

# NOVA PRAXIS



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# INTRODUCTION

Things have changed. We have changed.

Earth is lost to us, but even in the aftermath of this terrible tragedy, we grow, evolve, and even prosper. We have witnessed the death of our mother and the birth of a new era.

In what might have been the end, the synthesis of biology and technology proved to be our salvation. Augmentation, ranging from basic genetic manipulation to Apotheosis, set us on the path of prosperity. Even more, these advances reinforced the importance of identity, individuality, and what it means to be human.

The loss of Earth and the resulting Exodus gave us an opportunity to start over with a clean slate. And we seized it.

The need for organization, stability, and a reliable government was clear, but the old ways came to be viewed by the survivors as archaic, clumsy, and too easily corrupted.

It was time for a new way...a Nova Praxis.

Today, social networks allow the will of the people to be measured instantly, accurately, and without the need for representation. The Coalition, guided by the collective voice of its people, has established new homes on worlds lit by new suns. Molecular assembly technology has made it possible for society to provide a quality of life never before imagined, at essentially no cost, to everyone. And we are virtually immortal.

But can this would-be utopia last?

Corruption in the Coalition government fosters decay from within. The Houses, our benefactors and patrons, run shadowy networks of intrigue, espionage, and assassination. Apostates, who refuse citizenship in the Coalition, condemn those who would trade their privacy for the Coalition's false security. Remnants of Earth's old governments wage a guerilla war on Coalition forces. Ideological extremists commit acts of terror using the latest horror

to spring from a factory or test tube...

And the value of a human soul is weighed and measured in lines of code.

Nova Praxis is a post-singularity sci-fi setting that explores transhumanism and post-scarcity societies against a backdrop of action, adventure, conspiracy, and intrigue.

## Nova Praxis is...

...a tabletop role-playing game featuring the *Savage Worlds* Role-Playing Game System, tailored specifically for *Nova Praxis*.

...a relatively "hard sci-fi" setting that takes place during the aftermath of a short-lived technological singularity.

...an exploration of the tropes of transhuman sci-fi: mind uploading, resleeving, artificial intelligence, and augmentation.

...an exploration of the societal impacts of a reputation-based post-scarcity economy.

...a game in which players play characters who slip between the cracks of civilization and perform jobs their patrons would rather keep off the books.

...a setting full of conflict. The Houses wage a secret Shadow War against each other, purist and transhuman ideologies clash violently, and apostates rebel against the oppression of the Coalition government.

...home to railguns, powered armor, starships, security drones, bipedal warframes, swarms of nanomachines, kill-sats, and the horrors of accelerated evolution gone wrong.



## BULLET POINTS

### The Singularity and Mimir

In the year 2042, the exponential pace of technological advancement gave way to an AI of unprecedented potential. This AI, called Mimir (pronounced “Me-Mer”), ran for three months before mysteriously shutting down. During its short lifespan, it advanced human technology by nearly a millennia.

Humanity now combs through Mimir’s research archives in search of new technology. The Archives are publicly available to all on the Extranet, but it typically requires large teams with tremendous funding to find anything useful.

### Earth is Lost

Humanity has left Earth, fleeing destruction in an event called the Exodus. The Technophage was a nanotechnological weapon deployed as a last resort during a terrible global war. Control over the technophage was lost, and it evolved into a global threat. The war ended as humanity struggled, desperate to get off the planet to safety.

Just under one hundred million people survived, and tremendous resources are committed to keeping the technophage confined to Earth.

### Space and Other Worlds

One of Mimir’s biggest inventions was the jump drive, which allowed spacecraft to travel light years in just a few hours.

This technology also made it possible to create a system-spanning jump ring network, which facilitates travel between the six major worlds mankind now inhabits.

The largest portion of humans remain in the Sol system, particularly on Luna and Mars. The rest inhabit other planets, moons and space stations in the Sol system. And there

are dozens of other smaller colonies and habitats, both in the Sol system and beyond, that men call home.

### The Coalition and Houses

In the wake of the Exodus there was chaos. The governments of Earth collapsed, and humanity struggled to survive in small isolated pockets.

The remnants of Earth’s corporations eventually grew into what would become the Houses, and came together to form the Coalition of Free States.

The Coalition is the only officially recognized government. It is made up of the Houses, of which every Coalition citizen is a member.

Coalition citizens have all their needs met by the government, and live in what many would describe as a utopia. But they pay for this utopia with their privacy, and there are many who chafe under the restrictions placed upon them.

### Apostates

But not everyone is a member of the Coalition. Some choose, or are forced by circumstance, to live outside the Coalition. These non-citizens are called apostates, and do not have House membership.

