

Self appointed "UN" of all Fringers; Fleet sometimes deal with them, but most fringers don't recognize them as representative.

No

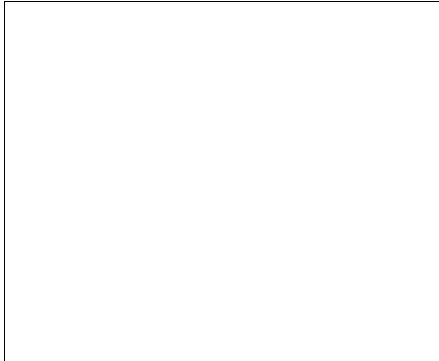
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**Delreans**

Fringer Group

Tolerated

---

**Notes****GMCreated**

Technophobic fringers that will attempt to destroy any technology that come to their planet.

No

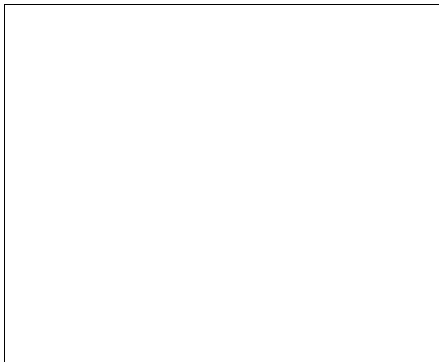
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**FleshMelders**

Fringer Group

Hostile/Revolutionary

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**Notes****GMCreated**

Fleshmelders specialize in physiological & biological alterations, especially for purposes of avoidance of the law. They can rearrange a humanoid body into any shape. There is rumor they illegally acquired this technique & the technology behind it from the Ishantran. They firmly believe anyone should look like whatever they want, regardless of what it requires.

No

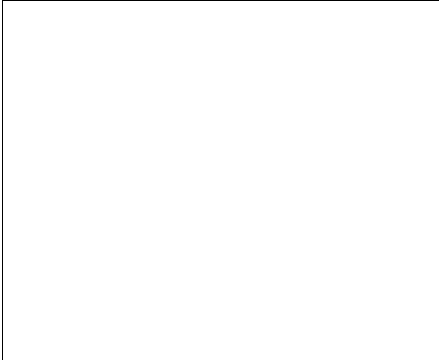
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**FlipChips**

Fringer Group

Fleet Surveillanced

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**Notes****GMCreated**

Bar-like VR vid chamber where escapees fringers plug-up to engrossing VR vid using EnhancerChips for hours or sometimes days at a time.

No

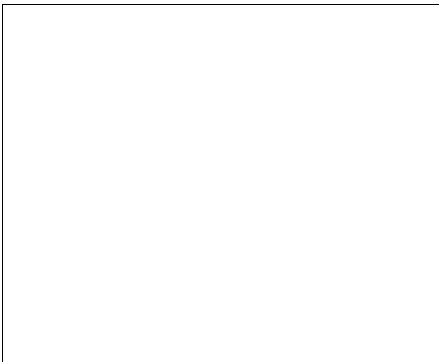
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**Gospel of Bondage**

Fringer Group

Fleet surveillanced.

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**Notes****GMCreated**

A religious cult who is against any "corruption" of Nature - no industrialization, no artificial climates. They are a completely agrarian society. They do get a little dangerous when fighting the corporations.

No

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**Gravity Wells**

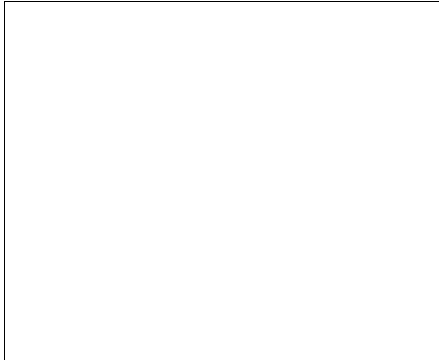
Fringer Group

Tolerated

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**Notes**

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**GMCreated**

A business of VR parlors & fringer meeting cells that are spread across the Human Core. There are about 50 across the Human Core. Low to moderate resources. Many fringers cycle through these stations, & Fleet tolerates them as long as no arms smuggling or drug trafficking occurs there.

No

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**Hunters**

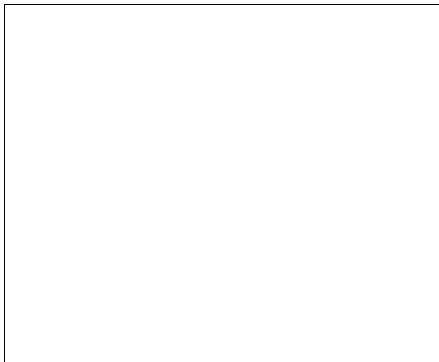
Fringer Group

Presumed dangerous.

