

The Mosquito



...Tainted Freedom

-a cyberpunk genre setting
for use with the Ex Machina and Hero system RPGs

'alpha' release – still in writing and seeking suggestions.

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• Primer

If you send enough people to the middle of nowhere you will eventually build a civilization. It was once said that the American west would take a thousand years to settle, and within a generation of that quote the USA was building major cities from coast to coast. Today we often claim mankind will never settle space, or that if it is done, it will take at least a millennium to manage. How long before the future lives up to history once again?

We are just over 250 years from today, in orbit several miles up from the atmosphere of Jupiter. There lies the free floating station commonly known as 'The Mosquito'. The station was built in stages as a joint venture between the European Union and China. It is one giant space 'mining well', there to enable low risk extraction of valuable gases from Jupiter. These are not the EU and China we know today, the nations of Earth have had over two centuries to change, and few of them have fared well for the cause of liberty, or even what other ideals they stand for in our time.

The Mosquito long since outgrew the original scope and is now three connected cities on a wheel with 48 spokes (in rows of two) going into the center where they attach to the 'needle'. That needle has a series of processing facilities and space docks on the high orbit end, and dips down on the other end deep into the Jovian atmosphere. It forms a long shaft with robot-manned stations down its length to enable automated extraction at thousands of different altitudes. A fourth city exists some miles down this shaft, skimming the surface of the outer atmosphere before the 'needle' becomes a series of flexible tubeways. A fifth and final city is mounted onto the upper end of the shaft just above a bulb of gas processing and shipping centers.

The city of New Rome was meant to house the EU workers under EU law, and New Beijing the same for the Chinese workers under their legal systems. Jovia alongside them was built to house 'foreign workers'. The fourth city, Bath, was built as the extreme exotic vacation.

With the Solar Revolution and the Civil War that shortly followed everything changed. Some 26 billion died in the conflicts. That cut the human species by half and left space full of ghostly wreckage and scattered survivors as the larger governments pulled their people in. Ties to Earth government and corporate management came to an end, and the cities began to mix in population, law, and culture. This brought the fifth city, 'Station7' - mounted onto the top of the Mosquito. With it came millions of refugees from around the solar system, sending the ethnic balance into chaos.

Station 7 had been a science outpost built by wealthy Americans and manned with Middle Eastern slave labor. After the revolution it became the Jovian home to the IN (Intersolar Nations) office. With the Civil War, the station was ripped apart by Martian saboteurs and the survivors, lacking life support or power, mounted what was left onto the Mosquito and slowly rebuilt their home.

Today, with two decades of peace, the Mosquito houses just over fifty percent of the Jovian Federation's (JF) twenty four million souls, the largest single off-planet sovereign body in the system. Station 7 still houses the Jovian branch of the IN, but the JF government is housed in Bath despite its presence as a tourist hot spot. The nation is young, with some seventy percent under thirty, and maybe sixty percent of that of adult age. They are wealthy, advanced, full of dreams, and ready to rebuild into tomorrow.

Life may seem idyllic and near utopian on the surface, but there are darker troubled undercurrents to the Mosquito. Rights have their limits, cultures are in conflict, not everyone is free, relations with Earth are troubled, corruption is strong in government and business, and the criminal underground holds a stronger deal of power than it should.

• Caution

The 'Mosquito' setting is a dystopian future setting. It will deal with some very dark and at times very unpleasant themes about human nature. Nothing in this book should be seen as an endorsement.

A significant aspect of the Mosquito backstory deals with slavery and genocide as the triggers that caused this 'Jovian Federation' to rebel from Earth control. As a result of this, themes in this work constantly refer back to human trafficking and the depressing consequences of subjecting a population to deviant sexual norms. Yes, some unpleasant stuff, but from a somewhat intellectualized perspective.

A notable fraction of the population living on the Mosquito are the descendants of people bioengineered by their former colonial masters to be 'willing slaves'. These 'setting present day' descendants still carry with them psychological artifacts of that past, including a 'submissive addiction,' that leads to a high rate of depression and suicide among those struggling against it. Again, this is a dystopia, it is not a pleasant place.

Even after their revolution, issues of human trafficking, indentured servitude, and even outright slavery still haunt the people of the Jovian Federation.

The perspective of the author is that a population with a need to control others or a need to be controlled is not healthy. With that need is mixed with sexuality it becomes even darker. Some readers may not like this particular take, while others may be uncomfortable with the exploration of the theme itself.

It is not by accident that the design of the setting made for half of the bioengineered population to be 'somewhat furry' in having animal DNA and features. 'Furry' characters in today's fiction have an unusual propensity for showing up in sexually exploitive fiction, but in this setting, that dynamic is not look at as something fun or desirable, but rather something dark and something used to further expose the nature of what is going on.

On a second point, as a dystopian future, a good part of the setting tries to pretend to be an idyllic wonderful, perfect place to live. Careful readers might however, notice that these sugary elements might actually be rather unpleasant to live under. There is an element of 'Big Brotherhood' to the Mosquito setting, and the discomfort that can create is part of the theme of postCyberpunk genre work.

Combine the above two themes and that makes for a cautionary note. Presenting what seems on the surface to be a perfect world, and then throwing into it an element of severe exploitation and a sometimes omnipresent society can be jarring.

Many of the darker themes in 'Mosquito' are problems plaguing us today to one degree or another in our real world, and that itself is a part of why I felt the need to write about them in this way.

Cyberpunk, and the postCyberpunk subgenre, is about surviving in darkly unpleasant futures. It is there to let us look at scary possibilities and perhaps, through them, reflect back on our own world. Cyberpunk is not for escapists, it is for those who dare to ask if we're driving on the right road. Cyberpunk is for those of us that try to name all the roaches that scatter when we turn on the lights.

• Time line

This time works by assuming 0 for the current year (CY), leaving the exact date to be chosen by the GM or left unstated.

CY	Events	CY	Events
-167	Under corporate and G8 pressure, the UN human rights commission mandates Involuntarily Indenturement as the penalty for all non capital crimes and 'unpayable debts' as a 'humanitarian gesture' to end poverty, alleviate prison overcrowding, and meet blue and white collar labor demands.	-53	and Anthro/Bioroid Emancipation literature to be terrorism. Martian and Jovian colonies demands for seats on the UN rejected. UN cites their status as dependent colonies of Earth bound nations and corporate interests.
-127	The EU and China begin rival ventures to place a permanent settlement in orbit around Jupiter.	-52	Genki-Neko Designs of Japan wins WTO suit against China and the EU for patent violation in development of their 'toy-humans'. UN orders all 'Neko-violating' altered humans destroyed. China and the Near Earth colonies begin to comply. Outer colonies cry humanitarian outrage. Smallpox outbreak kills over 2 million in Japan.
-116	Construction of 'The Mosquito' begins as a joint venture between the EU and China.	-51	With almost 1 billion 'Neko-violating' altered humans already euthanized colonial outrage shifts in revolt as the final straw is laid to rest on the proverbial camels back. Jovian gas freighters under Martian escort use collision strategy to destroy a US fleet en-route to the outer colonies.
-109	'The Mosquito' becomes operational.	-50	UN Consolidates Earth military forces, formerly under control of their individual nation-states. This completes pan-Earth unification.
-97	The UN now holds sole power over all legally legitimate Earth military forces.	-49	Jovian Emancipation Act passed by the Jovian Revolutionary Assembly – ending slavery but not indentured servitude throughout the Jovian system. Anthros and Bioroids of age 16 or older at this time are considered the first generation.
-89	Bath opens as a tourist resort. Human-anthropomorph staff grown by Chinese government rumored to be based on designs from Japan's Genki-Neko "Catgirl" pleasure models.	-47	Revolution ends. Earth governments and corporate interests kicked out of space beyond Earth and Venus. Squatters begin 'attaching' their space modules onto the Mosquito along its service and transit highways.
-87	EU 'toy-bioroids' copied from the Chinese 'anthro' design go into public release as first 'viable adults' mature. Both governments begin selling 'rejects' and 'steriles' to the global 'human services' market. EU and China agree to 'manage' their 'toy-human' populations to be equal in number onboard the Mosquito.	-46	Jovian census notes that 73% of Anthropomorphs have returned to the occupations they held under slavery due in theory to genetic behavior conditioning. Among Bioroids the figure rests at 57%. This information continues to be tracked annually and changes little.
-86	First series of 'post-production' children born to 'toy altered humans' announced in Bath. Both governments keep strict licensing over 'breeding' a purchased altered human.	-42	Jovian Federation established with seat of government in Bath City. Depression and suicide rates for Anthros alarmingly high among those who stay within their original career paths.
-63	UN Charter shifts to make member states close in nature to the states under the old US Articles of Confederation. They are now semi-sovereign states in a world government.	-39	First 'Altered Human' to win a seat on parliament is 'Chintana', a 'toy-bioroid' of 'Naga' design (snake tail instead of legs).
-59	EU doubles mandatory minimum production rates on their end of the 'Mosquito' without raising wages. Workers shifted to a 6 day work week 'to stay competitive', management salaries boosted tenfold.	-37	The JF "Integration Campaign" begins by promising free housing to inter-racial couples and
-58	Chinese workers on the 'Mosquito' notified that 1% of their labor pool will be 'recycled' (executed) for every 1% they fall behind the EU production numbers.		
-57	UN 'absorbs' all non member states and declares itself sole legal authority over any species evolved or engineered from Earth-based DNA.		
-55	UN declares publication of Solar independence		

CY	Events	CY	Events
	free university education for their children. Relocation program pushed to give housing discounts to racially mixed communities.		the 20 th century. In the end, neither Mars nor the JF manages to gain control over a single colony beyond their own planetary systems, resulting in several new independent states throughout the solar system.
-35	IGI terrorists assassinate MP Chintana.		
-33	Ministry of Applied Memetics declares 'breeding within the same race or ethnicity' a minor deviant meme connected to incest. After one of several objecting MPs is 'proved' to have been in a sexual relationship with his sister, media comment over the issue quietly fades.	-19	IN solidifies independence of all non aligned colonies and gains the ability to command all military assets of IN members in the sole event of 'outside aggression'. In November UN ships en route to Mars are destroyed by suicide agents of the JF, successfully testing the IN's resolve. Much as they hate each other, there is nothing a spacer fears more than Earth dominance. Earth replacement colonists get facilities on Mercury back up to full working order. Earth begins shipping people to the planet in large numbers.
-32	Second generation Anthros continue to choose careers similar to their parents. Second generation Bioroids choose careers matching parent's original paths under slavery, but statistics expect 40% to change within 5 years and stay that way. Both groups show strong signs of genetically induced behavior, but Bioroids are better able to rebel. Depression and suicide rates among Anthros continue to be three times above the norm for society.	-19	UN declares that all 'rebel provinces' will be brought back under control within the decade, and begins a media storm of showcasing long range space nukes. IN reacts by portraying UN media a 'marching up and down the square diplomacy akin to 20 th century Communist propaganda.
-28	Martian scientists release a tailored Ebola virus that kills off every member of the ZF genetic line within their nation's colonies.	-18	UN representatives make a surprise announcement and agree to a permanent peace with the solar colonies and recognition of all of their many governments. The JF is caught completely by surprise although JF agents note several Martian media sources had the story ready to go an hour before the announcement. To this day what changed the minds on Earth remains a mystery.
-23	Martian agents detonate chain of explosives on 'Station 3' – sending 132,000 colonists to their deaths as the station falls into Jupiter's atmosphere and the Civil War begins with the declaration by both the JF and Mars that each is the sole legal government for all colonies in the space between them.	-17	New Rome Pharmaceuticals begins testing on drug to combat slave-mentality among Anthro population. The JF begins exporting gases to Earth for the first time since the Revolution.
-22	Warfare between Mars and the JF manages to kill off between 20-30% of the solar colonists. The war makes repeated use of nuclear, chemical, and biological agents, but the simple tactic of sabotaging power and biospheres of civilian populations becomes favored on both sides. Refugee crisis ensues. Several new solar colonies will be built over the next few years out of combining the wreckage from the war.	-16	Third generation Anthros and Bioroids – those whose parents were born free- begin reaching age of maturity (16). Social statistics begin noticing a disproportionate number of mix-breed offspring between humans and Anthros take on life choices similar to their Anthro heritage – to include high suicide rates.
-21	Earth takes advantage of the hostilities to reclaim control of stations between Mercury and the Sun. This brings Mars and the JF to the peace table, but the two sides are unable to agree and merely manage to limit the conflict to the independent colonies in between them.	-15	'Freedom Pill' made available over the counter to Anthros. Majority reject the drug due to side effects of mild depression and sexual dysfunction.
-20	Earth captures Mercury and declares entire population of the colonies there 'surplus persons', sending them 'out the airlock'. Mars and the JF declare an immediate cease fire. End of Civil War. IN (Intersolar Nations) established along the same model as the UN, but without military or police powers. Rather it resembles the UN of	-14	'Martian' attack on ship convey bound for Neptune nearly starts off a second Solar War, but is quickly proved to be an organized pirate venture. Conspiracy theories abound but are suppressed in the JF media.
		-13	JF Parliament fails to pass a measure to end

CY	Events	CY	Events
	Indentured Servitude (IS). Activists on both sides note the alarmingly high proportion of Anthros and Anthro half breeds among 'IS-status' people – nearly 40% of which sold themselves into IS-status without first incurring debts or demanding apprentice-training.	-5	Law banning reproduction with a person of the same ethnicity or race barely fails in the JF parliament – by 3 votes. Late session law blocking the Ministry of Applied Memetics from listing same ethnic attraction as deviant passed with large majority.
-10	JF government begins media campaign to encourage birth control and smaller families among the Anthros and Bioroids, hoping to eventually push the average age of parenthood up from 17 to the norm among the humans of 30, and the family size from 6 children down to 1.5. Anthro and Bioroid activists claim the campaign is rooted in racial bias, but they are largely silenced and denied media access.	-4	Police break up large scale human trafficking operation in New Beijing and Bath. The ring focused on exporting poor Anthros and Bioroids as well as kidnappees among the squatter towns to Neptune.
		-3	In January Mars executes thirty one members of the Military Council on charges of spying for the JF. JF government denies any such connections and classifies the incident as a 'purge'. In July the JF threatens a small colony on Iapetus (a moon around Saturn) of harboring pirates. Two months into a naval blockade twenty one individuals are handed over to the JF and the situation disappears from the media.
-9	Modeling off of 20 th century India's campaigns to advance the lower castes, 'Reserved Status' initiative begun to reserve a number of positions in university and civil service jobs for Anthros and Bioroids in half-proportion to their population. For every 2% of the population they make up, 1% of positions in university classes and civil service jobs will be reserved for them.	-2	Census data shows over half of all 'Reserved' positions for Anthros and Bioroids are unfilled. Entire GnuGas board of directors assassinated in the course of a single night. Parliament organizes a commission on inter-corporate violence.
-8	Unusually intense gang battle in a shopping mall in Jovia claims 198 lives – over half of them holiday shoppers.		
-7	MP Adolpho Chang indicted for espionage when his lover is found to be an Earth spy. He is executed 3 months later. Parliament begins a campaign to investigate its members and the media. Activists charge the investigations have a disproportionate focus on "I&I News;" the media house that first broke the Chang story. 7 I&I media execs are found to be 'Earth loyalists'.	0	20 th anniversary of the peace treaty between the Jupiter and Martian colonies, ending the Solar Civil War. Census notes fourth generation Anthros and Bioroids – those whose grandparents were born free- have begun to reach age of maturity (16). 'Word' on the street persists to claim that a ring of 'predator' Altered Humans exists in New Beijing. AHA investigation announces the rumor as unfounded, crediting 23 missing persons cases to 'suicide' as a result of 'slave mentality depression.
-6	Parliament passes "Responsible Media Act" which requires a government censor be part of the editorial staff rather than Ombudsmen (post publication) as before.		

• Altered Humans

Altered humans come in a variety of different categories. On the JF most of them are descended from the 'toy-humans' made by the former colonial government as slave labor for the tourist and entertainment industry. Today these 'toy-humans' make up about 20% of the population in the Jovian colonies, and are particularly concentrated on the Mosquito itself.