Many apostates survive by avoiding the Coalition’s Protectorate and surviving on the outskirts of civilization. Some work for one of the Houses in hopes of gaining citizenship, usually slaving for years with very little hope of success.

Apostates who live apart from the Coalition are certainly more free than Coalition citizens, but do not benefit from the Coalition’s resources. For many apostates, every day is a struggle to get by.



## A (Nearly) Post-Scarcity Economy

Advanced technology has made it possible to dissolve the barriers between people and the resources they need to survive. This new era of abundance was made possible by the compiler technology created by Mimir, and is enforced by the Coalition itself.

Most citizens own at least one compiler and decompiler, which are used to quickly fabricate finished goods from raw materials, or break compiled items down into raw materials for nearly 100% efficient recycling.

With the collapse of the world's economies, and the devaluation of most goods, a new economy arose; one built on Reputation. All Coalition citizens have a Rep-Rating, which determines what resources they are allowed to utilize in excess of the default standard available to all citizens.

A person's Rep-Rating is affected by how people see you, how much you are respected, and how much you have given back to society. It is literally an attempt to quantify the value of a person, and it is determined by one's behavior and one's peers.

Make enemies, leave bad impressions, or use more than your fair share, and you might find yourself ostracized and cut off from the finer things in life.

Apostates are not part of the Reputation economy, and instead barter for their goods and services. More organized apostate enclaves and networks are also known to use gold as a currency, though this can be dangerous since the Coalition has outlawed the minting of physical currency.

## Transhumanity

Nova Praxis is a setting that explores the co-evolution of humans and technology. Mimir's inventions, called Mimir-tech, changed everything. And it paved the way for humanity to change itself.

Bioware augmentations affect the genetic structure of an individual, protecting her against disease and providing any number of biological enhancements.

Cyberware is where man meets machine. Nano-technological machine components are introduced into the body, resulting in powerful enhancements, upgraded or





additional limbs, senses, or protection.

Of note, the single most powerful and controversial type of augmentation is a process called Apotheosis. During Apotheosis, the recipient's brain is gradually, slowly, and seamlessly replaced by a network of nanomachines called a Mindset.

Once complete, the recipient still feels and behaves like himself. But he is not. His mind has been transformed into software, and runs on a cybernetic brain.

Once the mind has made the transition, it can be downloaded into other bodies, called "sleeves", or left to live in a virtual environment as a Substrate Independent Mind (SIM).

Minds can be backed up, restored, copied, and even combined.

Roughly 30% of humanity has now undergone Apotheosis, and that number grows with each passing year.

Advanced technology has changed many aspects of life. Data can be streamed directly into the eyes. Communication can happen with a thought. Memories can be recorded and played back later. Virtual worlds can be made indistinguishable from reality, and people count on digital agents to answer questions, offer advice, and help manage their lives.

We have become a human-machine civilization, a symbiotic union of the mind and software, the organic and synthetic.

## The Mesh and the Digital Divide

Everything is connected. In Coalition controlled areas, the environment itself is like one big machine. Sensors are everywhere. The machine sees all, and hears all. This is the Mesh.

This massive stream of sensory data flows through the Monitors, powerful AIs created specifically to watch and report on events the Coalition government might find interesting.

They log crimes, and are the eyes and ears of Inter-Rep, the organization that administers the Reputation system.

But the Mesh is far more than a ubiquitous security system; it is the always-on connection to the machines around you. Personal devices and augmentations connect to the mesh, and rely on its vast network of sensors to provide data and interpret the user's words and gestures as commands.

## The Humanity Preservation Act

As might be expected, not everyone is eager to become software or otherwise tamper with their humanity. Members of various Purist movements actively fight against it, out of fear that they will one day be forced to augment themselves or be become an inferior species.

The Humanity Preservation Act was put into place in response to this fear. The HPA limits how far a person can be legally augmented, insures that minds suffering from extreme psychosis are not restored, and bans the practice of leaving more than one copy of a mind active at a time.

## Open Conflict

The Coalition's military and police, called the Protectorate, engages in small scale conflicts on a regular basis.

Piracy is a major problem, as civilian and military craft are hijacked by apostates for their supplies. These supplies usually go back to a hidden community somewhere, but are sometimes used to supply a budding resistance force.

Remnants of Earth's governments still exist, and many of them wage a guerrilla war against the Coalition. Others wait in the shadows for their opportunity to strike.

Weaponized star ships, bipedal war frames, rail guns, particle accelerator rifles... These are tools of the trade employed on all sides.



## Shadow Conflict

There is an ongoing battle between the Houses. But few know about it, and nobody talks about it.

