

# The **SITUDEL** Galaxy

One planet - Evorstrom. Two genetic evolutions of intelligent hominids - humans and goblins. That's all it took to populate the galaxy with nearly 3 trillion people comprised of 54 distinct species combinations, all of whom originated on that one planet, a planet that no longer exists.

In its place, a series of interconnected ring worlds - the Situdel, built from the physical remains of Evostrom, a monumental asteroid belt in the solar system and even a few crushed up moons - stolidly orbits the sun following the elliptical path the cradle planet once occupied. From here a galactic Parliament governs the very growth of civilization, fosters the first generation plants and animals needed to nourish each distinct species and oversees the safety and well-being of every voting citizen and dependent civilian across hundreds of terraformed colonies.

Communication and travel across the wide galaxy is provided by a far-reaching network of gravity-powered interstellar gates. Unlike normal space, laws of time, distance and relativity work differently inside the realm to which these gates open. Energy dissipates in the aether of "streaming space" leaving starships to surf "rivers" of perpetual motion without the use of powered engines. Tethered to various fixed points in real space, the gravity gates ingest and spit forth thousands of vessels carrying information packets, people and supplies from every nook and cranny of explored space.

Never once in the 1,000 years of colonial exploration and settlement has so much as a microbe of alien life been discovered. Plenty of planets and moons are capable of sustaining one genomic strain of Situdelian life or another; with the help of science and engineering, of course. But now, after a millennia of uncontested expansion, an inscrutable armada of monolithic aliens has appeared out of nowhere to assault the Situdel and consume every aspect of its people and planets leaving behind the empty husks of once-thriving life.

# CHIIRTO

PRONOUNCED:  
Chire • tah

**Avg. Height:** 5' 11" (1.8m) {medium}

**Skin:** Pale, light grey or tan

**Eyes:** Any color

**Hair:** Dark brown to black

**Anatomy:** Tripagon

**Gene Stock:** 47% human • 27% ogre • 20% troll • 6% elf

**NOTES:** Cultural fascination with trances and death, politically rebellious, lifestyle focus on martial arts, physical prowess and competition

**COLONIES:** Chiirto Prime; Chiirt Segun; Chiir Tredj; Chii Raba; Chi Boozgar, Ch'Rigon Sezti; Chiir'Rigon Toodobad



**TAC**  
Division



**SECR**  
Dept.



**STAFF**  
SGT.



**TAC**  
Division



**GUNR**  
Dept.



**CORPL.**

## Veekol Shrimii

pronounced VEE•call SHRIM•eye

Strength d10  
Agility d12  
Endurance d10  
Reasoning d6  
Awareness d8  
Willpower d10  
Presence d4  
Manner d8

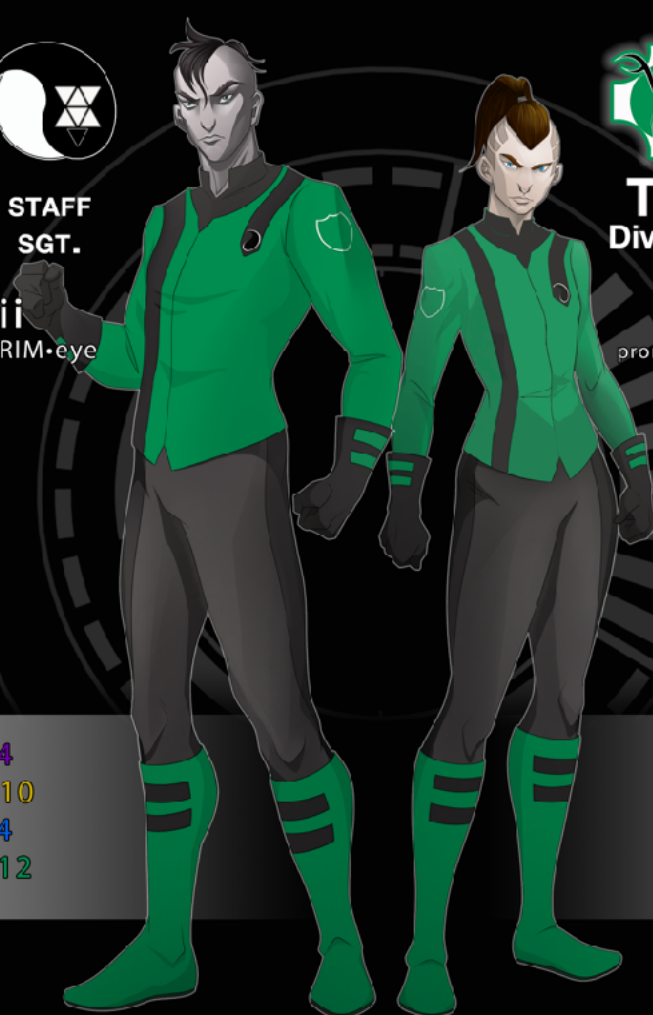
CMD - **HEL d4**  
**AGN d6** **OPS d10**  
**ENG d8** **SCI d4**  
FLI d4 **TAC d12**