An anthropomorph refers to any person of mixed human and animal DNA. Human-anthros are humans with key animal DNA, and general anthropomorphs, called 'Combat Anthros' in the JF, are animals with enough human DNA to make them intelligent and tool using. Bioroids are humans with enhanced DNA modifications to fit some particular ideal of perfection or memetic fetish – such as making people who look like elves, can breath underwater, or have 'space alien' eyes. Bioroids are either 'toy' – made to please others, or 'elite' – made to 'advance' human genetics into a superior species.

The 'toy-human' varieties are made for the darkest of human interests – to get people who can be exploited for anything by anybody without having to deal with 'ethical problems' (working under the false assumption that the 'toys' are not 'real' people themselves). Combat anthros are made primarily to get 'expendable' military, police, and terror units. Elites by contrast are made as the children of the wealthy elites to put their genetic line 'above' baseline humanity. As a result, elites on Earth tend to have 'advanced' civil rights, but nearly all other altered humans are exploited and oppressed. Even on the JF which gives them equal rights and reserved status, they find they way into the exploited class much more often than other populations.

Among both populations there is a ratio of 3:1 favoring women due to the industries they were originally built for. The characteristics of Anthro and Bioroid (Altered Human) traits are passed down through the mother only. Through the father an 'activation' trait is passed down turning on these traits or setting their strength. The mother determines what kind of altered human a child will be, whereas the father can be any kind of altered human to enable the children to actively show the mother's full set of traits. With a human father a child will only show the traits at half strength – perhaps a shorter tail, no fur, a human nose and eyes, and ears only half displaced and shaped to their animal nature. A human mother and a bioroid father will produce human children, but their sons will produce roughly ½ altered human children if they mate with Anthro or Bioroid women.

Anthros have been designed to show the traits of 'cute' mammals – usually cats, bunnies, dogs, squirrels, raccoons, and so on. They will look mostly human, unlike the 'Furry' tradition, without snouts or muzzles. They will have tails, animal ears and eyes, and flatter 'button' noses. Many will display a light non-shedding fur. Minor short claws may also be present, but these are only cosmetic. They tend to be agile, healthy, strong, not too intellectual, and highly emotional. They have been engineered to be social, passive and obedient with a high, nearly uncontrollable libido. They will also show a minor quirkish level of behavior matching that of their animal side. Cats will like small groups and purr, dogs will work in packs, bunnies will be timid, and so on. Anthros were designed for entertainment – as hosts and pleasure beings. They have had a difficult time dealing with the responsibility inherent in freedom and tend to suffer from chronic depression when without a master or other form of strong leadership. These are people after all. They may have been engineered to be the perfect toys, but they still have minds and souls, and they are fully aware of what has been done to them and how it traps them.

The Ministry of Altered Human Affairs records that 55% of all anthros live under voluntary 'anthro-slave' indentured contracts and 30% belong to a 'pack' (about half of whom are both 'slaves' and 'pack members' – for a total 70% that have a 'strong bond'). Among that population only 10% of them suffer from chronic depression. Of those not under such contracts 70% suffer from depression, and in

one third of cases it is so severe as to make them non-functional. Those who do not suffer depression almost always have a strong personal relationship with some kind of an authority figure. MAHA estimates less than 5% of anthros have managed to avoid depression without having an authority figure in their lives, and all such known cases involve some form of 'mass giving over' of control such as famous SIN-caster racoon Shuyin Rajagopal whose open access Neural Jack and Implant Com allow her to be 'driven' by her fans. While subservience is an undesired meme in the JF, for the anthros a solution around it has not yet been found. Among the bioroid population a similar but less severe trend is seen, with 43% indentured and another 30% in subservient relationships. Rates of depression for them are about half those of the anthro population.

The 'toy-humans' designed by the Chinese and EU violated the 'Genki-Neko' patent. On Earth and in the inner colonies most of those were terminated on UN orders just prior to the Revolution. To this day any 'Neko-violating' altered human that steps within UN controlled territory is considered property in violation of patent law and terminated without any access to due process or appeal. Unfortunately for the Jovian colonies all of their 'toy-humans' contain the 'illegal' DNA. Even the immunity of a diplomat will have difficulty providing protection over this issue as most police have DNA scanners and will simply kill the violating altered human before checking ID cards. The UN sees Anthros as animals and toy-bioroids as pets, not people, and treats them accordingly. Thus for protective reasons the JF restricts the travel vouchers of all altered human citizens to the outer colonies.

The look of an altered human will not cost any points, though the further from human norms it goes the more the 'Marked' defect is worth (from 1 to 3). Any anthropomorph is going to be at 3 for Marked – even the ones that just seem to be humans with cat ears, whiskers, and a tail. Some will go as far out as light fur, small claws, the six mammary glands of many mammals, and/or adjusted vocal chords. Bioroids are much more human in features, but may have major changes in structure such as wings, four arms, a tail rather than legs, or even horns and hooves.

Bioroids began on Earth as a hobby among wealthy elites to produce idealized designer children. They tend to be superior physically and intellectually but a little lacking emotionally. Many of them display traits taken from fantasy such as blue or green skin, pointy ears, bat wings (as a fifth and sixth limb), unusual size, or special climate adaptations (such as the merfolk now common in the sunken formerly coastal cities of Earth or the second lense over the eyes common in places with high UV radiation). Bioroids on the Mosquito were used more in entertainment than practical industries and thus tend to have better emotional development and lack either the physical or intellectual components. Bioroids have adapted better to freedom as they tend to only have a minor element of the slave mentality. While they show higher rates of depression than the general population their rates are not alarming and they do not have the same tendency to sell themselves into indentured status.

Altered Human Design Logic

Various forms of 'Altered Humans' were engineered by large corporations and government bodies either as 'improved generations' for the elite social classes, as 'toys' among the resorts and 'places of entertainment', or as expendable infantry and police on Earth and the colonies.

In the design of the altered humans in JF space, think of the 'corporate use' it would have been put together for by the designing agency some fifty to hundred fifty years ago. Given the economics of labor they were not built as a worker pool, but to provide specialized entertainment without concern for human rights. Primary purposes of these 'altered pleasure humans' was with the music, visual and performing arts, concubine, sports, hosting / majordomo, personal assistant, and related 'individual service' industries. Whatever characteristics they have were built for their mass-market utility -either cosmetic or in functionality- and have only since over time come to have other uses. As gene-

engineering is not at all an exact science, some few added undesired traits have entered the mix as well - mostly with regards to anthros and their animal DNA.

As a result of patent violations, those 'entertainment' altered humans created by the EU and China contained 'illegal genes' lawfully the property of the Japanese bio-fetish firm: Genki-Neko. Genki-Neko was like an early dot-com - a small operation providing exclusive toys for the rich and famous on blind-faith venture capital and deeply negative profits. Its design served a specific vice-aimed need, but it was also one of the earliest multi-generational stable designs. It was perfect for theft, and the EU and Chinese scientists figured Genki-Neko would fold long before the truth came out, and could be easily paid off if otherwise. They also made the mistake of assuming EU and Chinese clout on the WTO would prevent litigation. But Japan chose to back the small company's claim, and somehow managed to prevail before the WTO. The resulting judgment declared all Altered Humans with any 'Genki-Neko' designed DNA not actually produced through Genki-Neko to be in violation. Owners were to either hand them over and pay damages or destroy them. Few chose to pay... and the Inter-Solar revolution came about.

On Earth and in some colonies various Altered Humans are still being designed, but within the JF where they have equal rights under the law, such activity has come to an end and the current populations are the fast breeding descendants of the originally small numbers that staffed the resorts which once entertained EU and Chinese elites.

Today, most of those descendants still work in the original fields they were designed for, some even selling themselves into indentured contracts, but a notable minority has broken free of their ingrained habits if not the temperament behind them.

Among the JF anthros the primary lines of design have been felines, rabbits, mice, foxes, squirrels, dogs, and raccoons. As much as ninety percent of anthros come in one of those varieties. Among the bioroids common models mimic fantasy races, mythic human-forms (such as the four armed variant) fairy creatures, and doll motifs (such as the 'Kabuki strain' engineered to be paint white with glossy red lips). There are also winged strains, even though they cannot fly in normal gravity, as well as several varieties built to give an unnatural or exaggerated skin tone or feature set.

Altered Human Fertility

Bioroids and Anthropomorphs on the Mosquito were grown not by individual corporations but rather by the governments of the EU and China. They were kept fertile for practical reasons, as are their counterparts in many other parts of the solar system. Much like American slavery it was cheaper to allow for a home grown population than to import them. Cheaper to let them breed naturally than to keep producing them with modified human eggs implanted into the wombs of women artificially. Vat grown -just add water to get an educated adult- cloning is a concept not available to the Mosquito reality. Cloning is messy, slow, and prone to failure. Cloned or naturally born, you have to wait while they grow up enough to be used, but with natural reproduction you don't have to keep engineering them generation after generation nor provide foster parents for them. Additionally, only the first cloned generation suffers a severely shortened lifespan. Growth hormones can be used to produce short rapid generations while desired traits are bred into the clone-descended population. Excess and post-breeding 'units' can be 'sold on' after sterilization to 'aftermarket needs' or recycled into the food supply. After enough generations produces a stable supply, more 'traditional breeding' can be relied upon as the 'product' population is now large enough to be put to commercial use. At this stage you need to suppress fertility during the 'active working' years. Norplant implants today can make women infertile for as long as five years using Levonorgestrel - the USA had a plan in the late 1980s and early 1990s to use it on 'welfare moms' in the prison system, as an option to get sentences reduced.

In the colonial era of the Mosquito, Altered Humans from the age of puberty to 25 were kept sterile with Levonorgestrel. This made them ready for "work" in entertainment. Beyond that point key individuals would be placed into community support positions and family production, only to be recycled after their prime 'reproductive years' (generally from 35-45). After the Revolution, Levonorgestrel and controlled breeding were both banned and a push was made to have them seen as real people. In the current year on the Mosquito and JF colonies birth control drugs cannot legally be made to last more than six months between injections and no one can give consent for their use save for the individual using them. For anthros and bioroids however, with their unnatural libidos, the JF government puts them all on birth control until age 16 – their legal age of maturity.

Among both populations pregnancy almost always results in twins with the pair either two girls or a girl and a boy, but almost never two boys (this is about as common as triplets among humans). It is this twinning that has resulted in the 3:1 gender ratio favoring women. This comes from the original Genki-Neko design and was put into their genes to produce a mostly female population for the Japanese sex industry. Both the EU and the Chinese copied that idea into their Bioroids (EU) and Anthros (China) when staffing the resorts on Bath.

The basic template is mandatory, and individual family lines will then have different options. Some options may exist that are not on the table – if it is not too far from the human norm or what can be found among mammals or the ideas of realistic science it might exist on a bioroid or anthropomorph.

BESM3e:

Basic Human-Anthro (2 pts)		Basic Jovian Bioroid (2-4 pts)	
2	+1 Body, -1 Mind, +1 Soul	2	+1 Body
3	Features: Appearance (2), Scent Glands	3	Features: Extreme Beauty (2), one additional cosmetically themed feature
2	Heightened Awareness +1	2	Heightened Senses: Touch and either Hearing or Sight
2	Sixth Sense: Emotions	-1	Ism: Altered Human
-2	Ism: Altered Human	-1-3	Marked: Pointy ears, unusual skin tone, vestigial wings or other unusual traits.
-2	Marked: Animal like features	-1	UD: Slave Mentality: 1 penalty to resist commands from authority figures or chosen leader, desire to be submissive in a group, extreme and distracting libido. Depression if lacking guidance / someone to lead them who actually does command them (1 penalty to all actions).
-3	UD: Slave Mentality: 3 penalty to resist commands from authority figures or chosen leader, need to be submissive in a group, extreme and distracting libido. Depression if lacking guidance / someone to lead them who actually does command them (1 penalty to all actions, +1 per week up to 3).	Options: (if * then also increase Marked to 3 – which is not included in the cost)	
Options: (Traits will run in a family and be consistent with a single animal type)		1	Special Movement: Perfect Balance or Cat-like.
1	Tail is prehensile.	2	Four arms and mammaries (popular in bioroids made for India-themed resorts).
1	1 additional feature of an animal nature	1	1 additional feature.
1	+1 claws and +1 teeth (Restricted: Half damage bonus to 5)	1 or 2*	Glider or Flier (10kph) Restriction: Only in 0.3g or less.
1	Special Movement: Perfect Balance or Cat-Like.	2*	Water Speed 2, Adaptation: Underwater, Phys Imp ('dolphin tail' rather than legs).
1	Sixth Sense: Lies	-1-3	Owned: Indentured to someone or some group
-2	Owned: Indentured under Anthro-slave contract.	-1	Phobia: Fear of being alone
-1	Phobia: Fear of being alone	0	Earth Bioroid (+1 Mind, -1 Soul)
		1	Earth Elite Bioroid: Earth Bioroid plus no slave mentality, rather you are the offspring of a wealthy or ruling class.

Though human-anthros are usually slightly furred, it is not enough to provide special defense.

Hero System:

Basic Human-Anthro (-11 pts)		Basic Jovian Bioroid (-9 to -19 + var pts)	
3	Pick one: <ul style="list-style-type: none"> +1 Con, +1 Str +1 Dex 	3	Pick one: <ul style="list-style-type: none"> +1 Con, +1 Str +1 Dex
-2	-1 Ego	4	2 skill levels for resisting Slave Mentality Dependency addiction.
3	+3 Presence	2	+4 Com
2	+4 Com	var	one additional cosmetically themed talent or minor physical power (15 active pts or less, realism limited).
8	+2 PER for all senses, +1 more for touch (+3)	7	Enhanced Senses: +1 PER for all senses, +2 Touch (+3 total)
5	Enhanced Sense: Tracking Smell	-5	Social Lim: Altered Human (8-)
10	Empathic: Detect emotions. PER roll. Full Discriminatory, Smell/Taste Group (ranged sense).	-5-1	Distinctive Features: Pointy ears, unusual skin tone, vestigial wings or other unusual traits.
-5	Social Lim: Altered Human (8-)	5	- Concealability Varies. Noticed and Recognizable, Common Used Senses
-10	Distinctive Features: Animal like features - Concealable.	-15	Dependence: Slave Mentality: Hard to resist commands from authority figures or chosen leader, need to be submissive in a group. Depression if lacking guidance / someone to lead them. Addiction roll starts at once per day, but moves one step up time chart per day of not 'meeting the need.' The need can be met by having a submissive social encounter (being obedient to an authority figure for the full encounter). (Very Com, Skill roll Incompetence, Unbreakable Addiction)
-15	Dependence: Slave Mentality: Hard to resist commands from authority figures or chosen leader, need to be submissive in a group. Depression if lacking guidance / someone to lead them. Addiction roll starts at once per day, but moves one step up time chart per day of not 'meeting the need.' The need can be met by having a submissive social encounter (being obedient to an authority figure for the full encounter). (Very Com, Skill roll Incompetence, Unbreakable Addiction)	-10	Psych: Lecherous (Com, Mod)
-10	Psych: Lecherous (Com, Mod)	Options: (if * then also increase Marked to 3 – which is not included in the cost)	
Options: (Some varieties may have some of these – traits will run in a family and be consistent with a single animal type)		3	Breakfall: Cat-Like balance.
5	Tail is prehensile.	5	Four arms and mammaries (popular in bioroids made for India-themed resorts).
var	1 additional feature of an animal nature	var	1 additional feature.
5	Claws and teeth (1 pip HKA)	5	Winged Glider (10") (Only in 0.3g or less., Wings)
3	Breakfall: Cat-Like balance.	12	Winged Flight: 10" (Wings (-1/2), usable as gliding (+1/4), Only in 0.3g or less (-1/2).
3	Detect: Spoken Falsehood (Hearing group, PER roll)	3	Merform: +10" Swimming (12), Gills, Aquatic Movement talent, Physical Disad: 'dolphin tail' rather than legs (Freq, Great).
-15	Social: Indentured under Anthro-slave contract. (V.Freq, Mod)	-15 or -20	Social Indentured to someone or some group (V.Freq, Mod or Major)
-10	Psych: Phobia / Fear of being alone (Com, Mod)	-10	Psych: Phobia / Fear of being alone (Com, Mod)
		0	Earth Bioroid (+1 Int, +1 Ego, -3 PRE)
		15*	Earth Elite Bioroid: Earth Bioroid plus 'buy off' slave mentality, rather you are the offspring of a wealthy or ruling class.