This battle, fought between small teams of deniable operatives called Auxiliaries, has been waging in some form or another for decades. Assassination, kidnapping, spying, sabotage, smuggling, theft, arson... the Houses will do anything for a competitive edge. But it all remains hidden, unknown to the public at large.

The Coalition's seemingly ubiquitous surveillance and security system has holes and exploits, back doors left open by the Houses so that their agents can work behind the scenes.

Their Auxiliaries, and others of their ilk, have discovered these flaws and exploits. And they make use of them to move contraband, slip through security checkpoints, or accomplish other illicit objectives.

## Savants

In a world of computers, the admin is god. Savants are rare Apotheosized individuals who have hacked their Mindsets, enabling them to hack other computers and interface with machines in a manner far beyond the norm.

Savants can direct swarms of nanomachines with a thought, view distant locations through security sensors, dive into another person's digital dirty secrets, control a habitat's atmospheric and artificial gravity systems, and far more. Savants are rare, mysterious, and feared by anyone with any sense. Software and systems become extensions of their will, and they can turn the very environment itself against you.

## Optimistic Hard Sci-Fi

Nova Praxis is a sci-fi setting that makes use of a number of miraculous technologies. But just as it is defined by its features, it is also defined by its limits.

Psychic abilities are rumored to exist, but have never been reliably demonstrated.

Alien life exists on many of the planets humans have colonized, but we have never met another truly intelligent species like ourselves.

Force fields can bend light, but not matter. Massive jump drives are the only means of faster than light travel. And the HPA insures a person remains recognizably human... most of the time.

## Nova Praxis and its Themes

*Nova Praxis* is a setting about humanity in transition, and walking the razor's edge. In the wake of unimaginable destruction and loss, mankind has seized the opportunity to start anew. We have the opportunity to become a race of exalted gods, or face extinction kicking and screaming.

The themes represented in *Nova Praxis* reflect the dangers of extremist philosophies and behavior as they exist in a post-singularity setting, and the struggle to survive in the chaos between those extremes...

*Man vs. Machine*

*Tradition vs. Progression*

*Comfortable Mortality vs. Uncertain Eternity*

*Dystopian Liberty vs. Utopian Oppression*

*Capitalism vs. Socialism*

*Apostate vs. Citizen*

*Popular Truth vs. Hidden Lies*

These themes play out against a backdrop of conspiracy, action, and intrigue.



## WHAT HAS COME BEFORE . . .

In the year 2042, the exponentially accelerating rate of technological advancement finally gave way to an event that historians call The Singularity. This event was marked by the birth of a truly sentient artificial intelligence capable of reasoning, creativity, and self-motivation.

This being, called Mimir, mysteriously shut down after only a short period of activity. Brief though its existence may have been, it left behind a legacy of advanced knowledge—seeds of the next technological revolution. This event resulted in a massive paradigm shift, a new era in which advancements were made by picking up the breadcrumbs left behind by a dead machine of godlike intellect.

Yet even as we prospered, new technologies gave way to new challenges. More efficient automated manufacturing techniques eventually grew into macro-factories and nanomaterial fabrication systems that largely removed the need for physical labor. This, along with many other developments, caused unemployment rates to skyrocket worldwide.

In time, even the harshest critics of social welfare programs found themselves unable to offer alternatives. Millions were without jobs, yet the resources needed to provide

them with safe and happy lives sprouted in abundance.

Currency values plummeted. The world's economies and political power structures began a seemingly unstoppable decline into chaos. All seemed lost, but salvation eventually emerged in the form of new economies not driven by the traditional concepts of supply and demand.

It was not only societal constructs that underwent massive changes, but also humanity itself. Advances in augmentation technology eventually led to a form of immortality—a process called Apotheosis—that allowed us to transform the conscious mind into a type of artificial intelligence: software that could persist forever.

Even more, what could be done for the mind could be done for the body. A process called Synthesis created a union of man and machine, an interweaving blend of biological and synthetic life.

Some even gave up the flesh entirely to live in fully synthetic bodies, or as purely digital entities in a virtual environment.

Extreme augmentation and genetic manipulation offered hope for some, but inspired fear in others. Movements arose to codify the meaning of “human.” Laws were passed to maintain the purity of humanity, ensuring that the species did not diverge, and to protect those who would eschew





augmentation from obsolescence. In time, these laws became a hotbed of debate as Purists argued for humanity's legacy while transhumanists fought for the right to alter their bodies as they saw fit.