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**Notes**

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**GMCreated**

A society of rich business men who believe they are the sharks of the Consortium fishbowl, taking a Darwinistic view on the way they do business. They amuse themselves by weeding out the weak, by taking them out on what they call their "safaris; a sort of twisted hunt game. They are located all over the Human Core.

No



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**Hykosian Liberation Army**

Fringer Group

Revolutionary

---

**Notes****GMCreated**

Dangerous group of revolutionary fanatics who believe a race called the Hykosians will invade known space, & they are acting as a fifth column for them.

No

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**In the Flesh**

Fringer Group

Fleet Surveillanced

---

**Notes****GMCreated**

Fringer club that is run by a one armed Glahn, Guiran Julipa; here only non-cybers are welcome. Any cybered individual found in the crowd is usually assaulted later by many patrons, who systemtically strip the cyber off the victim (usually). Satelite security is run by a rough group of flesh-fantatics loyal to Guiran, called the Fleshers.

No

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**Iron Hand**

Fringer Group

Fleet surveillanced

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**Notes****GMCreated**

They occupy three planets in the Pronin system. A Fringer group that believe that the Consortium & Fleet isn't doing enough to subjugate its subjects, & takes it upon iutself to fo the proper thing. The believe in total military conquest of the galaxy and beyond & Fleet, if run properly, is the perfect organization to do it. They believe in the miliary conquest & control of the Glahn & the Ishantran.

No

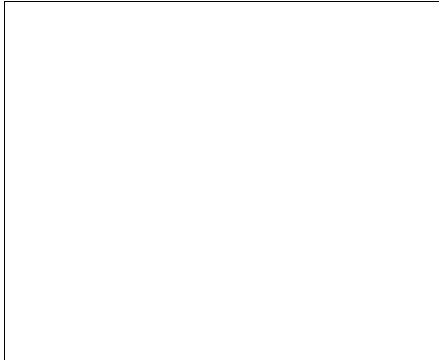
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**Lost Tribes**

Fringer Group

Hostile

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**Notes****GMCreated**

Located all across the Outer Frontier, the Lost Tribes are remnants of exiled groups sent out to fend for themselves during the First Exodus. They somehow made it through the Shatterzone, & settled across various planets. They have evolved into rag-tag groups of violent terrorists. Each Lost Tribe faction has different ideologies stemming from their early Earth history, but they are all violent, ruthless, & accomplished con-artists.

No

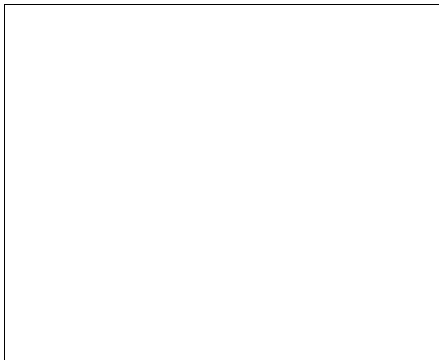
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**Mandamite**

Fringer Group

Cooperative

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**Notes****GMCreated**

Cooperate with Fleet, because they supply Fleet with orielium, among other things. Fleet has ruled the planet hands off.

No

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**Opashi**

Fringer Group

Tolerated

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**Notes****GMCreated**

Human fringer group that strictly rule the Planet Opashi.

No

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**Preservers**

Fringer Group

Hostile

---

**Notes****GMCreated**

Self appointed protector of the Shatterzone's secrets, they require tribute to all they come across in the shatterzone. Lead by the Old Man (Sam Cooper).

No

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**Primal Front**

Fringer Group

Hostile

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**Notes**

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**GMCreated**

Group of vicious terrorists who are most dangerous because they are so organized. They firmly believe in "falling back to the primal instincts" - no technology, no artificial enhancements. They plan severely destructive terrorists attacks to the death, dispatching their remote cells to destroy all signs of modern society & its advancement.

No

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**Protectors**

Fringer Group

Hostile/revolutionary.

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**Notes**

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**GMCreated**

The Protectors are the descendents of the old Earth order of Greenpeace, but somewhat modified. Through the years, they have slowly grown closer to nature, to the point that they are psychically one with whatever nature they are defending. Many previously never seen powers have manifested from this group; amazing control over plant growth, or animals.

Yes

Red 2029

Fringer Group

Hostile

**Notes**

**GMCreated**



Extremely violent group of fringers who kill & destroy just for the sake of it. Based their name on an old Earth terrorist group. they are located all across the near colonies.