## Thenta Elal

pronounced THEHN•tuh EH•lall

Strength d10  
Agility d8  
Endurance d8  
Reasoning d8  
Awareness d12  
Willpower d6  
Presence d4  
Manner d4

CMD - **HEL d4**  
**AGN d6** **OPS d10**  
**ENG d8** **SCI d4**  
FLI d4 **TAC d12**



### Warrant Officer Rank Insignia



For enlisted crewpers choosing to make a lifeCareer inFleet service, they may be granted a warrant to receive training as officers, thusly available for apointment into Command Division.

Once an enlisted crew member earns promotion beyond the rank of Sergeant Major, they are given command training similar to that of commissioned cadets. Warrants are allowed to serve in C.O. positions, lead away missions, operate as officers-of-the-watch and manage departments as directors and executives.

Functionally, a warrant officer is outranked even by the newest ensign, but if they are serving with a leadership title, it is expected that all present officers respect the command structure, even if they don't like it. In the nearly 300 years that Warrant Officer ranks have been in use, never has one been granted command of a ship bigger than a *cutter class* vessel. It is not uncommon for *corvette class* ships to be commanded by a Major Warrant.

Rank insignia for Warrants are designated with diamond-shaped pips.

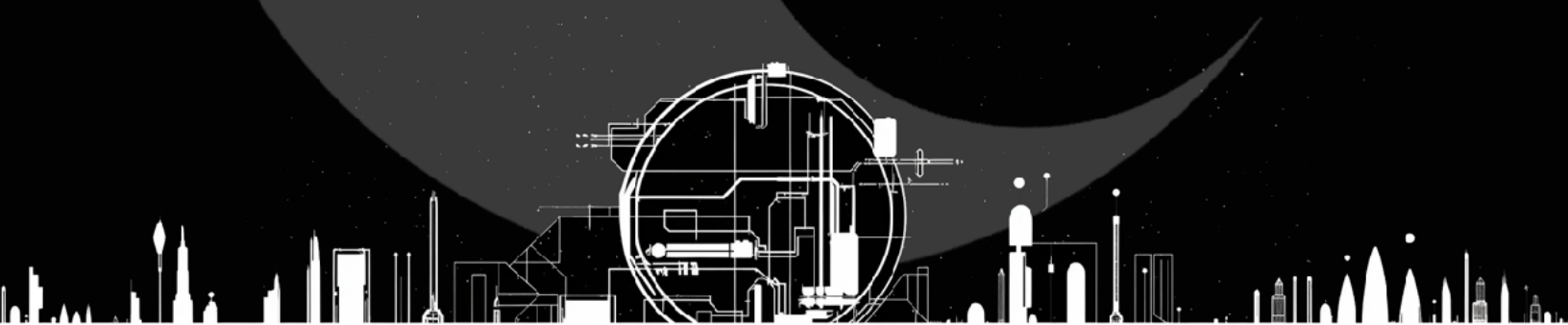
### Admiralty Rank Insignia



The entire fleet is overseen by the admiralty who are appointed to their positions by Parliament from within the corps of experienced officers. A council of 7 flag rank admirals, the "Pepper Pot Seven", are in over all command of the entire fleet. Each of the seven oversees one division.

The rank of Commodore is granted to individuals deserving of Admiralty but who are tasked with field command of flotillas, capitol ships such as the SFS Valyunt Venchür, and grand stations.

Admiral rank pips are hexagons with a striped background.



# FLEET SERVICE UNIFORMS

## STANDARD DUTY ATTIRE

### CADETS



### WARRANT



AGENCY DIVISION (RUBY)

ENGINEERING DIVISION (COPPER)

FLIGHT DIVISION (SILVER)

HEALTH DIVISION (AMETHYST)

OPERATIONS DIVISION (GOLD)

SCIENCE DIVISION (SAPPHIRE)

TACTICAL DIVISION (EMERALD)

## CREW SIZE & C.O.

Class	Officers	Enlisted	TOTAL	Captain's Rank
Capitol	1,827	12,250	14,077	Commodore
Carrier	913	6,125	7,038	Commodore
Heavy Cruiser	378	2,450	2,828	Colonel
Frigate	192	1,225	1,417	Colonel
Light Cruiser	115	735	850	Lt. Colonel
Interceptor	75	490	565	Lt. Colonel
Escort	39	245	284	Commander
Monitor	23	147	170	Commander
Cutter	16	98	114	Lt. Commander
Corvette	8	14	22	Major or Lt. Cmdr.
Patrol	2	8	10	any Warrant

Fleet ships have a commanding officer (C.O.) promoted into Command Division from among its commissioned officers. A small vessel's C.O. might be selected from available enlisted warrant officers if they have enough merit.