Yet, despite all the wonders of this new technological renaissance, man continued to fall prey to his baser instincts. Political upheaval gave way to a global war that raged across the planet for decades. Millions died. In the end, though, the greatest casualty was Mother Earth herself. The planet was consumed by a technological horror, and mankind fled to the stars in a mass evacuation that came to be called the Exodus.

Scattered and desperate, people turned to the corporations for leadership. Even before the Exodus, tens of thousands of people had already left Earth to pursue the off-world interests of corporate backers looking for an edge. After the loss of Earth and the collapse of its governments, it fell to the corporations to guide the fate of humanity.

In time, the largest corporations grew to become what we now know as the Houses. These voluntary corporate governments then came together to form a Consociationalist governing body called the Coalition.

Made up of a Council of Senators from each of the six Houses, the Coalition codifies and enforces the will of its citizens. As humanity begins to spread throughout the galaxy, their journey is guided by the combined efforts of the Coalition and the individual efforts of the Houses.

But all is not well...

The remnants of Earth's old governments plant seeds of rebellion at the edges of explored space. Advanced technologies give way to terrible new dangers. The Houses wage a Shadow War against each other while attempting to maintain a façade of unity.

Worse, the debate over the definition of humanity has begun to grow violent.

## THE VIEW FROM ORBIT

### Legacy of the Singularity

The technological singularity is defined as the moment when the exponential acceleration of technological advancement outpaces humanity's ability to keep up with it, or even understand it.

In *Nova Praxis*, the singularity was heralded by the birth of a special kind of artificial general intelligence called a dynamic creation engine. The AI was capable of thinking at a rate roughly ten thousand times faster than a human mind. It never forgot, never needed rest, and could accurately simulate its theories and ideas without need for interaction with the real world.

This AI, called Mimir, is responsible for the vast majority of the miraculous technological advancements that help define the *Nova Praxis* setting. Before it mysteriously shut down, Mimir paved the way for molecular assemblers, faster-than-light travel, artificial gravity, virtually unlimited clean energy, and lossless human brain emulation.

Mimir's discoveries resulted in a paradigm shift in the way humans developed new technologies. Before Mimir, technology improved by using the tools of yesterday to create the tools of tomorrow, resulting in technological growth at an exponential rate. Now, after Mimir, new technologies are instead developed by deciphering Mimir's Archive; within which are the logs of its discoveries, theories, and inventions.

Mimir-tech is the common term used to refer to technology developed by Mimir, though this term is rarely used as pretty much all modern technology now stems from Mimir. While Mimir-tech devices cannot be patented, any information extracted and deciphered from the Archives becomes a closely held secret by those who did it. It often takes tens of thousands of man-hours



sifting through Mimir's Archives before enough information can be pieced together for a new discovery. So naturally, this sort of information is tightly guarded.

Though widely used, much of how Mimir-tech devices function is still a bit of a mystery. These devices are several orders of magnitude more complex than pre-singularity human systems, so much so that no single person can fully understand them. Experts generally only understand portions of a Mimir-tech system, small modules designed by Mimir to be "human friendly" and open to customization and repurposing.

Mimir-tech computers run on quantum processors, store seemingly endless amounts of data on hybrid crystalline-DNA decks, and are virtually impossible to hack. Each is outfitted with a low-level AI specifically designed to detect and deter unauthorized intrusions. These AIs can react millions of times faster than a would-be human hacker, and respond accordingly.

Of course, this level of security is necessary. Everything runs on computer systems. Door

locks, sensor arrays, pressure seals, gravity generators, data transmissions, lights, speakers—it all runs on computers, forming a network called a mesh.

## Bits to Atoms | Ideas Made Manifest

Post-singularity technology changed the way humans live in many ways, but perhaps no single invention had a greater impact on society than the molecular assembler. Called compilers, these devices are capable of building finished goods from raw materials, assembling them at the atomic level.

Forks, plates, weapons, electronic devices, and even food can be compiled from the raw materials fed into the machine, reducing the labor and shipping costs of production to zero. With a stable system of raw matter dispensation, most items can be produced on demand at nearly no cost.

Compilers are incredibly common in Coalition society, and one only needs the proper template software to create almost anything. These templates are linked to a citizen's Coalition Identification, and records



are kept of everything he or she compiles. Restricted items such as weapons can't be compiled without the proper licenses.

As one might expect, widespread use of compilers devastated the world economy, necessitating drastic change. When the Houses founded the Coalition, they used this opportunity to establish a new economy based—not on goods or materials—but on reputation and favors.