No

Satan's Chosen

Fringer Group

Hostile

**Notes**

**GMCreated**



A group of mysterious physically-fit perfect humans who livw on the other side of the 'zone. They are fanatical about their physical perfection to the point of using genetic engineering & possibly cloning. They also believe that anyone who disagreed with these ideals & did not live for physical perfection does not deserve to exist. They take no prisoners & leave none either.

No

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**Sentinels**

Fringer Group

Tolerated

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**Notes****GMCreated**

No true base planet, but located in the Grimsyn sector. Self appointed watch-dogs for the weak & helplessly down trodden of space.

No

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**Shocjocs**

Fringer Group

Surveillanced

---

**Notes****GMCreated**

Fringer e3tablishment for the thrill seeker, the dangerous stunt pullers - vac-biting, asteroid diving are just examples of the insane stunts that fringers can attempt for real or in VR.

No

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**Sisters of Armageddon**

Fringer Group

Fleet surveillanced

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**Notes****GMCreated**

A group that worships the Armagons & believe all the stories that are brought back about them. They believe the Armagons are the divine scourge sent to cleanse the galaxy of sin.

No

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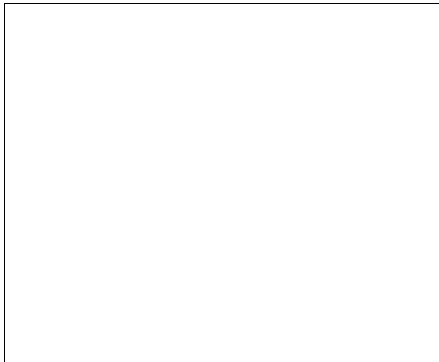
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**Terminal Velocity**

Fringer Group

Tolerated

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**Notes****GMCreated**

A fringer group made up of engineers, mechanics, & pilots who love speed, no matter what it takes. They constantly modify their ships to go faster in and out of Q-Space.

No

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**Tildian Shockmonks**

Fringer Group

Fleet surveillanced

---

**Notes****GMCreated**

	<p>A strange religious cult that was inspired by a lone bolter who delivered the True Message - the message that all being have a limited amount of pleasure in the universe to experience before they die. To counter balance that, the shockmonks implant pain emitting cyber wear into their bodies sensitive to their pleasure zone of the brain. The cyber also has a randomly set counter that counts the amount of times the pleasure zone is tripped, &amp; at a particular time a small charge will detonate inside them to kill them instantly. They are spread all across the Inner Frontier, but their primary temple is Ascension.</p>	No
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**Trekkies**

Fringer Group

Cooperative/Surveillance

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**Notes**

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**GMCreated**

Group of idealists who believe in the an old Earth concept of the way Fleet and the Consortioun should be. The usually make a lot of mnoise when a megacorp or Fleet breaks their sacred "Prime Directive", a noninterference creed against interupting the social growtth of different civilizations.

No

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**Trimagesti Vizzard**

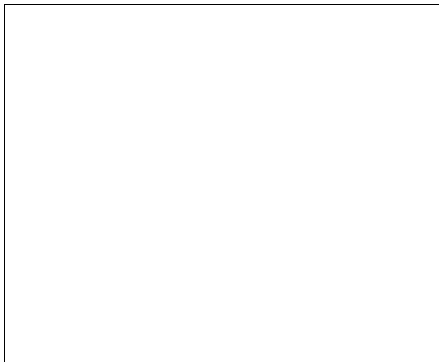
Fringer Group

Fleet surveillanced

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**Notes**

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**GMCreated**

Fringer group that is rumored to be lead by a surviving Rill, naming itself Reverand Masters. They are rumored to have a few Trimagesti devices. They are hunted by the Black Sun Coalition.

No

## Merc Group

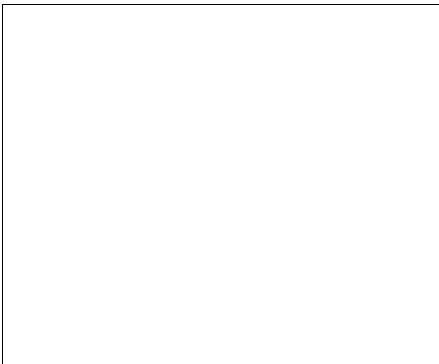
**Black Nova**

Merc Group

Human female merc gro

**Notes**

**GMCreated**



Members are strictly female humans or near humans. They work for the same company too many times in a row.

