

# The Universe of Centaurus Gate

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

## Gates

It was 2101 HY, early in the Great Human Expansion, when they discovered the [Gate](#) (then called the Artifact, as they had no idea what it was, or what it did). The Artifact orbited between the two stars of Alpha Centauri, a ring almost as large as a planet. It proved to the naysayers that there was other intelligent life in the universe.

## IsoTech

About 100 HY after the first Gate was discovered (2205), a field of Gate like debris was found in the Andromeda space. Some of it was still functional and in less than five years (2210), [IsoTech](#) was born. Humanity engineered the alien technology of the gate in their own digital energy format. IsoTech is a technology of energy fields, known as IsoFields which are stable low power low radiation (LPLR) devices. Nearly all humans in 3111 have their own IsoField around them, connecting them to the network of all humanity and allowing them to manipulate and use [lights](#). Lights are just what they sound like, glowing points in space that are stable minimal decay energy storage, not unlike a glowing battery. These points in space come in three "sizes" K, S, and C. A K light is worth 1000 S lights, and an S light is worth 100 C lights. Humans call this the KSC system, and it works as their currency too. Isotech is wonderful and powerful and gives Humans incredible power, but there is a problem. Literally the Humans are using it all up. There is no more light production, resources have ran out, and stocks are dwindling. Eventually IsoTech will fade into stories of a golden age of humanity, but for now people are just rationed in their use.

## Milky Way

The home galaxy of Humans and Earth in 3111. Humans have explored the majority of their galaxy by this time, and spread to countless worlds, all thanks to the amazing power offered by [ISOtech](#). As a society, much has changed in the impressive amount of time elapsed from our age. People no longer consider themselves grouped by race, creed, or gender. This all stems from a firm, nearly universal belief in freedom. Instead people join [societies](#) based on their ideals and beliefs, these are small and large groups of like-minded individuals who generally share a common goal. There are no nations, but there are local governments (one per star system) that manage needs of the people at that locale. The strength of a society is based on its amount of members, and they have votes in governments based on members within that locale. Its all kind of complicated, but in essence: things are much different in the 32nd century on the social level. While there is no large government all consult the wisdom of the largest [IB](#): [Avery](#) who acts as a final judge and manages the day to day activities of the [System](#).

The deep belief in freedom as a universal truth has shaped all of the new social system. The rule of three sevens has been around for ages for instance, which is designed to prevent children from being

too influence by their parents. It is expected (but not law, a social taboo) for a child to only be with their parents for the first seven years, then trained by Avery the next seven, and placed into work (for the social system) for the next seven after that. At 21 they are free to do as they please until the end of their days, which may be quite long...

ISOtech can heal and restore a human's body quite easily, making them ageless and eternally youthful. However, everyone is not assured immortality. The social system managed by Avery mandates that at each century mark, a human be evaluated for their value to society. Avery is the judge, and if you do not pass you are not renewed and all abilities to maintain your ageless state are deactivated. This means you age normally from that point and live out the end of your years. No appeals, no second chances for renewal. The initial scrutiny at 100 years old is light, and each additional renewal application is harder. No human has renewed more than three times. People manage their amount of children carefully since excess causes automatic failure of renewal.

## Centaurus Expanse

Some vast portion of Galaxy IC-1101, now called the Centaurus Expanse after the gate that leads there, circa 3111 HY (Human Years). The gate on the other side is the only known one (of many more) that can connect to the Milky Way gate, and that is located at the end of 'civilized' space. The area of poorly governed (galactic scale) worlds leading towards that gate is known as [The Serpentine Spinway](#), and it's not what people of the Expanse think of when they think "good and proper".

## Astral and Exotic

The myriad species of the Expanse break themselves up into two categories: [Astral](#) and [Exotic](#). While the Exotic are generally quite remarkable and come in a wide array of forms, the Astral are all humanoid. The races that went to space first and began building galactic empires are all Astral, and share a common language and have their own takes on a common technology. You never know what you might encounter with the Exotic though, and they are all over the Spinway. Of the many Astral species, five have joined the ETF ([Expedition Task Force](#)) as allies. These are known to the ETF as the [Five Allied Races](#). Much more is known about them than the rest of the species in the Expanse, as they have been the most open to humans.

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