Combat Anthropomorphs

Rare in the JF, combat anthros are actually the normal design used in much of the world. They are a very different sort of creature, being a lot less human and being engineered for war. Combat anthros are built from a mix of predatory mammals and human DNA – to make a smart, animal instinctive special operative. They are short lived, instinctual, and highly predatory. To find the lifespan of a combat anthro take the average for a human and the average for the animal it is based on and average them together. The combat anthro will be two thirds of this. Likewise for the various stages of life.

They have been made shorter lived so they can grow to physical maturity faster and be ready for deployment in anywhere from five years to a single decade. Their bodies will reach maturity quickly, but the mind goes at the same rate as a human mind, making them easy to train and less able to see the flaw in complex orders – they are as controllable and easy to brainwash as human child soldiers would be, but have adult bodies with animal senses, strength, and reflexes. Various nations hold different patents on different strains of combat anthros, unlike the pleasure anthros on the JF which are all based on an illegal Chinese copy of the Genki-Neko pleasure anthro patent (G-N anthro).

Further unlike the 'G-N' anthros, they do not look anywhere near human. Where the pleasure anthros look like humans with slight cute animal features, the combat anthros look like humanoid animals from one to three meters in height depending on the animal base. They often lack the ability to make complex facial expressions or even cry. They are not interfertile with humans, pleasure anthros, or bioroids; being too far from the human genome they can only breed with others of their identical strain.

Combat anthros are used for special forces infantry and the battlefields of the Mosquito era are often filled solely with teleoperated robots and combat anthros. Throughout the solar system, with the exception of those that have escaped, they usually have no more rights than any other valuable 'domestic' animal. They are banned from normal immigration within the JF. If found illegally within JF space they are 'put down' under the jurisdiction of the 'secret police.'

Combat Anthropomorph (2 pts)

0	+3 Body, -2 Mind, -1 Soul
1	Features: Fur (1)
1	Heightened Senses: Infravision or Tracking Scent.
2	Heightened Senses: Smell and Hearing.
1	Sixth Sense: Emotions
3	+1 ACV
-3	Marked: Animal like features
-2	UD: Predatory Animal Nature.
-1	Short Lifespan with rapid physical maturity
Options: (Some varieties may have some of these – traits will run in a family and be consistent with a single animal type)	
1	Tail is prehensile.
1	1 additional feature of an animal nature
2	+1 claws and +1 teeth
1	Special Movement: Perfect Balance or Cat-Like.
1	Heightened Senses: Both Infravision and Tracking Scent.
-1-3	Ism: Severely mistrusted in most societies.
-1-3	Wanted: Usually hunted by the law in most societies.

Culture



On a day to day basis for the average citizen, life in the Mosquito can be fairly normal. The cities have the basic first world amenities and people go to work, fall in love, and raise families without ever looking at the larger picture. Being the sole source of Jovian gases has made the station wealthy. It is openly recognized as a prize it's enemies are not willing to destroy, but rather wish to control or manipulate. That fact makes many of its citizens complacent about their safety, but those with an eye on solar politics know better, the lesson of Mercury speaks all too well that people can be replaced.

There are five distinct key cultures to be found aboard the Mosquito, and the other Jovian colonies combine to make a possible sixth among the JF. These are known as Civitas, Soloists, Faithful, Mzuzi, Primals, and the JF colonists.

Each culture has its roots in one of the Mosquito's cities. Civitas -Latin for citizenship- came out of the EU controlled city of New Rome. Soloists come out of the thinking among the people of New Beijing. Faithful are closest to their Earth roots and stem from a mix of pre-Revolution persecuted religious groups. Mzuzi (Swahili for innovators) carry the mixed traditions of Jovia – the former foreigner's quarter when the Mosquito was under EU and Chinese control. Primals are the anthropomorph under culture that grew up after emancipation and primarily in Bath. Each of these groups has a different view on life, ethics, social relations, the meaning of independence, and just what the new push for unity in the Jovian Federation means. While each culture did spring up in a specific part of the Mosquito, they are now much more integrated into the larger culture and other than

Primals not entirely tied to specific ethnic groups.

After each culture is a list of five key memes expressed in simple sayings. While a meme is much more than a catchphrase, it is listed this way to be easy to understand and customizable to individual games.

• **Civitas**

Civitas have a strong sense of community – viewing society as the ideal above the individual or the family. At their moral core, they believe people should be willing to sacrifice for the good of the community and the needs of the majority. They hold social careers and civic duty above entrepreneurship and business, and stick to the idea of 'The Citizen and the Society' as the paragon of virtue. They've kept to the early ideals of the EU and see its present status as something of a hopeful solar commercial empire as one of decadence. Civitas are most likely to advocate socialist policies and state welfare. To the Civitas, the belief is that only the guilty have anything to hide. Your duty, your life, your soul belong to the community as a citizen. Life is a public affair, and the concept of privacy is anathema to community.

Key Memes

1. Active citizenship and community involvement are ideals to strive for.
2. Greed is the root of evil.
3. A community tolerates many views in coming to a consensus.
4. Privacy is for those who have something to hide.
5. Communal sharing benefits all.

• **Soloists**

Soloists stem out of the rejection of traditional Chinese culture that came about as a result of the adaptation of capitalism and single child families. They are a very individual driven culture, and view the “Self Made Man” as moral perfection. An ideal soloist rejects family and society and strives to make the best world he can for himself. Soloists value wealth and personal friendly contacts. A soloist is likely to buy an apartment with twice as many rooms as they need simply because they can, and just as likely to find the building old and unclean after only a few years from construction. They want everything new and custom made for them, and tend to enjoy being in the spotlight. They disdain group thinking and any form of authoritarianism. Soloists make the strongest push in the JF for individual civil liberties, pointing to the abuses of UN controlled Earth and the Martian colonies as an example of what can happen if their rights are not secure. Soloists are typically either atheists or agnostic to their ancestral faiths, commonly Buddhism or ancestor worship.

Key Memes:

1. Individualism is the cornerstone of liberty.
2. Wealth and influence are a byproduct of hard virtuous work.
3. Privacy preserves individual integrity
4. Tradition forms a barrier to progress.
5. A rational person knows that everything and everyone has a price.

• **Faithful**

The Faithful have a strong sense of faith, family, and local communities. They are more insular than the other groups and the hardest for JF authorities to come to understand. They come out of the mixing of three key groups. First among these was the large Muslim population among the EU residents. Second were the men taken from American corporate holdings in the Middle

East and South East Asia and brought out to maintain machinery on the Jupiter stations. After the revolution these first two factions began to mix, though the complete lack of women among the American slaves caused a significant drop in their second generation numbers. The third major group among the Faithful cultural meme came out of the Korean Christians brought over by the Chinese. Today these communities are secular tolerant with a strong focus on family and education. They are known as the Faithful more for how their roots shaped their meme than for any present day spiritual devotion. But that said, most of them are spiritually active to one degree or another.

Faithful families push their young to pursue intellectual careers, stay loyal to each other and the faith, and keep under the radar of the system. Many in the community do not see themselves as JF citizens so much as a people getting by in someone else's land. They are loyal to the JF in the sense that it hasn't done them wrong, but they do not see it as a creature of their design.

Key Memes:

1. Be faithful and spiritual in all things
2. The family is sacred
3. Keep your head down and out of trouble
4. Knowledge is key, wisdom brings virtue
5. Protect the community from outsiders

• Mzuzi

Mzuzi is a Swahili word for innovation, and the members of this culture are truer spacers than any other group in the Mosquito. Mzuzi see their identity in their friends and co workers, and are the most open to accepting expats from other communities or colonies. Their roots come out of Africa and Latin America, two areas with strong family traditions, something that carries over for them although in a much more weakened state – their ancestors were after all the ones who willingly left their Earthbound families. Mzuzi seek balance in the larger community. They like to compare the JF to a big table at which all kinds of people have been invited to dinner, and now it is time to get along. Mzuzi culture is a thing in flux. The JF considers them to be something of a viral meme carrier – willing and able to incorporate just about any new concept, at least until the next one comes along. They act as something of a gateway for new ideas into the JF, but also as a screen when they reject anything dubious within days for whatever else might come next. Mzuzi are thus trend setters. They are not so much entertainers as they are the people in a crowd who get it to move in a certain direction. Under the split EU / China era they were largely second class citizens of both, and this is not forgotten, with today's Mzuzi having something of a slight bias against the other two groups. They earned their rights as equals for the efforts during the Revolution, fighting harder than any other group, largely as a result of their people being the ones piloting the bulk of colony controlled ships that didn't side with Earth. While New Rome and New Beijing were filled with the corporate heads from Earth, Jovia was largely absent of anyone with any ties to the planet and it was the Mzuzi who first broke out in violent opposition. Today, despite their erratic meme craziness, no one in the JF would dare question the loyalty of this sub culture, and it is often the last place JF police look for sign of spies – a fact not lost on Earth.

Key Memes:

1. Diversity is the spice of life.
2. Measure your wealth in the quality and quantity of your friends and family.
3. A stranger is a friend you haven't met yet. We are all brothers and sisters.
4. Those who fear the future get left behind in the past.

5. Live in the moment.

• **Primals**

The Primals are the last major subculture. Where the Bioroid community has largely managed to integrate with any one of the other communities and thus never become its own distinct culture, the Anthropomorphs continue to have trouble adopting to life under freedom. Primals are an underclass culture, not because they are put down by the others, but because they keep themselves down from the genetic conditioning put upon them to keep them loyal when they were seen as no more than animals. Primal culture is a lot like a BDSM community that consists largely of the submissives. On their own they are often depressed and listless, drifting through life until someone comes to take care of them or they are driven to suicide. Primal culture takes on a number of animalistic traits – but twisted by their slave mentality. Several of them are descended from predators, but they enact this instinct more like loyal dogs – needing the command to be let loose before they can attack or hunt. Primals often fill the ranks of gang and mob lackeys for exactly this reason – they are loyal thugs who will not go beyond the bounds of what they are told to do. As a culture Primals are entertainers and are thus very strong in the arts. For this fact the upper class youth of other cultures often emulate Primal culture in a sort of 'to be cool' manner, although this does tend to insult the actual anthropomorphs stuck in this condition. One key subculture among them are those using drugs or wetware to overcome their submissive state. This group wavers back and forth as the drugs are not safe to stay on forever, and you can lose yourself in the wetware. They become the semi functional primals, always on edge and sometimes risking letting the animal side become dominant when they free themselves from submission.

Key Memes:

1. The pack becomes your family, your tribe, and commands your loyalty.
2. Wealth is the love of those you serve.
3. Find beauty in your art, live your performance.
4. Embrace your instincts and passions, you are an animal, not just a person.
5. A lone wolf is a dead wolf.

• **Drifters**

With major solar wars in the last 50 years, space in the solar system has grown crowded with the littered remains of human effort. A portion of that litter takes the form of humanity itself, and even within Jovian space there are those free floating people who have no ties left and exist by their wits on what others leave behind. Drifters make a constant effort to 'get inside' the station. They are tolerated in a number of stable locations along the spokes. In most other areas the station works to keep them from 'clamping on.' Drifters will bring their craft in and try to clamp on, pretending to be free floating debris or sneaking in attached to 'approved traffic' until close enough to 'sneak away'. With clamping, they are hoping for an easy source of energy and air, and if really lucky - to drill a path into the station and disappear into the crowds. Most such drifters are eventually caught and thrown off station, but a few do get by and manage to establish some form of cover or identity. For the station's part, clearing them away is much like clearing bugs off the windshield of a moving car - moments after the wiper does its duty, a whole new set arrives to fill the gap.

Drifter memes vary, but are usually tied to a few themes:

1. Trust only yourself and maybe your family or clan.
2. Hide from authority.
3. The best solution to conflict is to leave. Never set down roots.
4. Always stay armed.

5. If it keeps you alive for one more day, it was justified.

• Refugees

In some ways a cut above Drifters, and in others a cut below. The Refugees of the Jovian Federation live in a number of 'camps' set up on stations and derelict ships orbiting the planet. The bulk of these people are exiles from minor beltway or outer system colonies unable to qualify for normal immigration and unable to stay at home. This can include combat anthros, memetic deviants, genetically disabled (and / or disfavored), criminals, shells, victims of solar conflicts, and so on.

The second largest group is composed of people from former Martian or Earth colonies, and their descendants, who for one reason or another were denied immigration. This second group is often quite politically volatile. Not all persons who fled from those territories were denied immigration. This category largely comes from those who's political allegiances were or are questionable, and who for one reason or another could not be repatriated back to Martian or Earth territory. The JF now sees them as a deviant 'ethnic group' who's memes it cannot afford to let into the nation.

Refugees camps are often multi-generational. State authority within them is typically limited to monitoring station power, assuring basic subsistence support, and providing distracting memes in the form of access to entertainment. Police authority is concerned more with limiting access to technology that would enable an uprising and preventing organizing efforts. JF military patrols to monitor all in and out traffic, but has an uncanny inability to do its job effectively.

Refugees tend to have very high meme-indexes, and are generally considered 'dangerous' by the Ministry of Memetic Affairs. Deserved or not, the Ministry certainly does work to promote this image among the general population in order to keep down sympathy for their plight.

Refugee interaction with main JF populations is limited. They can apply for and gain work visas allowing them to enter citizen zones for limited stays. Persons in this status are monitored with locater implants, although these have been known to go missing. Freedom to marry laws within the JF allow them to be 'normalized' through marriage – but doing so often cuts their ties with their own communities and families, at least in the legal sense. Another way of putting that is that marrying a JF citizen will not allow you to bring in your parents, siblings, children, or other relations. Once you marry into the JF, chances are you will never see any of those people again – if you voluntarily seek out contact with people still in the camps, you risk being 'removed' from the JF.

Overall refugee population is not tracked, but estimated to be about one third of that of the citizen population. They are kept on fifteen stations, most in orbit around Jupiter, one around IO, three around Ganymede, two around Callisto, and the last two built on the surface of Europa. Half of them are little more than giant 'tanker' or 'cruise ships' that have been gutted, 'bolted together' and rebuilt for long term occupation. Populations are kept diverse to prevent strong cultural bondings, but are not mixed to prevent cross communication. This second factor over time works to weaken the power of the first factor, and each camp can now be said to have developed its own internal culture.

• Other JF Colonies

The final category comes in the other JF colonies. None of them are anywhere near the size of the Mosquito, with the largest having perhaps a hundred thousand souls. They tend to be filled

of loners from one of the Mosquito cultures, with a number of different minor local variations. Key memes of this group will thus vary as a collection of memes from other groups.

Race and Ethnicity

The five cultures are no longer tied to the specific racial groups that formed them, and the concept of race is slowly fading in JF society as the idea of unity to a memetic culture replaces it. In origin the people of the station are a good mix of European, East Asian, East African, South American and Middle Eastern, with North Americans forming a small minority.

Since the revolution the citizens of the Mosquito have been free to intermingle. With government benefits to mixed couples and their children, a common ethnic look is starting to emerge similar to that seen in South America - a sort of 'Euro-Asian' mix with a hint of African and Native American. This accounts for about 35% of the population. Chinese and European make up another 20% each, Middle Easterners make up about 15%, and the final 10% is a mix of odds and ends. About 20% of this total is made from Bioroids and Anthropomorphs - people with enhanced genes or designed to have animal features; in both cases with a primarily entertainment or sexual focus. They are inter fertile with humans, so these traits are slowly starting to show up as recessive traits among the Jovian populations.

The bulk of the Europeans came from Italy, Spain, France, or Eastern European nations such as Poland, Ukraine, Hungary, Czech and Slovakia. That accounts for about 70 percent of them, with the remaining 30 percent coming from elsewhere in Europe. About 10% of these people were Muslim, and a similar number strongly Christian. Most were secular.

