

# Human Societies in the 32nd Century

[Centaurus Gate](#) is a scifi themed RPG based on a rebuild of WEG's Star Wars D6 game and inspired heavily by Farscape. Return to the [Universe](#).

## The Society of Tomorrow

Humanity in the 32nd century is a bit removed from our ideas in the modern world. Governments exist to merely work with Avery's social system and manage local spaces. They are no longer included in the concept of identity people hold for themselves. Just because you were born in the Altair system under the Altair government doesn't make you an Altairian. That concept is just defunct. All humans are one people, regardless of race and creed.

Replacing the stratification that nation and race identity caused is a new system: ideals. Humans belong to societies, groups of people that all share the same ideals and values. These societies are the social power of the human landscape too, each having power based on the number of members it claims. The top ten such societies are listed below, with a small blurb about them and their ideals.

In general it is an unwritten rule that the choices made by a society are made by its members in massive votes. Only one of the top ten societies does not follow that guideline (see the Expedition Task Force below). This means that public votes are called for often on the net, and the total weight of the society backs the majority vote in all matters. This is how societies influence and shape the rules of the human world, adjusting something simply known as [The Code](#). This is a set of laws and rules which is interpreted by [Avery](#) as it manages the total social system.

Societies do not always get along, and while all out war hasn't happened in centuries, surgical strikes including all sorts of violence are not unheard and not illegal as defined by The Code. Since the vocal people on the net are the ones that begin motions that lead to votes that change The Code, these people are the ones often at risk for such actions. Misdirection and intrigue abound in the human world of the 32nd century.

## The Top Ten by Majority

1. [Expedition Task Force](#):
2. [Phoenix Guard](#):
3. [Silver Sentinels](#):
4. [Gray Skulls](#):
5. [society](#):
6. [society](#):
7. [society](#):
8. [society](#):
9. [society](#):
10. [society](#):

# Whitenet and Blacknet

## Clandestine Societies of Note

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