A ship's crew weight is determined by its rigging and its mission. A higher value on the chart below generally denotes the number of crewpers per allotment of 28 are from what Division of service.

Rigging	AGN	ENG	FLI	HEL	OPS	SCI	TAC
Admin	7	1	4	3	6	2	5
Combat	3	5	6	2	4	1	7
Explorer	3	5	7	2	1	6	4
Hospital	6	3	2	7	5	4	1
Industry	2	7	4	3	6	1	5
Research	4	3	5	6	2	7	1
School	6	3	4	2	7	5	1
Sedan	3	3	3	3	3	3	3
Terraformer	1	5	3	6	4	7	2
Transport	3	6	7	2	5	1	4

## RIGGING & CREW WEIGHT

# HEALTH DIVISION

"FLOURISHING THE MIND & BODY"

## GENERAL DUTIES

Life sciences, biology, personal health and well-being, disease treatment and research, pharmaceutical and dietary needs, mental health, physical health, triage, animal husbandry, farming, repair-installation-maintenance of biotech.

The Division of Health is responsible maintaining the physical, dietary and mental health of all fleet members. It covers all life science research and implementation (biology, bio-chemistry, botany, zoology, genetics and bioethics).

Given that each galactic species has its own specific dietary requirements, interstellar travel and the colonization of planets needs biology specialists to ensure nutritional needs of every person are met.

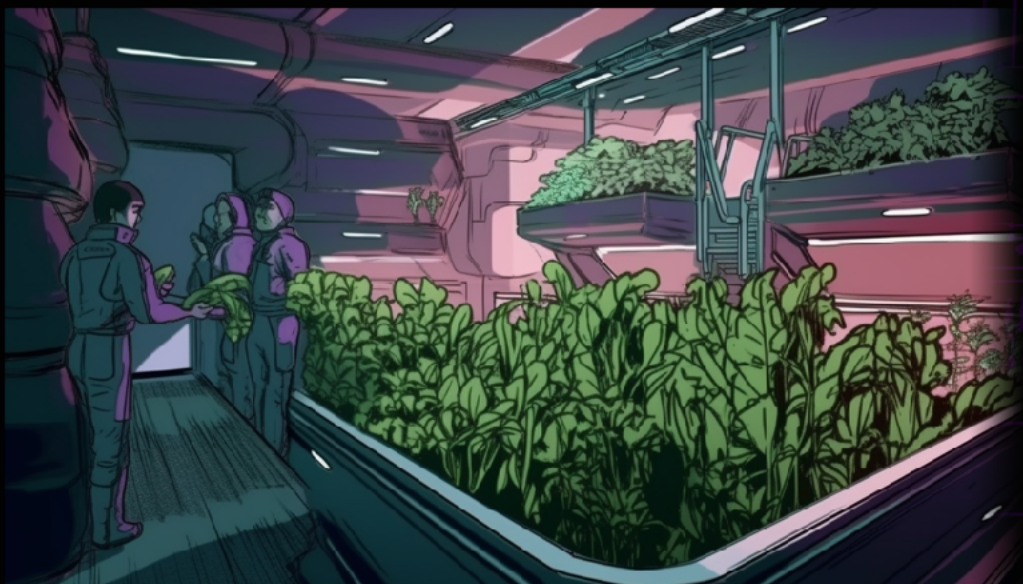
Crewpers in this division work closely with the **Science** Division in order to determine a planet's viability for terraforming and follow up with the implementation of crop growth and raising livestock. They work in tandem with **Engineering** to maintain the biotech elements of Fleet technology.



**HEL**  
DIVISION  
EMBLEM

**COLOR**  
AMETHYST

STARSHIP GARDEN ROOM



# HEALTH DEPARTMENTS



## BIO-CHEMISTRY DEPARTMENT [BICH]

Bio-Chemists study the chemical processes of living organisms. They specialize in the genetic dietary and pharmaceutical needs of each of the Situdel races and their food sources. Crafting medicines to treat disease falls to these crewpers. Chefs, dieticians, pharmacists and nutritionists work in this department.



## BOTANY DEPARTMENT [BTNY]

Botanical biologists specialize in studying and researching plants. Many of the systems onboard Fleet ships and stations utilize biological tech based on plants, most notably the power conduit systems. Some botanists work closely with engineers to help with maintenance and repair while others specialize in growing food plants to feed the crew and cultivate colonial farming.