The Chinese were mostly Han Chinese – the majority population in China, but about 1 million of their people came from occupied North Korea. That group was heavily Christian dating back to Korea's pre-WWII traditions and formed the first batch of Chinese to jump from Soloist over to Faithful culture. A number of them were later purged during the Civil War for religious extremism. Today about a fourth of the Chinese are actually Koreans in ancestry, and another fourth are descended from other occupied territories such as Tibet, Vietnam, Cambodia, and Taiwan.

The 'foreign workers' of Jovia came mostly from the countries of Tanzania, Zambia, Malawi, Kenya, Uganda, Chile, Peru, Argentina, and Brazil. In a roughly equal mix from African and South America, but with the South American workers being mostly natives and mestizos rather than Spanish. Jovia quickly integrated itself, and today the people there are mostly mixed between African and South American Native.

Station 7 brought in a large number of male Muslims who were roughly half Arabic and the rest primarily Indonesian or Pakistani. Only a third of the non Middle Eastern Americans from Station 7 survived through the revolution, being primarily Caucasian or Asian. Many of these were later purged (along with Muslims) by the JF for religious extremism. The former Station 7 groups have ended up very small today, largely melting into one of the other races.

Language

Nearly everyone on the station is bilingual in both Mandarin and eLatin. eLatin is really a mix of European languages, with the core rooted in English / German and the Romance languages. eLatin grew up out of the melting pot of 21st century EU culture. The name 'eLatin' was given to it in jest by American media and managed to stick before the Europeans were able to come up with anything more formal. While Britain took a long time to integrate into the EU, their language had already been the common tongue of Europe since the WWII era, and it was out of this that other tongues joined in.

Mandarin Chinese on the other hand, is the same language it has been for ages, and has only incorporated the terms of other tongues for pop culture and technology. After these two tongues comes Arabic, spoken as the native tongue of some 15% of the population – nearly all of whom also speak one or both of the other languages. Spanish, French, Korean, and Swahili are the most common 'minor tongues', with accent variations based on South American and African dialects rather than their European forms. Internally among the Faithful culture the mixed use of Arabic and Korean is common, at times in an almost hybrid language.

• Slang

Mosquito slang is a mix of modern words of varied sources with new words. A lot of it focuses on the darker exploitative aspects of the society. Slang is never a reflection of the image a society wants to present to the world, but rather the image it fears is closer to the truth. In that regard, slang reflects the issues the underclasses are concerned with and becomes a tool by which they express that back to their perceived oppressors. JF slang as a result often denotes issues dealing with the altered humans and the troubled nature of their 'not exactly true' freedom.

- **Anthro** - a human with animal DNA
- **Input** - attractive female
- **Output** - attractive Male
- **Bride / Groom** - a one night stand with potential for more
- **Bird** - woman
- **Wave** - the net. Or more precisely, that part of the net that is omnipresent and visible to any wireless user as they move through society - giving and taking data ceaselessly.
- **Wavey** – Something is wavey if it works around wave, or net, technology. An example might be a billboard that is online and shows information from the wave, or uses the wave to cause every viewer looking at it too see a different, personalized advertisement.
- **Peering through water / Wet eyed** – someone who's vision is wired to the wave to such a severe extent that they can only see things that are 'wavey' or otherwise 'net registered'. Going Wet eyed is a deviant meme popular in subcultures that want to 'ignore the lowly peon masses.' It can also happen to people with cyber-eyes who get cyber-brain hacked.
- **Declaw** - to make someone non threatening.
- **Catnip** - legal psychotropic drugs
- **Sniffer** - junkie / burned out drug user
- **To sniff** - to use drugs. Comes from 'glue sniffing'.
- **Bloodhound** - any anthro that can track by scent
- **Pack** - your gang, your mates.
- **Alpha** - lead member in a pack.
- **Salung** - what you say to someone who makes a joke that just isn't funny in a 'what-ever' sort of way. (Korean)
- **Aish** - a hostile 'darn it/you' expletive (Korean)
- **Ship-pal** - a hostile 'f-you' (Korean - references something to do with male anatomy)
- **Shag** - crude 'meaningless' sex for thrills
- **Piggyback** - to hack into the sensory perceptions of a SIN-enabled victim.
- **Stuffed** - killed
- **Shell** - anyone with a full or near full body cyborg conversion.
- **Prey** - people you plan to use, take advantage of, or 'shag'.
- **Predator** - people who 'prey' upon others.
- **Fuzzball / Furball** - derogatory terms for any anthro. Fuzzball implies 'mental issues'.
- **Doll** - derogatory term for a female bioroid.
- **Toy** - derogatory term for an altered human (bioroid or anthro).
- **Skins** – derogatory term anthros used to refer to others, especially 'baseline humans'.
- **Bio-Toy** - a derogatory term for a 'Toy Bioroid'.

- **Buzzcut** - scalping a victim, the severe form of which is a hate crime sometimes done to anthros - skinning them alive.
- **Candyman / Candywoman** - broker of licensed prostitutes.
- **Candystriper** - licensed prostitute. Also known as a 'Lolipop'.
- **Seawall** - a jammer that blocks out the 'Wave' (net).
- **Off-board** - being offline. You're off-board anytime you turn off your Com.
- **Mummy** - anyone over thirty.
- **Kitten** - a private submissive, slave, or indentured servant - male or female.
- **Feral** - losing control, going wild over a situation.
- **Beltway** - the asteroid belt.
- **Rockside** - on planet.
- **Rocky** - a person who is from rockside
- **Rockos** - people who live on a planet.
- **Heavens** - off planet
- **Gnude** - wearing clothing that isn't really clothing, such as holo-generated fashions or body paint. In speech, the speaker places a slight focus on the 'not as silent as it should be' "g".
- **Brain-chipped** - having involuntary persona chips installed. Usually by the state to correct for 'deviant' behavior. Also seen in illegal exploitation operations.
- **Fuzploitation** - media that promotes negative stereotypes of altered humans, particularly human-anthros, as if they were 'cool', 'hip', and to be aspired to. This media is targeted to the depicted communities and the youth market and is believed by activists to be an oppressive tactic of 'the powers that be'. Terms coined in reference to 'Kewl Catz Studios' - a SIN cast production agency frequently targeted by the police for suspicion of using underage and / or brain-chipped actors. (*)
- **SIN-noise** - stray emotions in a SIN recording that are not part of the desired effect. Filtering out SIN noise is a major task of post-production and SIN recording can be rated by SIN-Noise in much the same way one rates the quality of audio recordings and their ability to sound 'real'. In street speak, any low quality SIN-recording is said to have 'high SIN-noise' even if the reason is for something else. Homemade SIN-recordings are notoriously bad in terms of SIN-noise. Certain collectors prefer high SIN-noise recordings as they are actually truer to the real event that was recorded - if Mei-Lin Chaya was feeling hungry for Indian food during the concert, a 'true-recording' would reflect that, but what most fans buy would have that feeling screened out in post-production. (*) Because of the nature of SIN-production and the ability to record feelings as well as perceptions most actors are persona-chipped and the media is often filtered through the recordings of several actors in post-production in order to minimize 'stray emotions'.
- **Doggish** - 'feeling doggish' is a reference human-anthros use when they feel particularly submissive or unable to be assertive. The reference is over the common assumption that their subservient traits were engineered into their DNA from efforts to match certain aspect of canine brain chemistry.
- **Meme-Spam** - Unwanted meme-data. Being 'meme-spammed' is how one would describe getting a constant stream of undesired 'meme-advertising'. The concept is fairly similar to the simple 'spam' of the early internet, only with the buzzword 'meme' attached, along with the connotations of memetics. Meme-spam will attempt to shift your values or change the way you 'frame' your thinking rather than merely get you to buy a product. In other words, rather than seeing you as the target audience for product X, as spam does, meme-spam tries to make you into the target audience.
- **SIN-Spam** - The worst form of unwanted data. SIN-Spam intrudes into your sensory and emotional impressions trying to make you sense or feel something 'directly'. All forms of SIN-spam are illegal. The name, while evoking the unpleasant image of 'spam', is actually rather mild compared to what is actually involved. SIN-Spam is a form of 'cyber-brain hacking' and is seen in the JF law as a kind of torture.
- **Fleabag** - derogatory term for an Anthro meant to imply filthiness.
- **Flea** - An insult that implies the person is an unimportant nuisance. Actual fleas do not exist

within the JF.

- **Cyberdoll** – A robot that looks human. They are actually not at all cybernetic and not androids in the sense that their AIs are limited and not sentient (sentient AIs do not exist within the technology of the world of Mosquito). Cyberdolls can be remotely piloted and hooked to SIN-recorders for 'various purposes'. JF law requires that a Cyberdoll cannot simulate a heartbeat, and that it is a misdemeanor offense for a remote pilot of a Cyberdoll to attempt to conceal their nature. A conversation with a Cyberdoll running on its own AI will reveal what it is to all but the naïve, and the Cyberdoll must answer truthfully if asked if it is a Cyberdoll, what its serial number is, who owns it, and / or what its present operating instructions are. Other than for defending those it has been instructed to protect by its owner, it is a felony for a Cyberdoll to be programmed for combat or used in combat.

Fashion



People still wear clothes, and the threads still define the person. Fashion is everything is stating who you are, and in a world defined by memetic power that is even more key than ever before. Your fashion broadcasts your meme, and your meme is the language of who you are.

Holo-Fashion is popular among the youth crowd, and is even used among spacers to give EVA suits a nicer cut. The technology behind it is described in the [technology](#) chapter. The average Holo outfit can be contained in something as small as a piece of jewelry and works by projecting an image within a localized electromagnetic field. They can be distorted in the presence of strong magnets or other electrical fields – and it is something of a prank to 'pants' a person in this manner. The batteries on such suits typically last several days, and the cost to buy the unit is about equivalent to a single nice outfit today. Once you have a projector, you can download outfits or even use a fashion software application to create your own. Perhaps the most notable problem with holo-fashion is that it is not fully opaque, but rather only about 80% opaque, or 20% transparent. In addition it will give off a slight glow making the wearer stand out in dim lighting. These two features make it useless as a means of covering anything the wearer wishes to conceal or for being used to disguise one's appearance. In most cultures holo-fashion is thus limited to accessory rather than primary clothing. Some among the avant-garde will wear nothing but a hologram, but even within Civitas culture this is daring.

Actual textiles among the Jovian colonies are almost exclusively either hemp or synthetic fibers woven out of the many petrochemicals mined from the Jovian atmosphere. Equivalents to latex,

polyester, nylon, modacrylic, olefin, acrylic, nitril, spandex, and many other synthetics abound. Body painting or 'spray and paint on synthetic latex' are popular in the youth and fitness cultures. Often body paint is used for everything but the groin, over which a latex cup or cover will be attached with spray on latex outfits. Other than hemp natural fibers are always imports from Earth or Mars and will increase the cost of an outfit by tenfold. That said, hemp is still expensive and primarily used in industry.

Ex Machina Note: Each natural fiber outfit is considered one minor gadget. For hemp, every three outfits equals one minor gadget.

BESM Note: A character must have at least Wealth rank 1 to own a natural fiber outfit made from fibers other than hemp. Wealth 2 is required if the character owns more than 5, and Wealth 3 for more than 10. Wealth 4 for more than 100, and Wealth 5 for any amount over 500.

Hero Note: Follow the same progression as in BESM, but with the Wealth Perk.

Fashion sense follows labels much as it always has, and everyone wants to be dressed like the current popular icons, who are themselves dressed by the usual crowd of people with questionable tastes and affected accents of the current 'hot-cultures'. At present, it is fashionable to have a Neptunian accent, which resembles something of a cross between Brazilian and Kenyan of the early 21st century. Men and women both dress to attract and be as stylish as possible and both will show quite a bit of skin when they can. Women wear brighter colors, but not by as much of an extreme as in 20th century America – men can be flashy, but don't tend to it as much as women.

Professional dress is still a bit more stiff than casual wear, but tends to be modeled off of 'spacer themes' – looking like comfortable and thin versions of EVA suits, something like 1950s and 1960s science fiction – but usually without the rings unless you're visiting from Saturn, where putting 'rings' around your suits is a matter of national pride.

Fashion trends tend to come into three basic categories:

- **Futurism**

Futurist fashions focus on the space age, on being cutting edge, on doing the new and meme challenged idea. Futurists will push convention, but not to destroy it. They may wear Saturnian rings, cover themselves in vid-screen embedded clothing (sometimes known as 'Spandex-TV'), or even pull from historical notions of 'science fiction' costumes. A futurist tends to have some new edge to their outfit. They may incorporate holo tech, mood-aligned color shifting clothing, light emitting tattoos, and so on.

- **Traditional**

Traditional fashions evoke some bygone era in their themes. Traditionalists will look back to ethnic, religious, fantasy genre, or socio-political themes of the past. They are usually inspired by one of the cultural roots of the JF, but will sometimes pull from other parts of human past. Traditionalists do not always stick to their own cultures, and it is not at all unusual to see a Caucasian woman in a Hanbok or Kimono, or an Asian man dressed in Renaissance or Swashbuckling themes.

- **Rejectionism**

Rejectionism scorns the usual social norms behind fashion trends. A rejectionist might decide to adopt the 'gnude' statement of only wearing holo clothes and / or body paint, or even (among a small subset in Bath), nothing at all. They might go 'tribal', and are likely to be tattooed, pierced, hair dyed, carnival feathered, and so on. Rejectionists might take another fashion, such as a Victorian corset, and add in chaps and a thong. Rejectionism seeks the extreme edge,

rather than the cutting edge. It is challenging, perhaps in beauty, or maybe just for shock.

• **Mixing Trends**

Nothing is exclusive about the trends in the minds of most people. Unless you're on the fashion hip list, you just wear what looks good on you. You may have a preference, but you're likely going to dabble a little in the other areas when it fits the moment. Maybe your kimono or burka has a vid screen, or you've got chrome and Saturn rings to go with your gnude-holos. Mixing is fairly common, certainly much more common than the 'fashion police' of the elite social scenes would like to admit.

• **Sensual Appeal**

Good sensual fashion in the JF is all about showing off. The motto is often, the more skin in curves the better, but not everything. You want to show it all off but without showing it all off. Outfits are designed to reveal and hint or create a sense of anticipation over that bit which is left unseen. Even in fuller covering fashion, showing curve and shape becomes important. The JF is not the world of baggy clothing, but flowing ruffles and bell-endings work when the motion they create entices the eye.

Body Sense and Customization

The body ideal is close that of classic Greece and Rome – fit and lightly muscled with little fat or hair and clean shaved for men. Mzuzi prefer a thin form on both genders, with a lot of curve in women and tight muscles in men. To achieve this 'Plastic Surgery' of a form is very common – using nanites to improve the body's regulation of fat and go far beyond the abilities of steroids of muscle growth and retention. Nanites can even work surgery of a form to make minor features adjustments, but anything major still goes under the knife.

Genetic modifications must be made before birth, with the exception of 'gene therapy' to treat for diseases of missing or faulty genetics. You can't walk in to the clinic and have your DNA changed to make your skin blue or to have elf ears – though surgery can give you both of these it won't be in your DNA unless you are born with it.

Probably over 90% of the population has had some level of modification. Much of it done at the DNA level before their parents or even grandparents were born, but just as often surgery or nanites to change little things about themselves or correct mistakes and accidents in their lives. As a result, the general level of attractiveness and physical fitness is well above the human norm for the 20th century. A visitor from the past might wonder why the so-called ugly people look like movie stars and everyone else looks even better.

Reproductive Rights

Not just anyone can have a child in the JF. A form of eugenics has been in play ever since the revolution, officially to prevent inbreeding. By law, any pregnancy must be registered and approved and the mother and father must not be closer than three generations in relation – the same great grandparents. This policy has had the hardest impact upon anthropomorphs and bioroids – who pre revolution tended to be that close or closer with about as much as 30% of their fellow subspecies members.

Any pregnancy in violation of this policy is terminated, and the potential parents are counseled to stay away from each other.

Further government action goes into benefits for those who mate across racial lines, in a government attempt to create a new distinctively 'Jovian race'. This takes the form of free housing to mixed couples, free university for their children, and housing discount vouchers to communities that are more than 60% racially integrated (no more than 40% of any one racial group).

