

Cassiopeia Archetypes

Each archetype in Cassiopeia is inspired by numerous tropes within space exploration and space opera cinema. They provide a wide range of experiences, and players can make any concept and goal possible for the players. However, if you wish to explore a special concept work with your Director to define your concept as an Archetype.

The following custom Archetypes are available for play within *Cassiopeia*:

The Elite

Quote: *“Wealth is the ability to fully experience life.”*—Thoreau

Description: The Elite stand above all others, tracing their wealth and prestige back to the royalty of Old Earth. The Five Families, and their associated Liege families hold almost all of the political power, acting as advisors and enforcement for the Council and the Theocytes of the Dead Star. In most situations, they wield their power with velvet glove, but they are never afraid to reveal the iron fist underneath.

Within Cassiopeia, the Elite take on a number of roles in the administration, but only those that afford them prestige and rights above others. Some are politicians, serving as a bridge between religious edicts and the political realities of space, while others serve as dignitaries or socialites, setting the tone and styles for the trends in the station. Many seek a life in the arts, acting as patrons to particularly talented individuals from lower castes, or becoming talented artisans in their own right. Finally, a few enjoy a hedonistic lifestyle, free from responsibilities and cares, enjoying all their wealth has to offer them.

They are a source of wild speculation for both the Voidstriders and the Reclaimers. Some believe the Reach altered them as intensely as the Theocytes, and that those who claim they are descendants of ancient royalty are in fact the ageless kings and queens from a millennium before. For more information, see **The Elite**: page xx.

Roleplaying Hints: You only know privilege. You were born into a power, and from birth you were taught its lessons, some cruel and others gentle, regarding your responsibilities to humanity, and how your leadership was necessary to ensure its survival. Power, however, leads to a certain hedonism and decadence, and you are very familiar with giving in to both. It’s your birthright, after all.

Attribute Bonus: +2 Heart

Special Qualities: see **Elite Qualities**, page xx.

Outsiders

Quote *“If a person plays dissonance long enough, it will sound like consonance.”*—Keith Jarrett

Description: Mankind long dreamed they were not alone, believing with all of their souls that they would find extra-terrestrial life with characteristics similar to their own. With the discovery of the Reach, mankind's dreams and nightmares came true. For every familiar species, they found another that existed in ways humanity could never have imagined. The Outsiders represent the sentient alien species from settled planets who have pledged fealty and allegiance to the Council.

Outsider is the collective term for any non-Old Earth lifeform; from the rhino-like Kra-Vong of Edrogan IV to the somewhat humanoid Maergran of Kanthar, a number of species joined with the humans of Cassiopeia, acting as crew to the ship, some in extensively complicated roles only they can take on. Except for a few rogue species, these xeno-species came with fully-developed cultures and traditions with a complexity that rivals Cassiopeia's own social structures. These beliefs sometimes come in conflict with the humans, as Outsiders have only a vague understanding of Cassiopeia's hierarchy and no desire to abandon their own customs.

Most Outsiders possess extensive technology outside the understanding of humans, but they, too, limited their exploration to their own solar systems. They also cannot access the Reach, for reasons unknown to them. Some postulate that it's because the power is directly related to the destruction of Sol, but others darkly wonder if a darker power manipulates humans and the Outsiders are immune its effects. For more information, see **Outsiders**, page xx.

Roleplaying Hints: Humanity baffles you. While they welcomed you to Cassiopeia with mostly open arms, you remain outside of their social structures. You hold onto your traditions, trying to meld your ideals with those of the humans. The Reach intrigues you, but something feels off about the power it grants, and The Council and the Theocytes cause some level of unrest whenever you encounter them.

Attribute Bonus: + 1 to any 2 Attributes based on species

Special Qualities: see **Outsiders Qualities**, page xx.

Reclaimers

Quote: *“That is the exploration that awaits you! Not mapping stars and studying nebula, but charting the unknown possibilities of existence.”* – Leonard Nemoy

Description: The evolution of humanity is dictated not by one path, but many, and Reclaimers are proof to the new existences opened by the Reach. Standing at the front of any First Wave landing, Reclaimers act as shock troops, scouts, and craftspersons. These genetically flexible adventurers are an invaluable scientific achievement, created by human science mingling with the power of the Reach.

Reclaimers can adapt to the environment of any world, making them incredibly resilient in the face of almost any planetary hazard. However, though humanity created the first Reclaimers through science and continued experimentation, these Planet-Side explorers diverged from their human ancestors long ago, breeding true without genetic assistance. Their adaptability now comes with the same ease as breathing or eating.

Their planetary roles vary based on what is needed most. Some Reclaimers move from planet-to-planet, only interested in the unknown and explored, while others are forced into it through their loyalty to an Elite family or government protocol. Others spend their lives experimenting and exploring, documenting their findings. These Reclaimers only move on once they need a new experience. Others, however, remain Planet-Side for the rest of their lives, as colonizers who set up wholly new societies outside of the everyday reach of Cassiopeia. For more information, see **Reclaimers**: page xx.