## MEDICAL DEPARTMENT [MEDI]

The Medical Department is responsible for the care and treatment of Fleet personnels' physical health. Medics treat injuries and disease while doctors operate as researchers in everything from gene therapy to new disease treatment. Regulating and inspecting the medical facilities of colonies is spear-headed by these crewpers as maintaining colonial health standards is a primary mission of the Fleet.



## PSYCHIATRIC DEPARTMENT [PSYC]

The Psychiatric department is comprised of mental health professionals who are charged with researching and treating mental diseases as well as offering therapy to relieve anxiety and emotional stress. It is not uncommon for Counselors to accompany away missions along side **Diplomatic** and **Social-Anthropology** specialists. All active crew have regular mental health checkups.



## ZOOLOGY DEPARTMENT [ZOO]

These biologists specialize in studying and researching animals. Small pets can be allowed onboard vessels and stations as they have proven to help with crew morale. Some zoologists are also veterinarians while others specialize in the growing of non-sentient protein "blobs" for dietary use. The zoologists that work on terraforming projects specialize in establishing biosphere stability.

**SAFETY DEPT. [SAFE]**

**Jesiku Konwaa** • RANK: **Ensign** • SPECIES: **Evor Danteen**

**Brigleo Wet** • RANK: **Corporal** • SPECIES: **Novanis**

UN-NAMED: **Senior Sgt.** • **Corporal**

**SUPPLY DEPT. [SUPL]**

**V'Ana Luuka** • RANK: **Master Sergeant** • SPECIES: **NeeKron**

UN-NAMED: **Ensign** • **Staff Sgt.** • **Junior Sgt.** • **Corporal** • **Private (2)**

**TRAINING DEPT. [TRAN]**

UN-NAMED: **Master Sgt.** • **Corporal** • **Private**



**CHEMISTRY DEPT. [CHEM]**

**Bevenoz Lan'Zolee** • RANK: **Master Sergeant** • SPECIES: **Jii'Hoo**

UN-NAMED: **Junior Sgt.** • **Corporal** • **Private**

**GEOLOGY-HYDROLOGY DEPT. [GEHY]**

**Danner** • RANK: **Ensign** • SPECIES: **Molvibree**

**Teena Dii Guu** • RANK: **Senior Sergeant** • SPECIES: **Gruk**

UN-NAMED: **Corporal** • **Private (2)**

**METEOROLOGY DEPT. [METR]**

**Aaloor Bern** • RANK: **Junior Sergeant** • SPECIES: **Fiikunsi**

UN-NAMED: **Jr. Lieutenant** • **Senior Sgt.** • **Corporal** • **Private (2)**

**PHYSICS DEPT. [PHYS]**

**Jusindal Reekopo** • RANK: **Junior Lieutenant** • SPECIES: **Risurj**

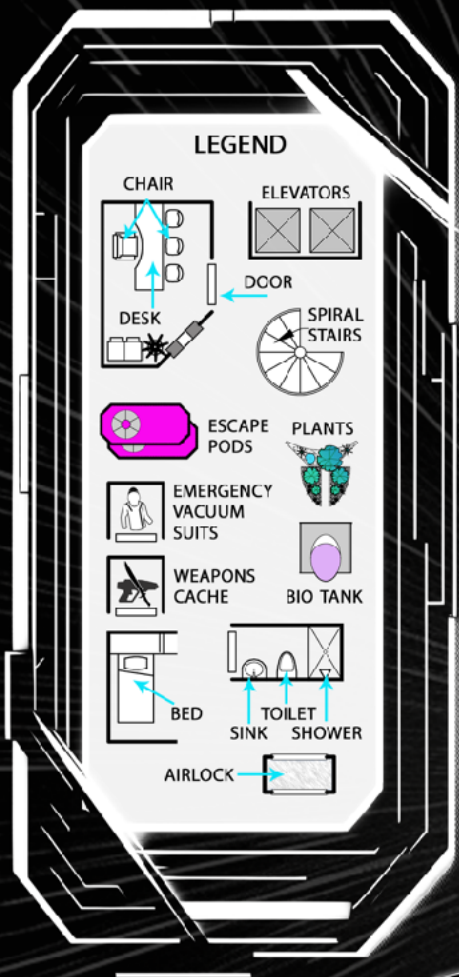
**Krazii Sadlur** • RANK: **Private** • SPECIES: **Tanwaah**

UN-NAMED: **Staff Sgt.** • **Junior Sgt.** • **Corporal**



Teena Dii Guu [GEHY]





## DECK 4 Locations

Aux. Command

Recycling

Gravity Engine

Food Farm

Recreation Facilities

Mess Halls

Underside Cannons

Matter Propulsion