The Science of Ideas - Memes and the Discourse

There is great power to ideas and ideologies, particularly in an information or post-information age such as that of 'The Mosquito'. Imagine all human behavior as a stream of ideas. Memes are the individual currents or fish in that stream, and the discourse is the stream itself. Already today we can see governments, corporations, and individuals putting a lot of power behind information control and manipulation. Propaganda is a powerful tool, and one the core axioms of the post-Punk genre is that it has become the very currency of social action – the social economics have overtaken material and military.

Memes work as packages of the ideas that are carried through in culture, they are the genes of a culture – and the better they function to enable that culture the more likely they are to be passed on throughout the population and across time. Memes also herd together – with ideas coming in units to achieve greater stability. Think of the term democracy, and you think of liberty and capitalism – three completely separate memes that could and in fact in some societies have no connection, but at least in the USA they have herded together to become a stronger triplicate. That packaging forms a discourse.

As the stream in all of this, discourse acts to give it a sort of inertia – making it hard to oppose a given meme that fits the larger discourse without actually working within that very meme. Discourse is all about looking at the pattern of culture and how it filters our ability to see truth. Each of us a product of our discourses, and given the same set of facts will not only reach a different conclusion but accept those facts in different ways before we even begin to draw our conclusions – almost as if looking at an object one of us sees blue and other red before we begin to decide what it is.

An understanding of memes is much like seeing the trees, but not the forest itself. Discourse by contrast tends to look at the forest and gloss over the trees.

All of this may be only interesting on an intellectual level in the present day, but the importance of the information age makes the ability to manipulate these memes and their larger discourse a tool of power for those that can manage it. In the Mosquito's era, memetics thus becomes a valuable tool of both government and corporate society.

On a practical level, memetics and discourse manipulation can be used to keep a society in consent of the control put over it – to keep them from rebelling against their government or corporate masters. It can also be used to push products, religions, ideologies or any other social concept. Just as well, counter-memes can be sown to disrupt any of these things, and much of the espionage of the Mosquito era actually focuses on these wars of propaganda.

In the Mosquito, the five core cultures each come with their own set of core memes shaping their discourse. Beyond this every faction that operates in the setting has its own memes it is pushing in an effort to shift the discourse in its favor. Beyond the JF colonies, there is a further plethora of cultural discourses with their own competing memes. While society at the end of the 20th century was coming into an era of globalization and open communication, the Solar Revolution split people apart. You now have widely diverse cultures each with their own highly developed memetically driven cultural infrastructures.

Memetic operations work to manipulate memes through a variety of means. First there is the obvious and direct approach of propaganda. You can advertise, attempt to raise the credibility of carriers of your desired meme while destroying that of counter-meme carriers. You can seek out weak members in a group for targeted meme-operations, getting them to question their assumptions through psychological manipulation. You can disrupt or override communication networks – breaking up your targets flow of information and inserting data to shift them over to your needs. Finally you can even hijack their Neural Buffers, Wetware Plugs, and SIN inputs to directly overwrite their existing memes. In effect brainwashing them and hoping it sticks long enough to become a natural part of their thinking before discovery.

Discourses, and by extension memes, have a way of self-proving. Once accepted a discourse is typically seen as always having been really true and the individuals that hold to it become very protective of seeing reality through its filter. Once the world is round, it has always been round, and once your two families have been feuding, you can see they never got along. Once disco is out, it was always uncool. This means that any lasting meme operation has to act on a subtle level and shift its targets through their subconscious. Short term meme connected operations – such as communication disruption, need not be as subtle because they are designed not to shift perceptions so much as confuse communication. In contrast to this, memetic shift often works through the zealotry of the newly converted – memes are often stronger in their new adherents than among those who have long carried them and allowed them subsist into background mental noise.

In a game, memes can be put into effect by adjusting information given to individual PCs. With any cultural fact or bit of information each player can be told whether or not they have reason to believe it, see it differently, or find it false. For example, given a statement that a group of Bioroids have been found to be addicted to a drug, one player might be told this drug helps counter the slave mentality and has no side effects, and another could be told the drug is known to have been engineered by Earth agents looking to subvert Bioroid activists, while a third could be told the drug is known to make users more susceptible to the slave mentality of people using key commands. A bit of a blatant example, but if information is always given out in this manner in time the players will be unable to easily detect when a memetic operation is in play. Additionally, this tactic can help to convey the fractured nature of Mosquito society – and can be used to introduce real alienation if the PC have a chance to meet individuals from Mars or Earth who possess radically different memes over not only social values but the history of the Solar Revolution and Civil War.

A second game use for memetics comes in roleplay. Characters should play up their memes, and play up the buzzword-importance society places on the memetic concept. Overly attribute actions and events to meme based causes, and when speaking in character toss in a few meme-based themes and 'politicized' statements.

Finally, even if players and their PCs don't take memes seriously, the world of Mosquito does. Following or spreading one meme might be illegal, whereas following another meme might be mandatory. It is the age of the thought police – and without any psychic mind reading powers all they can do is stack the deck with a bunch of police trained to spot people expressing banned ideas and give out a bunch of kudos to people preaching the party line. Put memes into the plots. Police PC might have to bust up a ring of 'deviant thinkers' and PC crooks might find the reason the law is after them is that they have all read a banned book that has exposed them to some idea for which they now need to be 're-educated'.

The people of Mosquito think they are free, and think they live in a utopia, but that is just another memetic perception. Society is free for everyone who agrees – everyone who has the right memes.

• Deviant Discourses

When memes herd together they form discourses, larger cultural currents that move through society, emboldened by the strength of their unity. A number of these discourses have a negative effect on social harmony, and in the JF memetic police are used to identify them and limit or eliminate their impact. What follows is a sample list of some deviant discourses, with some of the memes that build them, and how they impact life in the JF.

• Conspiracy Theorism

The oldest of humanity's deviant memes – the perception of a world where everyone is up to something fishy. Conspiracy discourse builds its memes along a few basic principles. First if an idea can be expressed that states some possible secret the truth of which would be harmful to society then it must be true. Second, the more people, and especially those in power, try to resist this idea the more credible it becomes. Third, evidence of the idea's truth need never be more than circumstantial, as the forces opposing it always have the resources to cover their tracks. Fourth, the truth of the idea being revealed will in some manner set us free. Some sample memes running through JF society within this discourse:

1. Anthropomorphs do not really have a slave mentality. They are merely duping us until they can rise up and destroy us.
2. Bioroids, and especially the bug-eyed' variety, are not really bioroids, but visitors from another place the government is housing among us.
3. Mars and Earth are aligned in a plot against the JF, and this is the real reason for the sudden end of hostilities almost two decades ago.
4. We are all merely people existing in a simulation somewhere, and not actually real.
5. There is something, something big, living in the gases of Jupiter, and from time to time it gets hungry.

• Anarchy

Anarchy is at its most basic the idea that no government is better than any government. Some anarchists believe individual people can manage for themselves better, and others just advocate chaos and survival of the fittest. Anarchy is also often seen as a severe form of the Soloist culture, but this is not a fully accurate representation. Nothing about anarchists by definition makes them self obsessed, and Soloists are more likely to accept government and authority, as long as it does not dictate to them. Memes that are often found among anarchists:

1. Government exists purely to put you down.
2. There is no freedom unless there is total freedom.
3. Power must be torn down with violent resistance.
4. Freedom can only be gained peacefully (in direct conflict with previous meme).

• Pan-human Unity

Pan human unity works initially under the simple idea that there should be one unified government for all of humanity, for the good of society. A number of different concepts can float around in this discourse and argue with each other, but they all hold to the initial premise. To the JF, the real threat of this discourse is that it is also the official position of Earth's UN government. Pan-human Unity for Earth means taking back control of the JF.

1. Nationalism is the root of all human evil.
2. Identity politics leads to divisiveness.
3. We are all brothers and sisters. One big family.
4. Authority is illegitimate unless it represents us all.

- **Cosplay**

Cosplay is a fairly mild deviant discourse of no major concern to the government or other established powers. It is deviant in that it distracts from resources and shifts the youth culture away from productive activity. Cosplay is the culture of dress up play. Members dress in fashions and costumes based on characters from popular live action and animated SIN stories, games, Idol bands, actors, and other pop culture themes. It descends from a mix of 20th century Japanese Cosplay and American Trekkie and SCA subculture, but in the world of the Mosquito has become a long term permanent fixture among teen and college age life; although the costumes have changed dramatically over the passage of time. Cosplay members will be split, with about half following a current trend, and another half lagging behind in some formerly popular entertainment meme – like the trekkies of their age. Cosplay deviants are classified by the Ministry of Applied Memetics according to the severity of the meme. Mild members will make it a weekend or convention hobby, moderate members will dress daily in their cosplay outfits, and severe meme deviants become obsessed with becoming their characters.

1. I can be free by hiding in my new identity.
2. The 'mundanes' do not understand me.
3. I am [insert character name here]. The character us my true self, my mundane life is just a shadow.
4. Human beings live to tell stories. Our imaginations free us.
5. The only real identity is the one you manufacture.
6. Imitation of the things you love gives you identity.

- **Religion**

Much against the wishes of the Faithful community, the Ministry of Applied Memetics classifies religion as a deviant discourse. It is considered deviant as it is not based on a rational 'proof first' understanding of the world, and because it has led to so much conflict throughout history. Religion is officially classified as any spiritual understanding the world, or rather any belief that there is something to reality beyond the physical body. The official stance of the Ministry of Applied Memetics is that science has been unable to prove or disprove the facts of this belief, and given the nature of the scientific method that is likely to never change. Within this discourse all the many faiths found in human cultures have been grouped, including belief in atheism. On the Mosquito religion has no special protections and may not be used for any form of legal shield, attack, or status. Officially, there are no religions.

This changes if they become severe memes – or rather, 'fundamentalist'. If a faith becomes too rooted in literal non-rational interpretations of its scriptures it often falls down the path of repressing subordinate members and violently opposing other memes. Some severe religious memes hold that to even know what the name of another religious meme stands for is to know enough about it to have mortally sinned. Severe religious memes are not tolerated within the JF, and with screening done at the immigration level there have not been major issues with this since the merging of colonies at the end of the revolution brought small groups of fundamentalist Christians and Muslims over from Station 7 – with the first group using the second for slave labor, and severe animosity between them. The bulk of both of these groups were 'purged' into the Jovian atmosphere in the years since, and severe religious memes have since been a rare problem.

- **Racism**

In an era with not just many human ethnic groups, but anthropomorphs and bioroids jumbled into the mess, there is plenty of room for racial, ethnic, and even species tensions. This discourse works on the model that one given option is inherently better

than the others and more deserving of the privileged positions within society. To that end all manner of evidence to the contrary is ignored, and all evidence backing the theory is magnified out of proportion. Factors related to social dynamics – even those caused by the racism itself – are instead blamed on genetics or even the will of a divine agent. At the extremes this discourse will try to exterminate the supposedly inferior models, but more often it merely seeks to keep the social structure in such a state as to keep it model at a distinct advantage. Racism also often makes the claim of defense, leading its members to believe they are under threat of oppression by those under them, and thus they have to do what they do in order to keep from being themselves put down. Quite often, once the system is structured to favor a given model the other models will buy into the message as well as actually perform the majority of the day to day operations of the racist engine by keeping their own members down through ostracizing those who manage to rise up and out, claiming they are race traitors or worse. Racism works this way in something of a nasty feedback cycle – with each end used to justify and enable the other. Combating it thus becomes no easy task.

The official policy of the JF is one of zero tolerance on racism. The Ministry of Applied Memetics considers it a very dangerous deviant discourse and the government puts considerable resources into combating the issue. With twelve million people of varying ethnicities and subspecies all packed into the same space station, the opinion is that society cannot afford racial tensions. That, however, is not enough to actually remove the problem. There have always been tensions between the different groups, and there is a definite hierarchy that puts Chinese and Europeans above everyone else. Other groups exist in a slightly lower status, with bioroids and anthros at the bottom of the social order, though many bioroids can move up if they are able to seem enough like baseline humans. Note that despite this official position, the JF also promotes specism against 'combat anthros' – animals 'uplifted' to human or near intelligence.

- **Shells**

Chroming is the fashion of replacing the organic with the cybernetic. The far extreme of chroming is to get shelled. A shelled individual has abandoned every last part of their body they could do away with and still survive - which in the era of the JF means you have a brain in a robot 'shell' with built in life support systems. Some of them keep a few other organs - such as natural eyes, reproductive systems, or even a heart. The general appearance of the typical 'shell' is humanoid and somewhat skeletal. While a head might exist with eyes and a speaker, the brain is usually kept in the chest cavity behind radiation shielding.

Many shells can survive in the cold of space for limited durations. If the brain is kept in a sealed environment the only concerns will be providing nourishment and waste disposal for it, as well as temperature maintenance. For those shells capable of providing enough heat to keep the brain comfortable, nourishment can be found from processing nearly any organic matter. In space drifters and other small communities can be raided for their 'organic value', and the JF does in fact use this as a means of 'cleaning' drifters off the exterior 'shell' of the station - turning a blind eye to what it's own shell extremists do 'on the outside.'

The 'shell' culture is an extremely deviant meme according to the Ministry of Applied Memetics, and the process is illegal in all of the JF outside of New Beijing and a few mining colonies on some of Jupiter's moons. Being Shelled is only illegal in New Rome, but as an extreme meme it is legal grounds anywhere to be evicted or fired from any dwelling or job. The JF government does not employ shells in any public positions,

but it does keep some of them in the military and among some of its 'interspace black ops' teams.

A number of shells suffer assorted psychological problems. Not so much as a result of becoming shelled, but rather these conditions are what drove them to such an extreme choice to begin with. They may suffer from delusions, be severely iconoclastic, megalomania, fear of people, extreme tech fetishism, anti-religion fanaticism, sexual deviancy, or other 'socially isolating deviant memes'.

- **Sexual Deviancy**

On the JF sexual deviancy is not about your preferred sex or your means and methods so much as it is about your preferred age and the interaction of sexuality with violence and consent. It is not a deviant meme in JF to prefer multiple partners or to prefer a single partner. Nor is it seen as deviant to cross racial, ethnic, or subspecies lines. It is seen as deviant to cross the line between some form of human and some form of animal, but in this regard an altered-human anthro is seen as human. Animal is seen as a combat anthro or non-uplifted animal. Note however that interaction between a form of human and a combat anthro is only seen as a mild deviancy (however, a human who is not racist against a combat anthro is seen as deviant for lacking this racism – and two mild deviancies can stack to make one seen as notably deviant), however a preference for non-uplifted 'regular' animals is seen as an extreme deviancy. Both of these are uncommon issues however as combat anthros and regular animals are uncommon in the JF beyond small pets and fish.

Crossing the age of consent line, or preferring unconsensual sexual partners are seen as extreme forms of criminal deviancy. Note that age of consent varies between humans, altered humans, and combat anthros. The JF takes a relaxed view when all parties are below the age of consent and of similar age to each other – but if there is someone involved even indirectly who is over the age, that person is seen as criminally deviant.

Consent can also be blurred in the JF when it comes to indentured persons. If the conditions of their indentured status are structured accordingly, consent can be presumed, and activity therein is not seen by the JF as being deviant (despite such as assumption being absurd by 20th century standards).

Violence in a sexual context is always seen as deviant, even where consent exists. Consent defines whether or not it is also criminal. In this regard an indentured contract cannot be structured to presume consent for anything but the most mild forms of violence.

- **Substance Abuse**

The use of drugs to induce an altered state of consciousness is perhaps one of the oldest social traditions of humanity. By law the JF allows some minor substance abuse, but strongly monitors usage to prevent over abuse. Alcohol and other drugs cannot be bought on the street or kept in the home other than a limit of 1 bottle of synthetic wine per adult per week. Sale and usage must otherwise be done in the same public place, a place licensed for the purpose. Commonly this includes pubs and nightclubs as well as some brothels and bathhouses. A number of synthetic drugs are available to induce a minor high without risk of addiction (in theory) in addition to strains of marijuana which have been gene altered to remove their addictive qualities. None of these are

smoked or injected, but rather either eaten or drunk.