Roleplaying Hints: You are tough, resilient, and talented. While almost all Reclaimers possess some combat ability, there are just as many who are exceptionally skilled at crafts and homesteading. After all, it's one thing to take ground, but others frequently expect you to hold and develop it, no matter how hostile the territory.

Most of the time, you get along with other Reclaimers, and you treat each other as one big, brawling family, fighting hard and loving harder. However, there are times when one of your own undermines your efforts, and those brawls can get a little darker until you reclaim whatever it was you, first, put your stake in. While having friends and loved ones outside of other Reclaimers isn't unheard of or judged too harshly, it is uncommon. The difficult life of Reclaimers, and what you are often asked to do or give up by Cassiopeia and the Council—and its space witches-- gives you something of an 'us against the world' mentality.

Attribute Bonus: +2 Body

Special Qualities: see **Reclaimers Qualities**, page xx.

Theocytes of the Dead Star

Quote *"What hurts you, blesses you. Darkness is your candle."* – Rumi

Description: Strange, otherworldly, and touched by the darkness beyond, Theocytes of the Dead Star serve the Council and humanity as religious advisors, using their psychic empowerment to Reach across the stars and bless humanity with their supernatural abilities. Without the Theocytes, interstellar travel would be impossible, and they are revered as holy creatures, beloved and feared by all.

The Theocytes of the Dead Star stand at the head of religion, with the Council as their secular counterparts. They stand even above The Elite, providing even these royal bloodlines with the direction they need in order to appease the gods of the Cassiopeia station and its associated planets. They often provide aid or guidance on other matters, and their general knowledge of most topics, as well as skill in the arts, is well known. Despite how some worship them as living goddesses, not all people see them as above the natural order and some are less than respectful in calling them Space Witches and trying to avoid their ever-present eyes and ears.

Theocytes come from all social classes, with no true pattern to predict who might be chosen by the Reach. Some of the priestesses come into their power during their childhood, and the Theocytes immediately claim these children, spiring them away to school on Carcosa and paying the families enough for several lifetimes. Others find the Reach as teenagers and adults,

and these women also come to the school, but their education is much more abrupt, and some say, cruel. For more information, see **Theocytes of the Dead Star**: page xx.

Roleplaying Hints: You spend your life dedicated to the religious tenets of the state religion, which found new life when the Sun destroyed Old Earth. While many of the Elite only play lip service to their responsibilities upon Cassiopeia, you believe whole-heartedly in the principles which require you to use your abilities to tend to the social, mental, and emotional needs to those aboard Cassiopeia and those planets it claims. You are the heart and soul of humanity, and while the mantle is often heavy, you spent too long and too much to ever give up on bearing it.

Attribute Bonus: +1 Soul, +1 Heart

Special Qualities: see **Theocytes of the Dead Star Qualities**, page xx

Voidstriders

Quote: *Man has gone out to explore other worlds and other civilizations without having explored his own labyrinth of dark passages and secret chambers, and without finding what lies behind doorways that he himself has sealed.*” – Stanisław Lem

Description: For every person Cassiopeia has sent Planet-Side, many more must remain behind in order to care for the behemoth station and its residents. Known as Voidstriders, these personnel spend a good portion of their lives on Cassiopeia. However, political, financial, professional, or personal needs or desires sometimes drive them Planet-Side.

From the physicians who treat the injured or ill in the numerous med-bays, the artisans who work in independent or Elite-owned galleries, the staff that keeps the ships smoothly and the soldiers who create lawful order, to the criminals who build extensive networks in forgotten tunnels and quarters of The Slide, the Voidstriders make their lives in-between the stars, much in the same ways their ancestors did before The Reach. They are on the cutting edge of new technology, creating and providing what others need for Planet-Side travel. The Reach has touched them—giving them small advantages in their fields of expertise, but others say that it runs far deeper than longer fingers and sharper eyes. Living in the spaces of stars pries it way into their minds, into their cells, and slowly drives them to some sort of madness, but also understanding of what lies in-between.

Cassiopeia could not function without the Voidstriders, and often tasks them with risky or dangerous tasks that The Elite disdain and the Theocytes are too busy to manage. They often barter their skills for political advantage with the Elite, using the upper crust of society to manipulate laws and tenets in a way that benefits them. Those in The Slide often harbor entire libraries of secrets they are willing to sell for the right coin or favor. For more information, see **Voidstriders**: page xx.

Roleplaying Hints: You rarely leave Cassiopeia. You built your life there and while you may not have the political sway of the Elite or the social standing of one of the Theocytes, neither

could survive or function without you. You've noticed over the years how The Reach molds your body and mind. You may not be beautiful, psychic, or under constant genetic mutation, but it subtly alters you, honing your abilities for whatever the task is at hand. Even deeper changes happen within your mind, and it sometimes feels as though you are living in several different realities, all at once

Attribute Bonus: +1 Body, +1 Mind

Special Qualities: see **Voidstrider Qualities**, page xx.