In time, multiple attempts at reputation (Rep) tracking systems eventually merged into a single government agency called Inter-Rep. Monitored through the mesh by powerful AIs, this system attempts to quantify a citizen's contributions to society and the value of his or her opinion. This rating is established as people rate each other, offering a bump when they like someone

or a hit when they don't. Rep can also be exchanged like currency for favors or highly valued goods.

The higher your Rep, the more you are able to take from society before suffering a Rep hit, the greater the value of your bumps and hits, and the greater the value of your vote.

For better or worse, this system is also used to measure privilege in other ways. For example, some exclusive clubs require a minimum Rep-Rating to be allowed in. Depending on which House you belong to, you'll find certain items require a lesser Rep-Rating to acquire.

Apostates, those who live outside the influence of the Coalition, do not have a Rep-Rating. They must get by on bartering or through the use of illegal gold currency.

## The Fall of Earth

In time, Earth's major nations split into two warring factions, the Alliance and Federation. The Consolidation Wars, as they came to be called, ended with the release of the most devastating weapon the human race has ever known.

It was thought that unleashing the technophage on the Alliance capital would shock Alliance forces into surrendering. It worked, but not as intended.

The Federation government claimed it had only meant to destroy the Alliance capital, Brasilia. But for reasons unknown, instead of responding to the shutdown command it began attacking anything and everything. It consumed everything it could make use of, grew, and kept growing.

The technophage swarmed over the world; the rolling mass of nanomachines ripped cities and people apart at the molecular





level, assembling usable base materials into autonomous war machines. The gray fog left only dust and nightmares in its wake.

The Consolidation Wars ground to a halt as both sides worked to defeat, or at least contain, the spreading blight. But it was too little, too late. The governments of Earth effectively collapsed. Entire nations that lacked the necessary weapons to fight the nanoswarm were lost. Even developed nations took tremendous casualties as the swarm adapted by building new drones outfitted with specially tailored defense systems. It soon became clear that any hope of survival lay in retreat.

With Earth's governments scattered and broken, the corporations of the world stepped in by directing their vast resources to aid the evacuation. Millions fled during the Exodus, but many billions were lost.

Now, Earth lies under quarantine. None are allowed to return home for fear that the technophage might spread.

## Rise of the Houses

After the fall of Earth, its survivors were scattered, desperate and disorganized. Their governments had all but collapsed, and what remained was weakened and ultimately powerless.

As a result, the people found themselves looking to their saviors, the corporations, for guidance. Most were living on ships or colonies owned by the corporations during this time, and simply had no other authority to turn to.

This era of desperation and confusion eventually led to the formation of a new government. The corporations began to band together into larger, more effective ruling bodies. The largest of the corporate micro-governments, six in total, came together to charter a new nation that would encompass the whole of humanity. The corporations came to be called the Houses, and together

they became the Coalition of Free States.

Every registered Coalition citizen is a member of a House, which fills the role of both local government and employer. The Houses enforce both the laws of the Coalition, and a set of House Laws that vary from House to House.

The Houses structure and govern themselves in different ways. Some are more business-like, while others take a more feudal approach. Unlike the nations of old, the Houses do not recognize borders; regardless of where you are, you are expected to obey the laws of the Coalition and your own House.

As corporations, the Houses operate all businesses in the Coalition. While each House has different markets they specialize in, citizens can file to establish subsidiary companies that may produce or provide any sort of legal product or service. It is because of these subsidiaries that every House has ended up with at least some small stake in nearly every market.

## Utopian Oppression | Dystopian Liberty

Because of the wealth of resources available to it, and the lack of available jobs requiring human labor, the Coalition provides its citizens with the option to default.

Citizens who default generally provide little of value to society. They don't work and they don't provide many favors to others. They may or may not create items of art or value. If they do, they do so at their own pace. The Rep-Rating of a person who defaults may never climb very high, but so long as they avoid being a problem they can live out the remainder of their life never really doing anything they don't want to do.

To many, this is paradise. But not to all...

Coalition cities, habitats, and homes sport nearly ubiquitous surveillance technology. The ARIS strips, the same technology that provides the interface between your devices (and/or augmentations) and the local mesh,



also function as the eyes and ears of AI Monitors that watch your every move.

Coalition citizens have grown accustomed to this and most never give it much thought. It is the price they pay to be a citizen, and most are happy to pay it. Their needs are met, they are protected, and they are free to enjoy whatever legal forms of entertainment they wish.

There are some, however, to whom this invasion of privacy is simply intolerable. And it is this belief that drives some to flee.

Apostates, as non-citizens are often called, value their privacy and choose to live outside the Coalition system. They live on ships, secret space stations, or enclaves on planets the Coalition deemed unworthy of colonization. Without access to compilers, apostates must get food, clothing, and other necessities the old-fashioned way. It's a harder life, but it is a life free of the ever-watching eyes of the Coalition.