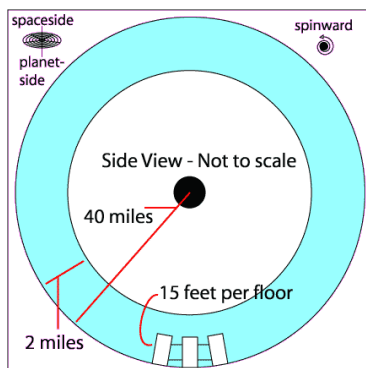
Jovian law allows for a light buzz or high, but not being fully drunk or stoned. To be served a mind altering substance one must first submit to a quick test to determine where you fall on the line. If you are over your limit, you cannot legally continue. Officially this is thought to lighten up inhibitions and bring people together, but not let them go over the edge.

The Ministry of Applied Memetics considers substance abuse to be a severely deviant meme. If you consistently seek out your limit or find ways to go beyond it the state will consider you a threat to society, otherwise your habits will be filed away under your meme profile and may affect your employment or education opportunities.

• Five Cities

Five cities make up the urban side of the Mosquito, each having its own distinctive history and flavor. They are New Rome, New Beijing, Jovia, Bath, and Station 7. Station 7 accounts for about 10% of the population, Bath about 15%, and the core cities about 25% each.

New Rome, New Beijing, and Jovia exist on the main wheel which revolves around the inner needle at a radius of 40 miles, giving the wheel a circumference of 251.3 miles. That leaves each city roughly 41.9 miles long, and in addition, 4 miles wide. The surface area on the outside is therefore just over that of three San Franciscos. 'Up' is considered in, and the wheel spins counterclockwise making the compass directions 'spinward', 'planetside' to the left of spinward, 'spaceside' to the right, and 'counterspinward', which is usually just called 'backward'. Powerful lights are mounted on the 'ceiling' spinning counterclockwise at a slower rate to create the effect of a rising and setting sun for 12 hours of day and 12 of night. There is no actual direct view of space due to the radiation shielding. Heat is maintained internally to 82 Fahrenheit at noon and 68 at midnight. Other than New Beijing there is no rain in the cities but there are light clouds. The architecture of each city is laid out on a neat grid with buildings rising as much as 70 floors and often connected to each other above ground as well as below. Transit tubes are all below ground. Lanes for taxis, motorcycles and government vehicles parallel the tubes one sub level up and often run up into buildings and alongside the above ground connections between them. Further transit tubes run up along the wheel spokes to the needle, with elevator shafts alongside of them for smaller vehicles to be carried through. Any vehicle which goes 'up the wheel' must however be equipped to mount itself onto the small-vessel rail system for operation in low or zero gravity. If not, it can only 'go up' by being carried within some other vehicle – and ferries exist for this purpose to move small vehicles from and to the wheel cities and Station 7. Only the Transit tubes operate in Bath. Ground level of all five cities is reserved for foot traffic and bicycles. Taxi and Transit is cheap – taxis are the JF versions of \$1 per 3 miles, and transit is 50¢ anywhere inside a city, and \$1 to go to another city.



Each city is connected to its sisters by three highways that run through the forests at the planetside and spaceside edges as well as through the center – 200 meters up from forest ground level for the center and at forest ground level for the other two. There are emergency exits into the forests every three miles along these, but they are not even regularly used by the rangers.

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Shipping and delivery between the cities is handled by cargo trains on the transit tubes and once in the 'city proper' managed by a mix of bicycle, motorcycle, taxi, and air car. All government buildings on all stations as well as buildings that once held the major Earthbound corporations have private underground transit lines to feed in and out cargo from the transit tubes.

The forests are filled with high oxygen yielding plants on the top level (1 km up from what is ground level for the cities) and farms at the lower level (500 meters up from city ground level). Machinery is placed below the farms. The farms are used to grow foods as well as hemp and bamboo – two plants that can be used for wood, paper, and textiles while being quick growing and easy to recycle. Even with that, there are only six farms total that grow these plants. Primary food plants are those found in what one might think of as Chinese and Italian styles of cooking. No livestock is grown on the station other than salmon, and that only in enough amounts to allow the population an average of one fish per week to ensure sufficient protein. If nothing else, a combat anthro might be quickly found from his unusual levels of protein consumption. The only other non-vital foods grown on the station are coffee, tea, mint, and spices.

Station 7 was crudely mounted on to the top of the needle some decades ago, and has since been attached in a much more stable manner. It spins at a much faster pace than the wheel cities and a newcomer will likely suffer a feeling of vertigo for the first week to month they spend there. Bath by contrast rests slightly within the atmosphere and does not spin at all. It is the only part of the Mosquito where the gravitational pull is the same direction as that of Jupiter. Around bath is a belt of habitation modules for permanent residents which do spin at a rate similar to that of Station 7 and thus causing the same vertigo effect for newcomers.

- **New Rome** – population 3,045,500

New Rome was the former EU city, and has architecture built to remind its occupants of what classical Rome might look like if they had used steel, ceramic, plastic, and skyscrapers. New Rome's buildings are never connected above ground by anything more than foot paths between nearby construction, though most buildings have landing pads for air cars on the roof, or if tall on the 35th and 70th floors. The streets are full of Mediterranean trees and bushes as well as small parks for people to gather and socialize. Most of these parks include recreation facilities such as pools made to look like ponds, tennis and basketball courts, and so on.

Urban planning is laid out to maximize the need to use public space. Residential and commercial space is never in the same building, and one often needs to walk through at least one park or open air market to get to work. Street vendors and performers are encouraged. No license is needed to open a small stall other than registering (without fee) to claim the spot you place it in. Monthly lotteries are used for open air street stalls to ensure the best locations rotate through the community. While no measures are taken to hide or zone pubs, brothels, clubs, and other forms of 'vice' entertainment, alcohol served in these places is carefully monitored to ensure compliance with the substance abuse laws (which allow a person to be tipsy but not drunk). This monitoring requires customers be scanned before being served – though some get around this by having someone else order their drink for them. These businesses can be found anywhere other public businesses are found. No zoning laws mandate a certain distance between types of businesses, and it is not unknown for a brothel, school, pub, and church to all be in the same building. That said, schools, churches, theaters, and other places for people to gather get priority of presence in New Rome.

New Rome has the largest university on the Mosquito, situated in the city center across the street from City Hall on one side and the Colosseum on the other. It is a large campus, but

built vertical so that it only fills a single block. The Colosseum next to it houses all manner of entertainment on the first ten floors and then tops off with a structure built to resemble the ancient Roman Colosseum but used to house much less violent sports such as football (soccer to Americans), wrestling, music concerts, and even theatrical plays. City Hall resembles the ancient Roman Senate, but with twenty additional floors beneath it. It is unique in the Mosquito as the only government building where any citizen can freely walk in (after a full search for weapons) and enter any room in the place and use any resource found therein. Which makes it more like a public library with a grand debate hall than what most people think of as a City Hall. Typically, if the Mayor of New Rome wishes to have a private meeting, she must do it somewhere other than in her official office. However by city regulation, any governmental business of the city must be conducted in public (excepting business between New Rome and the governments of other JF cities or the JF national government).

Housing in New Rome tends to be communal. Individual rooms are either shared like dormitories or barely more than enough to hold a bed and a dresser. As much as possible, windows face to the outside, communal hallways and between rooms (to intentionally make privacy difficult). Rooms and even apartments often lack doors, or if they have them may still lack locks. It is impossible to find a studio or one bedroom apartment within the city. The city was built to drive you into the public for most of your needs. The room you sleep in will share communal kitchens, dining rooms, living rooms, and bathrooms with those of many other families, like the long houses of south east Asia. If you live in New Rome, you must get used to sharing every aspect of your life with others. Most people in the SIN casting business live in this city, as there are no privacy rights in New Rome.

New Rome it would seem does not even understand the concept of privacy. In an extreme of the 'public life of the socialist ideal' what doors exist are installed after market. At most, sliding panels or curtains may be included for aesthetic appeal, but an open walkway is the norm. In a controlled environment, wind and dust blowing in are not major concerns – so there is no need for a door when all of life is to be shared. The multi-family shared homes offer no privacy, even in sleep. It is not too unusual to go to sleep and wake up in the morning with a 'new friend' having chosen your room at some point in the night as a place to sleep.

The above said, New Rome has adopted since the revolution to accept that rooms with doors on them in homes should not be entered without knocking, and if they have locks, not at all without an invitation. Persons of cultures other than Civitas almost always add doors to their homes – usually with locks, though many Mzuzi do not use locks or even doors.

Public space is maximized with parks, sidewalks. Rapid transit is kept underground or in arial tubeways. Police here smile and remind you to 'have a nice day citizen' in their bright and cheery uniforms as they casually stroll seemingly unarmed through the living room you and ten other families share during their morning beat. And if there aren't birds chirping in those trees, they've probably piped in music of birds chirping. But do not assume these police are not dangerous – with increased public exposure into homes, there is a much lower tolerance for those who abuse that exposure. New Roman police will react with greater force than in most of the JF to violent crimes on residential space. Such criminals are less likely to survive making it to court than in any other part of the JF.

Ground level roads in New Rome have no space for anything but foot traffic. Motorcycles, taxis, and the like all operate in above ground tubeways or in a web of interconnecting sublevel tunnels. The transit system is hyper complex and extremely fast. Public transit will always outpace the roadways of private transit – by intentional design. People only rely on taxis or private vehicles when they have 'too many' packages or need to

leave the city.

Parks and plazas are everywhere, with many playgrounds, stands to speak on with benches gathered around for people to stop and listen, artificial ponds with beaches complete with simulated waves, courts and fields to play sports in, open air coffee houses, com signal boosting and cameras everywhere so you can always know exactly where your friends are, open air markets, and every other means they can devise to make life a public affair.

The Garden of paradise in New Rome is everywhere, and it comes on with an oppressive weight upon anyone not accustomed to 'public life'. New Rome puts you out there, lacking in privacy. Strangers will walk into your home without a second thought. People will expect you to be involved in every little affair the community undertakes. You will be taxed of most of your income to support programs you may not even be making any advantage of. Others will discuss your personal business openly. There are cameras everywhere, and they are always on. The city was defined by the Civitas, and remains under their sway more so than any other city keeps to its original culture.

However since the Revolution, New Rome have had to deal with the concept of private ownership of people and property. The slaves of the state now belong to individual masters. You can no longer just hop on a bicycle and go where you need to go. At least, unless it is one of the majority that belong to the city government. Taking what clothing is lying around is now an issue of theft unless it was marked with a Civitas tag. Civitas free love and communal sharing can receive a notably violent reaction from those outside the culture – and police will support those defending themselves. Some doors have begun to be locked.

For their part, Civitass in the city of New Rome have taken to signaling their status with implant coms that broadcast their nature to their fellow citizens. They mark 'Civitas property' with tags or com signals – making it free for anyone to use as long as it isn't taken out of the city for longer than a 'short trip' (what that means depends on how the item is usually used). They have learned to give the 'alieni' (outsiders) a little space.

But such tolerance only goes so far. Every aspect of the city is built for public life, and those who bring privacy in with them will face a difficult time as they are taxed to fund the public sphere, taxed to buy 'Civitas property' for public distribution, taxed to fund the cameras put in their homes, and fail to find any place to be suitably alone.

- **New Beijing** – population 2,945,000

New Beijing was put into place by the Chinese government, and has a very different feel from New Rome. Every effort has been made with New Beijing to minimize the ability of any large group of people to gather. While the streets are lined with trees there are no public parks. The average block consists of a large central building that houses apartments up top and businesses down below. Ringing this building will be a number of smaller buildings that were intended to hold convenience shops, small centers of regulated vice, eateries, police boxes, primary schools, and pickup / delivery stations. The second floor of all of these buildings will hold a two person wide walkway to the central building, many of these still have the waist high divider for to and from traffic. Today the small buildings will hold nearly any type of business that finds the space useful. Every central building holds two aircar landing pads on the roof. Formerly one was reserved for government and police, but today they are usually both open to regular traffic needs.

New Beijing has no public space or culture beyond the bare minimum needed to keep the flow of humanity going. The streets are narrow - three lanes total with the middle going to the dominant direction at a given time of day, and no space for foot traffic. It is the only city with ground traffic, whereas other cities use sub levels and overhead tube ways.

The design is such that a person under the Chinese government rarely had to leave their block unless they were going to work in the needle – which accounted for about half of the population. Transit lines in New Beijing all work to funnel people towards the elevators and 'up / down' transit lines that go to the needle. From these central spots other lines will take one to the highways that connect the city to New Rome or Jovia, or perhaps back out to some other point in the city. Traffic on these highways can continue under the city without interruption, and the -only six- entrances and exits all have large stations for the former Chinese government to conduct immigration checks on anyone entering or leaving. Today these stations serve as the largest open markets with a lot of new construction built to let people wander about freely but with minimal social contact. New Beijingers are so used to this traffic funnel that even in giving direction between two points only a few blocks apart they will start from a transit station and describe only the path to the destination from there.

New Beijing's layout puts a lot of small alleys around each central building, and even the main roads on the grid are often not much wider than the alleys. None of these roads have sidewalks, and it is the only city on the Mosquito that allows motorcycle and taxi traffic at ground level – which serves to strongly discourage a street culture. Its streets are the most dangerous in the JF. During Chinese colonial government any non-political crime committed 'outside' and off of commute hours was officially -not- investigated, no matter how many witnesses there were. Inside a building however, received extreme attention.

All of the buildings in New Beijing can be sealed off, and dividing walls can rise up out of the streets to isolate blocks when needed. In the days of Chinese rule these buildings could then be pumped full of gases to 'cleanse' problem zones or make examples while minimizing 'extraneous losses' In the modern post revolution, the machines that pumped that gas have been gutted and left bare - even though that space and machinery could have been used to cheapen air filtration. Today this ability to seal off sits unused and often in intentional disrepair, though the raising of streets is still functional as it is used to lift up low risers (3 feet high) to determine which direction gets the third lane at what time of day.

The post revolution era has added police to the street, but it is actually more dangerous than before thanks to the modern freedom to put your business in any of those lower floor surrounding buildings. Today people often have to regularly walk those alleys whereas before they were only there to get you from home to transit station.

Other than the markets at the six stations there is nowhere in New Beijing that one can set up a street stall to sell their wares. Even in the areas that now house night clubs one has to go from small diner to coffee house to club to get a snack between parties. Every public theater in New Beijing dates to after the Revolution, and most of them are small, never hosting live events. They do however, make the best places in the Mosquito to find pre-SIN pre-Holo-3D cinema.

There is one small university in New Beijing, holding perhaps a fourth of the students of the one in New Rome. Primary and secondary education is still limited to the neighborhood schools, and the culture of the city mostly favors the apprenticeship method. That said, today the New Beijing university has a focus on the visual arts – with the only full college program for painters, sculptors, and graphic designers in the JF. This university is crammed out by the

'backward' end of the center just before the forest wall and separated by the highway gate to Jovia with only a single block of alleys holding small art galleries, tea and coffee shops, and the odd vice oriented establishments. Artists come here to all be different together, and New Beijing is the place to be if you want to be just as different and individual as everyone else.

The contrast between New Beijing and New Rome could not be more severe. It is all about the management of urban space to create order along a desired ideology. New Beijing is the Capitalist Utopia. It is all about wealth, power, privacy, and individualism. Power of the privileged and distract the masses with luxury. New Rome is the Socialist Community Utopia. It is all about equalizing the citizenry and bringing together the diaspora to create the ideal public life. New Beijing maximizes private space at the expense of public, New Rome maximizes public space at the expense of private.

Despite the oppressive outdoor nature of New Beijing, inside it holds the most luxurious homes anywhere off Earth, with the smallest apartment starting at 3000 square feet and the average at 5000. Some even take a whole floor of the building they occupy. Most New Beijing home windows are mirrored so that light gets in but not out, increasing privacy while allowing for greater light energy efficiency. A New Beijing home will always be wired with luxury in mind, under the idea that you should never have to leave unless you need to go to work. A built in entertainment and Com system can be assumed, and most buildings will offer a choice of robotic or human (usually altered human) maids. Nearly all of your needs can be delivered to your door, and even your trash can be sent out through a private chute.

The layout of the city remains as it would require downing too many homes and business to change - and those who prefer the 'soloist' culture of 'independence from obligation to society and others' have flocked to the city for the luxury and 'privacy' it affords.