No

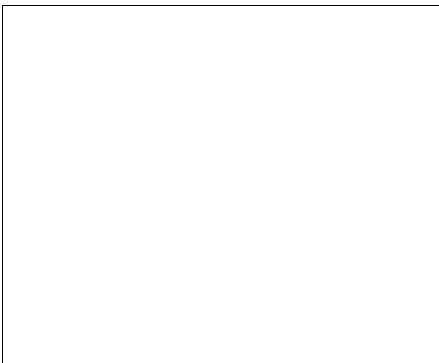
**Judjrex**

Merc Group

Planetary Security

**Notes**

**GMCreated**



Planetary security for Meridan III.

No

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**Mongrels**

Merc Group

Tolerated

---

**Notes****GMCreated**

Strictly bolter race merc group.

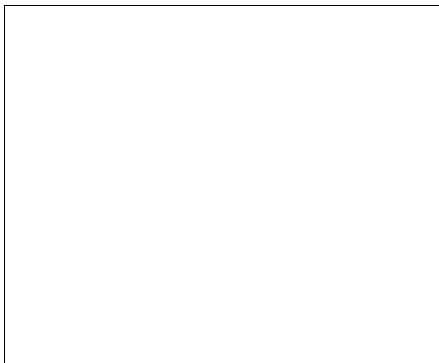
No

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**Orion's Army**

Merc Group

---

**Notes****GMCreated**

Elite mercenary group that considers themselves "what Fleet should be..." Extremely disciplined &amp; rigid.

No

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**Rangers**

Merc Group

Tolerated

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**Notes****GMCreated**

Based out of New Houston on New Earth, they are freelance law enforcers. What laws they enforce is entirely dependent on who hires them.

No

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**Seraphs**

Merc Group

Planetary Security

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**Notes****GMCreated**

Planetary security for the amusement parks & resorts on Paradise II.

No

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**Wulff's Raiders**

Merc Group

Tolerated

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**Notes****GMCreated**

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A group of tough &amp; strict mercenaries that basically hire out to anyone.

No

## Street Gang

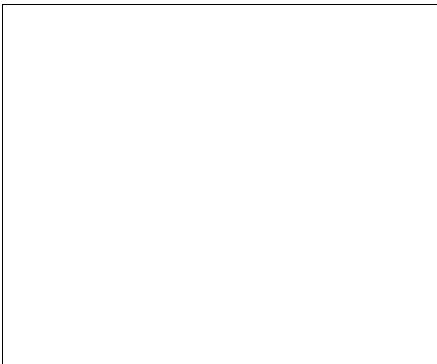
**Cybervultures**

Street Gang

Tolerated

**Notes**

**GMCreated**



Gang that watches over the Yard, a expansive junk yard for the Grimsyn sector.

No

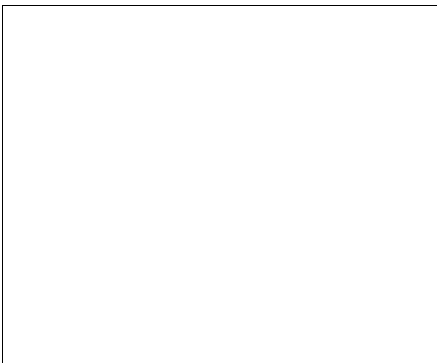
**Gungeros**

Street Gang

Violent

**Notes**

**GMCreated**



2nd Largest gang on Teraxiter, have plans on taking the Randall-Holling installation.

No

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**Lost Sheep**

Street Gang

Violent/Revolutionary

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**Notes**

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**GMCreated**

Once the most powerful gang on Teraxiter. Rumored to have dealing with R-H. Recently shaken by the death of their leader, now in the middle of internal strife,

No

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**Mists**

Street Gang

Violent

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**Notes**

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**GMCreated**

Rival gang to the Necros

No



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**Necros**

Street Gang

Violent

---

**Notes****GMCreated**

Cyber is their style, tox is their devotion, blood shed is ther life.

No

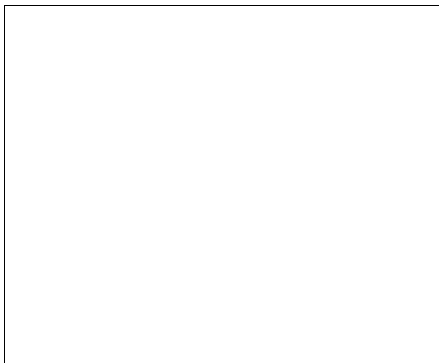
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**Rain Dogs**

Street Gang

Terrorist/Violent

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**Notes****GMCreated**

Smallest gang on Teraxiter &amp; most mysterious gang. Lead by "Painter" who has never been seen.

No

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**'Teks**

Street Gang

Violent

---

**Notes****GMCreated**

High fashion/high tech neopunks.

No