## Conspiracy and Intrigue

As one might expect, the Coalition does not take kindly to those who would live outside its laws.

Usually, confirmed apostates are arrested on sight. But while it's far from public knowledge, the Houses regularly work with talented apostates and apostate factions when it suits them: granting them access to equipment and supplies in exchange for favors best kept off the books.

The Houses, as organizations founded upon competition, do not always work with the best intentions of the other Houses in mind. What appears on the surface to be civil and respectful competition between the Houses is, in truth, just a thin veneer of civility drawn over the bloody and brutal Shadow War. The Houses—each and every one—employ kidnapping, assassination, torture, theft, blackmail, and a laundry list of other shady or outright illegal operations to gain

an advantage over the other Houses. And it's not uncommon for different subsidiaries within the same House to employ the same tactics against each other.

The soldiers in this war are apostates or citizens who know how to slip through society's cracks. These mercenaries, called Auxiliaries, run jobs for the Houses that range from unethical to outright condemnable, and are made up of individuals from all walks of life. Pure, sleeved, SIM, citizen, apostate—their affiliations and philosophies rarely matter so long as they are willing to uphold the terms of their contracts.

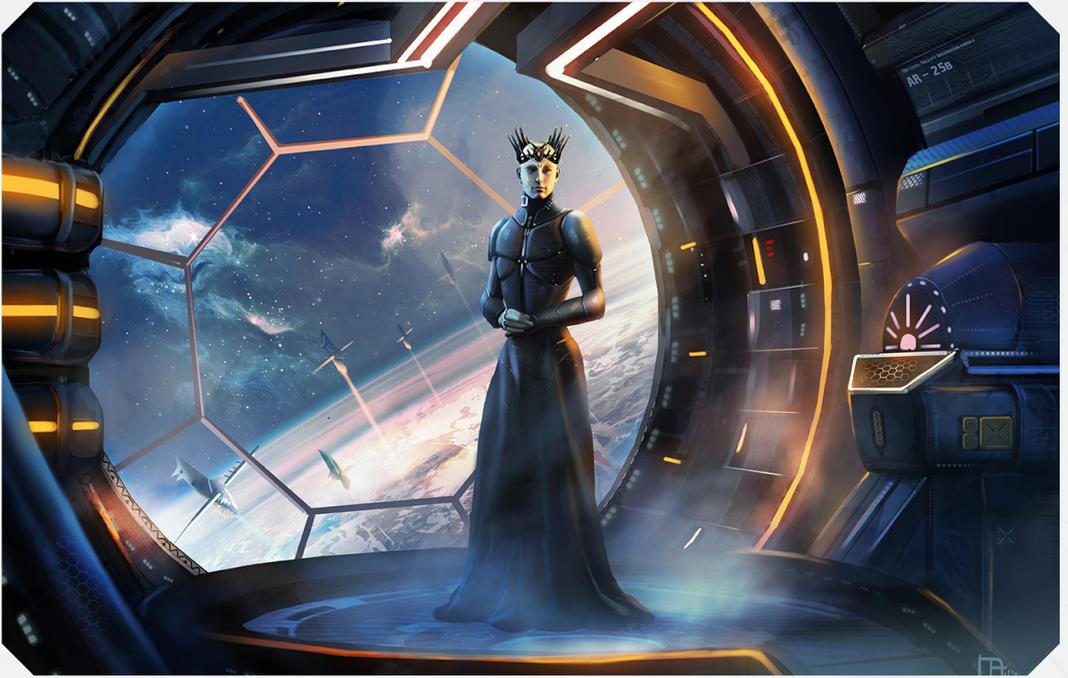
And the public at large has no idea.

The Houses have an unspoken agreement that the Shadow War will remain hidden from the public eye. Citizens of the Coalition have powerful voting rights, and the Rep system insures that only popular politicians remain in power. Disorganization and infighting within the Coalition damages the illusion of safety and comfort provided to the people. These acts could lead to instability, discontent, and unpopular politicians. And nobody wants that.

Thus, the Houses will even work to cover up their rivals' indiscretions to maintain the illusion. They will expect to be compensated, of course, and much shame falls on the House that forces its enemies to clean up its mess.

Still, the Shadow War and apostate crackdowns aren't the only sources of bloodshed in the galaxy. While a growing number of people join the transhumanist movement each year, a larger number still stands in opposition. The Humanity Preservation Act (HPA) was put into law by Purists who feared what transhumans might eventually become. The Purists, generally eschewing augmentation technology for one reason or another, feared that transhumans would relegate them to an inferior species—or worse, enslave them.