That luxury and privacy are extreme. Under China New Beijing built up a wealthy population of capitalists and armed them to the teeth with 'private - toys.' Genetically engineered anthropomorphs for concubines / maids / servants / tutors / nannies / pets (often all in one engineered slave in order to minimize the numbers of different human contacts), media entertainment centers, luxurious homes with saunas, CGI-views of beautiful landscapes, all the latest SIN-tech, imported Earth goods and hardwood furnishings, sound and shatter proof walls, windows, ceilings, and floors, corporate level computer and data access tech, every wondrous home gadget possible, and so on. New Beijing'ers had every toy imaginable. They got Marie's cake, but it still didn't stop the revolution.

As long as they never left their homes unless they had to for such work that couldn't be done by telecommuting, they lived in private gardens of eden. But step outside and they entered into a nightmare hell of darkness, cold unpredictable rain, uncontrolled violence with thugs openly sanctioned by the state, and a constant fear that around every alley they would face death, the arm of the state, or both.

After the revolution the streets were cleared of the government thugs, and real police moved in, but given the layout street crime actually went up.

It is also the only city that, until the revolution, had no churches, no open-air shopping (you got everything delivered and could send your anthro out as a private shopper), no restaurants, no meeting halls, no night clubs, and so on. Pre revolution New Beijingers tended to meet their mates online through government run dating services, and were often encouraged to stay single and make contracts over ownership of children. 'Pleasure of company' could be had through anonymous sources ordered from the privacy of home, or in house anthro slaves.

Post revolution, local soloists make for awkward dates as they are a bit more self obsessed than other JF citizens.

As a final measure of 'isolation culture' New Beijing (and the forests between the cities) is the only place in the JF and possibly the only place off Earth where it rains. And it rains a lot, at least 2 hours a day in random intervals. The rain is not, primarily, the product of clouds, but of the waterworks in the city as built by the Chinese. It was intentionally randomized to prevent the inhabitants from being able to plan around it and stay street active without getting wet. That it also created enough condensation for occasional rain clouds was an added bonus. After the Revolution and a lot of hot debate from the residents of other cities the rain was left in place as a part of the city's distinctive character. Not only does it rain in New Beijing, but the lights are always just slightly dimmer and the "sun" (lighting) rises an hour late only to set an hour early.

With its Chinese roots, pre revolution New Beijing had zero known Muslims among the population. Today however it houses the largest community of Faithful within the JF due to the architecture's ability to allow you to be completely ignored by your neighbors.

- **Jovia** – population 3,019,500

Jovia presented a puzzle to the original designers of the Mosquito. It was built to house the foreign workers and had to do so in a manner that satisfied both the EU and the Chinese and did not serve to make the residents feel greater loyalty to either side. The original design left every third block undeveloped. The developed blocks all held exactly four buildings exactly 30 stories tall and painted, going clockwise from spinward-spaceside, sky-blue, white, yellow, and then lime-green, always in the same pattern. To this day, an address in Jovia refers to block, color, and then apartment number. The apartments inside were all built to exactly 800 square feet with two bedrooms, one bathroom, and a small living room. The ground floor of all buildings was reserved for commercial space, and the 15th floor for office space. Each floor would then hold two communal kitchens. All roads were the same width and built for pedestrian or bicycle traffic. All buildings were further connected by a walkway and motorcycle lane running alongside the 15th floor. Transit stations came up from the underground on the spinward-planetside corner of all of the vacant blocks. The highways had 12 entry / exit points – one on each side where the city met a forest and two more evenly spaced within the city. Parking for such being entirely 'underground'. At each of these highway spots an elevator and up-bound transit tube would carry traffic to the needle.

After that, a budget was allotted to allow the future residents to fill in the vacant blocks to their own desires, and local government was left up to them, with a garrison of mixed EU and Chinese police to keep them from 'getting out of line'. The majority of people brought over to the station to live in Jovia came from South America and Africa, and they used most of the empty blocks to build parks, plazas, open markets, dance halls, churches, mosques, and entertainment centers. The original city design had no schools or universities, and it still lacks a university, though primary, secondary, trade school, and junior college education centers have been spread throughout the area – often by filling in the first three floors of one of the vacant blocks, and then leaving steps, escalators, and elevators on all four sides up to the roof which houses some open air function – vaguely resembling an Aztec pyramid from the outside. The city's many two year trade schools that can be used to transition on to apprenticeship – and about half the student body of these are corporate or small business indentured.

Jovia is now somewhat in between New Rome and New Beijing in the feel it leaves you with. You can live somewhat privately, but cannot fully escape your community. That serves to

keep people socializing and working together but without giving them a need to be political about it. With every dwelling built to the exact same dimensions and layout there is reduced competition over homes and less of a sense of class in Jovia. However, it can also make the area feel something like 20th century track home suburbia. With the need to fill in their own space, the people of Jovia were the first to come together into a culture of their own, the Mzuzi, and separate from their Earth roots. Life in Jovia is all about cultural innovation and experiencing new things. Startup businesses prefer to be located here for the image it brings them, and new trends or fashions are often first spotted in Jovia's gathering places – despite the community nature of New Rome. While new Rome is all about a public life, and New Beijing all about a secret life, Jovia is all about an original life. You come to New Rome to join the group, to New Beijing to escape it, but to Jovia to start and define it.

- **Bath** – population 1,791,700

Bath was built to be the most luxurious resort spot in the entire domain of human existence. So much so that the very staff working there was gene engineered to fill the role. The Chinese supplied the human-anthros and the EU supplied the toy-bioroids, both built to please the most pampered and exotic tastes among the wealthy members of mankind. The city is built as a largely vertical enterprise with no more ground space than San Francisco – a diameter of 7 miles in an upright standing (like a drinking glass) cylinder that does not spin with down at the base. The buildings average 40 floors and are interconnected every 10 floors. Every roof also holds an air car port. This makes the city seem much smaller than those on the wheel – but that is because permanent residential space actually exists on a spinning ring outside the city and reachable by angled shafts coming out of the city center. Inside the city, about half of the space is taken up with luxurious gardens and a long weaving interconnected pool with bridges running over and under. Natural gravity is fairly light in the city (0.3g) and as such nearly all of the JF's winged bioroids resides within Bath – the only place they can actually fly.

Most of the residential space on the ring was built in the dorm fashion – to give the altered human slaves a place to sleep and breed and spend just enough time to avoid low gravity decay. Today most of this has been converted over to apartments – but the entire place does still have the feel of being very much inside of a giant winding building with millions of doors on each side of a central corridor. About half the apartments have private facilities, and the other half still use the old system of communal kitchens, bathrooms, and nurseries. For having such luxury in the city core you must then be willing to sleep in nearly Spartan conditions.

While the city core may have once been full of an extremely decadent mix of vice and luxury with hotels, casinos, bathhouses and brothels none of this has been converted to housing due to issues of gravity. It has however been converted to just about every form of active time purpose a population might need. That conversion includes government as Bath holds the seat of parliament for the Jovian Federation, operating out of what was once a luxury hotel. Transportation within Bath is served by three underground transit lines in concentric rings and a number of air car taxis. Elevators can take people and cargo up or down the needle.

- **Station 7** – 1,198,300

Built by American corporations, Station 7 gets its bland name from being the seventh of thirteen stations to be placed in Jovian orbit by that nation. Of them, 4 were lost in the wars – 3, 6, 11, and 12. Most of them were built as either research, housing, or military platforms. Station 7 was research and housing. It was made as a cylinder with a 2 mile radius spinning fast enough to generate 1g at the ground habitation level. Under that level exist ten sub levels of machinery and a final outer level full of labs, telescopes, and test equipment. About half of

these labs were destroyed during the Revolution. The station originally had a second cylinder mounted on to it making it look something like a weight lifting dumbbell. This second cylinder contained the stations food and oxygen generation needs – which oddly enough included two large cattle ranches. That second cylinder now lies somewhere deep within the Jovian atmosphere crushed by pressure into a small ball, if not burned up into its molten elemental parts. The present remaining station was mounted on to the Mosquito, and half of the land space within was converted over to farm and forest land. To further meet the JF's needs, the surviving station 8 was made into farmland – its population having been wiped out when power was cut during the war long enough for it to drop to 'background space temperature'. That station now keeps a near orbit to the Mosquito.

Station 7 is the only station whose streets do not use a perfect grid pattern. A grid exists cutting the station into twenty segments, and these were then auctioned off to American contractors for development each thus has its own style and in many ways they resemble an American suburb. The grids lay out such that there are four going from planet side to space side – the 'vertical' of the cylinder, and then 5 wrap around the inside of the cylinder such that the first touches both the last and the second. They are labeled from numbers 1 to 4 going vertical and A to E going around the cylinder. The bulk of commercial and business development rests on grids 'A3', 'B2', 'C3', 'D2', and 'E3' – meaning that A3 and E3 touch forming the 'downtown'. It is also the only place on the Mosquito where shopping resembles an American mall rather than open markets, street store front, or large department stores where each floor is split to open space between different vendors (an open market inside a building). No building in Station 7 can be over 30 stories in height by JF regulation. Most of the former single family homes were torn down after the revolution with apartments built over them. Today there are only some 2000 single family homes built in the American suburb style, but at 1800 square feet – with their own fenced in little bit of space around them they form the most exclusive property in all of the Jovian Federation and exist in two neighborhoods in grids 'C1' and 'B4' – surrounded by farms. Many of the elites of national government in Bath keep their private homes here, as do the wealthiest members of the nation and its top celebrities.

The apartments on Station 7 were built to resemble styles from American or middle Eastern cities. You will find something looking like a metallic Victorian next to a semi-pyramid with an attached minaret for the call to prayer. Other buildings might resemble styles from ancient Persia, New York, modern Iraq or Turkey, the American Southwest, or New England, and so on. While they might resemble these roots, they are built to a different scale and of more modern materials – much like the theme cities of Las Vegas. The apartments on Station 7 range in size from 750 to 1500 square feet and can be found as studios on up to three bedroom affairs. Normally one will have a private bathroom, living room, and kitchen, but communal models exist as well.

Within each grid the streets can wind in any number of patterns with numerous alleys further connecting them. Unlike New Beijing post war construction has placed many small thin woods and vegetable gardens around these so-called alleys, making them a lot more visually exposed. Ground level traffic is reserved for foot and bicycle, but along the main grid roads a second level 50 meters up holds taxi and motorcycle traffic. On the inside of the grids the core arteries of these will tend to keep the second level road which will slowly lower down a ramp into exists for parking designed to make any given destination within two blocks of a vehicle. Transit tube traffic in Station 7 stops everywhere the grids have an intersection point – making it a lot less accessible than some of the other Mosquito cities. Typically one takes a taxi to the transit stop, and goes from there.

• Solar Powers

There are three main power blocks in the system.

- T **United Nations** - population 28 billion, 13 on Earth, 3 in orbit or moon.

The UN has established global government and turned all of the former nations into confederated states - meaning they have near full local autonomy, but no military rights and must adhere to UN resolutions over trade, territory, rights, and dealing with 'foreign powers'. Colonies off Earth are organized into their own states with slightly subordinate status to those on planet - being less powerful the further they are from home. Earth is normally in the business of offloading its people into the space colonies in a major way, moving as many people as possible every year. However in the two decades after the Solar Revolution the flow went the other way as the planet rebuilt up from half its current numbers. Officially the UN recognizes no other government as having legal authority over the human species. It sees the outer colonies as 'rogue provinces' that will eventually be brought into line. UN space starts with Earth and goes inwards toward the Sun.

- W **Mars** - population 1 billion.

A military state that does much to buffer the JF and the UN against each other, and possibly play them off against each other as well. While well armed, Mars has been proved to not have the resources to take the rest of the system. Martian control starts with Mars, and faces the natural buffer of the Asteroid Belt to keep it contained. Mars uses breeding farms akin to those used to produce the early anthro and bioroid populations and has as a result tripled its population since the wars, with 2/3s of all Martians being between the age of 15 and 22. It is still at less than a third of its prewar population.

- S **Jupiter** - pop 30-32 million, 12 million of which are on 'The Mosquito'.

The Jovian Federation exercises control over Jupiter and her moons. Ever since the wars, Jupiter has been home to vast stretches of 'ghost ships / stations'. Most of these lack the power and air to be repopulated, and as the JF has chosen not to force breed its population up it will be many decades before all the 'land' is recovered. JF studies estimate that with no more construction than providing life support the nation could safely expand out to a population of 1 billion merely by retaking empty stations, and that is given that half of all Jovian stations were lost into the atmosphere during the wars. Pre-war Jovian construction was just big, with the UN planning to move a massive proportion of humanity to the region around Jupiter. Because of their economic power they hold sway over nearly all the colonies in the outer planets, but this influence is no stronger than a powerful state over the 'banana republics' indebted to it. Jupiter has the effect of keeping the outer planets and rogue colonies from 'organizing'.

Other powers:

- O **Asteroid Belt** - pop unknown (maybe less than 2 million).

The Asteroid belt is full of small independent mines, pirates, freebooters, anarchists, and wreckage. It was also the resource used to build much of the construction in the outer system, and as such there are empty mines, gutted rocks, and lost machinery everywhere - much of it built on older technology. The net result is that the Belt is the best place to go to get lost, if you can figure out how to survive.

- c **The Outer Systems** - population in the low millions.

Human activity was only just beginning to really expand into the outer solar system when the revolution kicked off. The stations here are small. Mostly outposts, with a few smaller cities for habitation and resources. Saturn, Uranus, Neptune, Pluto and beyond are all smaller colonies of no more than a few million each that are economically beholden to Jupiter, Mars, and the UN in one way or another. The presence of the Jovian Federation has however, kept them from falling under the military sway of any one power. That said, many of them are hotbeds of intrigue as different powers work to gain sway over them.

• **International Law and Diplomacy**

In the old days nations had embassies and everybody knew that you didn't arrest a diplomat and you didn't force your way into an embassy. All of that went away the day the second national power put up a permanent settlement in space.

In space, it only takes a small amount of lethal virus to wipe out a civilization. On the older stations, a power failure could send everyone to their end. One computer virus or one viral meme could send everything into chaos. Causing mayhem was just too easy.

As a result, there is no solar settlement that won't search anyone coming aboard down to the internal level, if possible. Many will restrict the flow of data into and out of their borders. Even diplomatic 'papers' (data really) and personal will be searched if it moves across or into / out of a single 'state line'. The old era concept of diplomatic immunity is today, very limited.

In the classic sense you needed diplomatic protection to facilitate communication. In the early space age, most communication was no longer in person, diplomats no longer served that vital role when heads of state and their ministers can communicate directly over data lines. Hacking has since weakened this ability, and diplomats are now back in use to a limited degree, which party having the rely on its own lines and systems to be secure enough to reach its own diplomats, who then communicate in person. Immunity now extends only to one's official acts done as a representative of one's government, and to freedom of movement into and out of foreign territory. Beyond this, all that protects are local laws and a sort of 'international peace'. A diplomat who commits what is seen as a justly defined crime will face prosecution, and while this does expose them to risk of 'kangaroo courts' few states will risk that option if they fear it will lead to retaliation.

Embassies throughout the solar system are almost always actual foreign ships 'far-docked' around the stations of the host nation. In the JF these ships will not be docked with the Mosquito, but around 'Embassy Corner', a small station set up purely for this purpose. Travel from this point to the heart of the JF is strictly on government vessels. The JF reserves the right to limit who can travel, and under what conditions and level of search. For unfriendly states such as Mars and Earth this is usually limited to 'full meat uncibered pure humans' who get the joy of traveling nude after a full medical scan with their 'documents' limited to the contents of a transparent folder and any data files that the JF has "fully" scanned. For friendly states such as Saturn, even 'shell' bodyguards are allowed to come along for the ride after scanning for explosives.

• **Business**

A number of corporations operate on the Mosquito, and even the mining of gases is still a multi-corporate affair. There is no single large mega player controlling everything, but rather a vast array of competing interests. Government keeps it this way, breaking up any corporation that grows too big.

By JF law, no single corporation may employ more than 1/10 of one percent of the population, control more than 10% of the market in its given industry, nor more than 1% of the national GDP. Any corporation which exceeds these numbers is split. If by its nature it must exceed these numbers it gets nationalized and becomes a government agency, with private stocks converted to government bonds.