The HPA limits the degree to which a person can change his or her body and restricts



how SIMs can operate. It seeks to avoid the splitting of the human race into divergent subspecies and assures that pure humans remain competitive.

While the majority of citizens are relatively content with the current state of the HPA, there are extremists on both sides. Those backing a more extreme posthuman agenda seek to push the human mind and body beyond what the law allows. Some seek to transform themselves into genetically engineered monstrosities, distributed-intelligence drone swarms, or any number of other things along their “path to ascension.”

At the other end of the spectrum, Purifiers plant bombs in resleeving facilities, chop off people’s cyberware limbs, and rip out their mnemonic cores. They view transhumans as cheaters or “desecrated,” and many see those who have undergone Apotheosis as nothing more than soulless shells.

## Infinite Frontiers

While Earth may be lost, humanity now thrives on over a dozen planets, and millions live their lives on smaller colonies or space stations.

One of Mimir’s greatest gifts to humanity was technology that allowed for the folding of space through the creation of jump gates, making instantaneous travel possible.

While nearly impossible to use in the gravity well of a planet, jump gates can be created in space to allow ships to travel vast distances, bridging the gap of a few light-years in seconds. Jump-capable ships and a public gate network make it possible to travel between star systems.

However, jump gates suffer from a minimum jump distance that makes using them to travel within a star system impractical. Inter-system travel is done using sub-light engines. These engines, while incredibly fast, still require days-long commutes between planets.

Aboard a ship, gravitic technology is used to provide gravity equal to that of Earth.



The ships are powered by APEX reactors capable of supplying nearly unlimited energy by harnessing the power of matter/antimatter reactions.

### Augmented and Virtual Reality

In the time of Nova Praxis, computers are everywhere. Even the poorest apostate enclaves feature nearly ubiquitous computer and sensor system meshes. Yet, even as computers are everywhere, you probably wouldn't notice them.

Gone are the keyboards and mice. Even touch screens and holographic displays are relics of a bygone era. Interaction with computer systems is accomplished almost exclusively via direct brain interface, gesture-based augmented reality or virtual reality immersion.

### Augmented Reality (AR)

Glasses, contact lenses, entoptic augmentations, or cybernetic replacements can allow the user to see computer-generated data called augmented reality objects (AROs) overlaid virtually upon the world around you.

Those with a mindset (described in the next section) have this data fed directly into their visual cortex.

AROs can highlight interesting features in the user's environment, display public profiles about the people they meet or things they see, or show any other sort of information that might be relevant about the user's location or activities.

Your augmented reality system may adorn a blank wall with an ARO painting, or play a video in a windowpane. A plain stone floor in an empty room might appear to you as a lush garden. Your friend on another planet might appear to walk along beside you as you converse, shown as a telepresence ARO sent via the Extranet.

[Tac-Comm v1.76.3/ Log: 07:22-04,21,97]

[Jane] – Eyes on target. Anders, I'm sending you my feed. Confirm.

[Anders] – Yeah, he matches Malpheus' image.

[Jane] – Hide and ambush me, you little pecker... Let's see how you like a shredder round through your brain case.

[Reagan] – Jane. You said you'd talk to him.

[Jane has disconnected]

[Reagan] – Damn it! Anders, talk to her.

[Anders] – Too late... That guy is very dead.

When used as a computer interface, an ARO version of a keyboard or other type of interfacing device might appear before the user. The user can't feel the object, of course, but the local mesh sensors track the user's movements and translate them into input.

Alternatively, neural mapping systems can be worn that translate thoughts into computer input. These devices are usually called links, and often take the form of a small device clipped over the ear, a hat, or a headdress. Like a mindset, a link allows the user to mentally issue commands to a computer. This technology makes other types of interfacing devices, real or ARO, largely unnecessary.

That being said, neural links require a certain level of focus, so other interfacing devices are still commonly used in distracting or chaotic environments.

### Virtuality (VR)

The possibilities of AR are vast, but they still depend on elements of the real world. Virtual environments, however, do not suffer that limitation.

Nicknamed the Infinite Frontier, virtual environments are incredibly popular. Those who use virtual environments employ a special type of link, called an ego channel, which hijacks their brain signals, replacing



them with a stream of virtual data. Those with a mindset can already do this without needing an ego channel.

Whether by ego channel or mindset, the end result is total immersion into a virtual world.

Virtualities range from the fantastic and strange to environments so realistic that they cannot be distinguished from the real world.

## Transhumanity

Even before the birth of Mimir, humanity was already making great strides in the realms of biotechnology and genetic manipulation. However, Mimir's contributions to these fields resulted in an explosion of potential when it introduced the procedures for Apotheosis and Synthesis.

During Apotheosis, a colony of nanomachines is introduced into the brain via a series of injections. The whole process

takes about a week, during which time the nanomachines systematically destroy and replace the majority of the brain cells in the recipient's cerebrum. The replacement of a single brain cell has no effect on the person. During Apotheosis, though, billions of brain cells are replaced one by one with nanomachines that carry out the functions of the replaced cells.

Apotheosis, once complete, results in a mesh of networked nanomachines called a mindset. It's impossible to pinpoint the exact moment this transition happens, but slowly—and almost imperceptibly—the mind is transformed into software.

The mindset interfaces directly with the mind and can superimpose information directly over the user's senses. It also features a low-level AI called an Agent, which manages the user's calendar, incoming and outgoing messages, social networks, and whatever else the user requires.

Perhaps most importantly, the mindset monitors the user's memories and stores a real time backup of his mind in a special nanocluster called a mnemonic core. The mnemonic core can be extracted from the body and used to upload the mind into another body called a sleeve. This process can be done in the event of death, or if the person simply wants a new sleeve.

The Synthesis process does for the body what Apotheosis does for the mind. Trillions of nanomachines are introduced into the body, weaving through living tissue to form a mesh of biological and synthetic cells. This hybrid of organic and synthetic life is far more durable than a normal human body and can be monitored and controlled far more precisely.

[Monitor Observation: 838412846; 18:39:29-04,21,99; Section D14; 17-12-AG]

[Transcript Excerpt 3021 - CIDs Redacted]

[--1--] – “So the job is simple. Find [Redacted], cut out his core, and bring it to me.”

[--2--] – “And for this service we get?”

[--1--] – “A bump from Rapidus Intersystems.”

[--2--] – “That's a start, but Rep won't buy me what I need.”

[--1--] – “And what is it that you need Mr. [Redacted]?”

[--2--] – “Things you can't provide.”

[--1--] – “Then why are we having this conver-”

[--2--] – “Because you have shielded shipping containers, ships, and an all-access pass through the Eye of Sol to the Sagitta gate.”

[--1--] – “We do...”

[--2--] – “So we bring you back [Redacted]'s core, and maybe you give my buddies a lift to Sagitta. I can get what I need from there.”



Synthesis represents a harmonic merger of man and machine—organic and synthetic life in balance. Those who have undergone Synthesis are held up by many as examples of transhumanity and the potential of the human race.

These views differ a bit from the popular opinion of posthumans who exist purely as software or who inhabit fully synthetic sleeves. Many no longer consider them to be human.

It is estimated that roughly 35% of humanity has undergone Apotheosis, and 7% has undergone Synthesis. Even those who haven't have likely been augmented in some way, though. Gene treatments are performed in the womb, elective cybernetic and biological augmentations are all the rage, and new evolutionary philosophies arise each day.

## Savants | Walkers on the Bleeding Edge

Like all modern technology, the mindset was developed by Mimir. As with most augmentation technology, it comes with a number of restrictions put in place by the Humanity Preservation Act. These restrictions ensure that the Apotheosized can't use the mindset to enhance themselves beyond human limits. Thus, even with a mindset, the mind still forgets, dreams, struggles with unwanted emotions, and more.

There are some, however, who have discovered the key to bypassing these restrictions. Doing this is a very dangerous process, as it requires editing the code that comprises the mind itself.

Those few who have accomplished this are known as Savants.

Some Savants claim they found and exploited a flaw in their mindset's core programming. Though, if that were true, it would be the only Mimir-tech system to ever be hacked by a human mind.



Still others believe that Mimir left a backdoor open on purpose so that those humans worthy of doing so could achieve freedom.

In either case, most Savants claim that the key to cracking the system differs from person to person. Likely this is because each mind is different, thus each mind's code is different. Whatever the case may be, a Savant cannot teach another person how to crack their own mindset's restrictions; they must figure it out for themselves.

Once the mindset is cracked, the Savant can begin writing a special type of computer code they call Self-Interfacing Neural Code (SINC). This code is used to compile programs that

allow Savants to pit their Agent against the security AIs of other computers.

Armed with a mindset full of SINC, and aided by an unrestricted Agent (called a Daemon), Savants are able to execute Savant Programs that grant them mastery over the machines around them.

The mesh becomes their eyes and ears. Drones become their slaves. Swarms of nanomachines become extensions of their will, and secure systems are scoured for their secrets. If Mimir was the Machine God, Savants are surely angels... or demons.