In that regard the JF government after the revolution nationalized the public Wave providers (ISPs), public police (which were private on Station 7 but already government elsewhere), all hospitals and public emergency response (which again were only private before on station 7), the stock exchange, port authorities (private on station 7, already national elsewhere), and arbitration / mediation courts.

By contrast the JF cannot control everything it would like with regards to foreign corporations, but it does place limits on joint ventures between foreigners and locals, restricting them to foreign businesses that fit the same percent model in their countries as their JF partner is required to domestically. Joint ventures are then encouraged by gaining access to domestic tax rates and very low import / export tariffs when compared against fully foreign companies. As laws vary throughout the solar system, some foreign companies cannot enter into joint ventures simply because they come from nations where they are required by law to be mega corps or monopolies.

Competition among Mosquito corporations can get fierce and even become violent, something not heavily discouraged by the state. Official policy wants JF corporate culture 'lean and fit' – strong through competition with the weak members weeded out. But they must also remain small and focused, unable to challenge the state or individually manipulate society.

Despite this, JF corporations are expected to work together and cooperate when facing any non JF competitor. Like the Korean Chaebols – they form industry groups and inside that group they will circle each other like sharks, but then school together in a common onslaught when the foreigners show up. Mosquito corps can be killing each other one day, and then come together in surprising harmony then next when faced with a foreign challenge - especially one from a Martian interest.

This strategy descends out of the Jovian Federation's paranoia of the mega corporations that once ruled it in the name of Earth powers. Nothing scares the JF more than a large corporation with the power to control the private lives of its workers – the situation common back in UN territory.

This pooling against foreigners can get tricky when it comes to competing loyalties companies face in terms of joint ventures between a JF company and its foreign partner. It is not unknown for this loyalty conflicts to turn violent.

The primary industry on board the Mosquito is the mining of Jovian gases. Under this a number of assisting industries exist – from teleoperated robot maintenance crews, high altitude aerospace, deep-dive aerospace, solar aerospace, internal shipping agents, routing coordination, robotics manufacturing and repair, and so on. Quite a number of different tasks are involved in the process of getting the gas from planet to solar highway.

Not all of the gas is exported in raw form however, and the JF also ships out quite a bit of plastic and synthetic fibers made from petrochemicals present in the atmosphere. Again, a number of connected industries fall out of this.

The next major industry on the Mosquito is leisure – providing entertainment for foreign tourists as well as each other. The nation has a healthy SIN development industry. With the largest population of 'specialized entertainment' anthros in the solar system this industry has a strongly 'adult' angle. That characteristic also holds true for other forms of leisure and tourism – with legal prostitution, brothels, bathhouses, exotic dance and music clubs, as well as just about any other vice

that can be imagined. As long as the nature of the business is generally victim less and does not violate the JF substance abuse laws it can be found in likely abundance. The work force in the leisure industry is heavy on indentured servants and features a disproportionate number of altered humans as they were actually designed for the purpose in the colonial days when Bath was the premiere resort for the wealthy elites from Earth.

W **Major Corporations:**

J-Petrol : Gas exporters, HQ in New Rome.

GnuGas : Gas exporters, HQ in New Beijing.

HempDyn Foods : major food producer, using hemp based products.

J-Bean : Coffee / Tea producers, also produce legal recreational substances (drugs).

Mandarin Properties : New Beijing developer / real estate corp.

Blue Water Freight : Foreign shipping company (Neptune)

Crystalline Shipping : Foreign shipping company (Saturn)

Fatima Research : Station 7 gas-research company

Dollz : broker of 'concubines' specializing in bioroids. HQ Jovia.

Private Pets : broker of 'personal assistants' specializing in anthros. HQ New Beijing

Feral Dreams : SIN-casting company with all 'anthro' actors.

Paige Three : Bath HQ'd modeling agency.

Athenians: Specialized New Rome male model/escort agency. Models must be athletic, strikingly handsome, at least college educated, and pass regular moral character exams. The idea is to sell the 'Classical Greek Ideal' as a model or escort.

Bootz : Popular anthro nightclub in Jovia.

Downside: An ultra-hip 'underground' club in New Beijing. Downside is known for moving its location regularly. VIPs are told, everyone else has to find it.

Yangtze beltway Rocks: Foreign mining company from the asteroid belt.

Nelson Fixes it: A joint-venture mercenary company with operations in the mid-solar system that often hires JF 'talent'. The foreign partner hails from Neptune. Nelson is one the few JF companies employing large numbers of combat anthros.

Sunyi Provka Design: A classic case of the problem of the JF's small company laws. SPD is the brand label for Ms. Provka, a celebrity home decorator whose ideas for home living are simply too popular for her own good. The company has been split three times by the JF, and in two of those cases the split companies have faltered without Ms. Provka's name on the label. The third has benefited from being in the hands of a popular former assistant from her SIMcast show on interior decorating; Mz Fluffy – a very overweight male rabbit-anthro with perhaps even more charisma than Ms. Provka.

Large 'en Charge: Large produces cybernetic male enhancements. Need more be said?

Wavy Gravy: An online community popular among teens in Jovia. Wavy Gravy manages get togethers, dating, and other teen-culture elements.

• Law And Liberty



Civil rights are not as 'advanced' as in 20th century America. The right to speech can be infringed upon by the government when it deems your message unsafe for the general welfare of society, and police have a general warrant ability to search or detain. A notable percentage of the population exists under the status of indentured servitude – a status whereby they become property in exchange for having debts paid, getting training in a profession, as criminal punishment, or even simply in payment. By law such servitude cannot extend beyond five years save as punishment for a felony which allows for up to ten years. Any crime that would warrant further punishment in most societies is dealt with via execution among the Jovian colonies. Indentureds lose their civil rights for the duration and considered wards of those who hold their contracts. They may be treated in any manner that does not cause permanent injury.

Citizens do not have a right to be armed with projectiles, and even police are limited to guns with low penetration ammunition and nets given the space environment. Actual projectile weapons will only be seen in the hands of terrorists or foreign saboteurs, as even local criminals value keeping their air. Melee weapons are also illegal beyond what can easily be seen as a tool or utensil, but police can and do carry lethal weaponry, as does the criminal element given the ease of manufacture. Projectile weapons are a practical concern - much like you wouldn't want them on a modern day shuttle.

Social law is lax. With Bath having been a pleasure stop on the old 'solar highway' The

Mosquito still has an active sex trade and a very lax view on social morality - despite also having a high presence of Muslims. Though the secular and the religious societies may not agree with each other, they have learned how to live and let live.

Government

The government of the Jovian Federation (JF) is a two house parliamentary system with a judicial code that works close to the model used by the Napoleonic Code. The upper house of Parliament is a very small body with only 2 members from each of New Rome, New Beijing, and Jovia, one more member from Station 7 and Bath each, and a final member elected from among the other JF colonies around Jupiter. One member of the upper house is chosen annually by the lower house to be the Prime Minister, with no single person able to serve in the position for more than 7 years.

The lower house has 100 members chosen through mutli-party proportional representation. That is, people vote for what political party they support, and each party then gets a percentage of the house based on the percentage of the vote they won. Parties then each use their own methods to chose who they send, with the caveat that they method used much be publicly admitted to and resolved before the general election.

In legal matters the Upper House deals with military and international laws as well as judicial appointments, and the lower house deals with general law.

As for the judicial system and the Napoleonic Code, this means that the JF has no concept of Common Law or precedent in law. Rather they have a code of laws enacted by the MPs (Members of Parliament) that seeks to set out the rules and philosophy of law, and individual judges use that as the authority in deciding cases – merely finding a rule and trying to apply it.

Governmental structure and function largely follows the principles of 'Federalism' in that each city has a lot of individual sway over its local territory. The needle and all connecting space between cities however is under the direct control of the national government.

Cities pass their own laws with regards to standards of culture and proper public / private behavior. While they have quite some discretion over these topics they are limited in that they must recognize a national body of rights designed to insure the interests of all the major cultures. This means for example, that while New Rome can remove the right of privacy it cannot take away the right to property. It can however, include a number of local codes designed to make shared property easy to maintain.

Laws dealing with criminal matters, slavery and indenturing, religion, reproduction, business, education, immigration, weapons, censorship, memetics, and private ownership are settled at the national level. Laws over privacy, personal space, decency, zoning and construction, traffic, public and private space, net and com access, and taxes go into local hands. Taxes forms a complication in that the national government taxes each city based upon its population – ensuring every city has a certain minimal taxation level. Each JF colony not attached to the Mosquito itself is considered a city for the purposes of these arrangements, however individuals outside of a recognized settlement or Mosquito city fall directly under the control and taxation of the national government.

• Government agencies of interest

There of a number of groups within the government that characters in a Mosquito story are likely to come into contact with. The following gives a short description of some of them.

• Immigration

If you go through a space port chances are you are going to have to deal with immigration. Any ship that crosses into or out of the range of JF space will be required to make it's first stop at a border station. Here a scan of the cargo and passengers is made to check for dangerous biological agents (such as viruses), known individuals the JF is seeking, and anything particularly out of the ordinary. Passengers will be offloaded here, and if all their 'papers' (digitally speaking) are in order can make their way through JF space on a local shuttle most likely within the hour. Space traffic being what it is, such an event usually happens once or twice daily at most, but no more than once per month is likely from any one given point of origin. So if you need to go to Earth in a hurry, you might have as much as a thirty day wait, but if all you need is anyplace but here it could happen within a day. Cargo ships on the other hand will be sent on to the ports of various stations where their containers can be offloaded and they can continue about their business.

Going through Immigration begins with a viral and DNA scan to see if you need to be medically quarantined. The bad side of this is that if what you have is highly dangerous you are likely to be killed and burned to ash, and you may cause all your fellow passengers to meet the same fate. More than likely however, you will simply be given a host of shots and passed on to a strip search, x-ray, and the memetic analysis. Under memetic analysis a one hundred question interview will be sent your way from which you will get a basic meme-index put into your file rating you with a 1-10 scale on key memes to government considers important. Any rating 8 or above will be denied entry into the JF. If you have been in the JF before your index will be compared with your last check (most likely conducted during your exit interview) and a new set of numbers meaningless to most people will be placed in your file to reflect the government's opinion of how travel affected you. That record may very well impact your ability to travel again in future. Cheating a memetics test will require successful contested skill checks – your ability to persuade with the tactic you try versus their ability to resist that aided by their knowledge of memetics.

As noted, immigration conducts the same interview on those wishing to leave, in addition to checking their travel passes. In this case, even a dangerous meme is often allowed to leave, but a classified meme may get your travel pass revoked.

Anyone coming in either direction is also put through DNA screening and this information is then kept on file. That DNA can then be crossed checked at any crime scene and by any police officer on the street without need for a warrant. Despite this, every year a small number of people are found to have faked their DNA files with immigration – either to cover crimes or to 'get in' without being left to the squatter communities. Because of this immigration has a large internal affairs budget, but it has yet to manage to wipe out corruption or whatever else is responsible.

● **Secret Police**

If you really mess up you might find yourself facing a visit by the secret police. These are the guys who come in the middle of the night in booted black uniforms and take you away for interrogation. You can expect a very dehumanizing process that gets worse the less your answers match their assumptions. The secret police are 'not' a part of normal criminal law, nor even the policing of normal discourse and memetics law. They stick solely to areas of major national security. If you meet these people it means you have been doing something involving a foreign power, terrorism, or treason. Conspiracy theorists also claim that finding the aliens living among us will also get you a meeting

with the secret police, but such an idea is not taken seriously by any sane citizen. If you ever meet the business end of the secret police and get away; get far away – leave the JF for good.

- **Ministry of Disease Control**

As a small enclosed system the Mosquito has little practical ability to tolerate the outbreak of an epidemic. The ministry has broad discretionary power in JF society. Official policy places zero tolerance for any dangerous communicable disease. Persons at immigration found to have such will be denied entry, and if they have nowhere else to go they will be cremated and then dispersed into space – kill the biohazard, and then get rid of the particles just to be sure. Many secure facilities onboard the Mosquito routinely scan people for known biohazards upon entry. This includes any government building, any transit station, port of entry, shopping mall, hospital, and major business building. Any disease which cannot be cured and can be transmitted is treated with zero tolerance. Thus the official infection rate for AIDS, Herpes, and similar ailments is zero. Over JF history, less than a handful of people have turned up inside the Mosquito with one of these. Other JF stations, while under the same policy, often have less practical ability to enforce within their smaller environments, but rely on smaller more known populations to give a sense of security.

Curable infections with high fatality rates are treated with harsh quarantines until cured, and incurable infections with little to know fatality are treated in a number of way depending on how easy they are to transmit and how much resources it takes to maintain the victim v what 'practical' benefit that victim has to society.

The Ministry of Disease Control is not a friendly or kind sector of government. Its open presence in an area is usually treated with fear if not panic by the locals, as with the broad discretion it carries the Ministry often takes a 'torch it first, inspect it later' approach. People in the JF fear disease, but the fear the cure as well.

- **Ministry of Altered Human Affairs**

MAHA works to track the numbers and welfare of the JF's Altered Human populations. They are tasked with finding ways to keep these groups 'meme-healthy', happy, productive, and well off while also ensuring they do not become a danger to the rest of society. MAHA works closely with the police's AHU (Altered Humans Issues Unit) and is a popular target of both ALF and IGI terrorists.

MAHA assigns its case workers to target populations of Altered Humans attempting to 'better their lives' according to its own idealistic notions of what people need done for them. MAHA will conduct 'field visits' on a regular basis and keep 'case files' on each member of the JF's Altered Human population. It will try to find 'pack leaders' for lone anthros and 'family bonds' for bioroids. Often, MAHA will even get its nose into the dating and mating habits of the Altered Humans in an attempt to 'parent them'.

MAHA is also responsible for advocating for the civil rights of the Altered Human populations. The ministry does this through speaking to Parliament, giving legal counsel to Altered over matters of civil rights, and acting as a mediator in indenturement contracts.

Roughly three fourths of MAHA case workers are themselves Altered, although the agency is by regulation lead by a staff of five, three of which are human, one an anthro

and one a bioroid.

Many Altered Humans view MAHA as an intrusive ministry. Bioroids in particular tend to take exception to the way it can often treat them as children needing guidance and protection.

- **Ministry of Applied Memetics**

The ministry works to track all of the various discourses running through society and the memes that build them. For every meme they find they assign a -1.0 to 1.0 scale rating where a -1 is highly desired and a 1 is highly deviant. They also perform random sample testings of the population as well as any individual registering to vote, enter university, gain government employment, or going through the criminal justice system. For every meme they chose to test on a person they assign a 1-10 scale. Your strength is then multiplied by the scale of the meme and the values for all your memes are added together to form what is called your 'meme-index' or 'MI'. The system is structured such that what the ministry presumes is a perfectly normal person will net a score of 0. A highly positive score indicates a person they will flag as a threat to society, while a highly negative score indicates a person very much in line with favored JF discourses and thus likely to be favored for key benefits. Personal from the ministry are employed to conduct interviews for immigration in addition to a wide variety of government agencies. They are not allowed to take private clients but their general data is available to the public and used by private memetic engineers in corporate testing. If you take on any corporate job in the JF the meme test you get will likely have been downloaded from the ministry shortly before and adjusted to match the corp's needs.

Crime and the Underworld element

The more organized the society, the more organized the parasites that feed upon it. Crime in The Mosquito comes in many flavors, with varied levels of organization. From independent idiots, to street gangs, and up to two competing mafias the streets of the cities on the Mosquito have their problems. If that was not enough, off station adds in an array o smugglers and pirates, many of whom connect back to station life through organized crime.

The top of the food chain is held by two groups that made the jump from Earth to station through their respective two nations, the EU and China. On the EU side you have the Zutreffend Familie (True Family, aka ZF) which originally formed as a skin head group in Germany, but long ago abandoned its racist themes for economic practicality. The sole remaining racist theme in the group is the refusal to accept Romani (Gypsies) among the membership. Otherwise members today include Catholics, Protestants, even a few Jews and Muslims. After the Revolution, it has even spread out to include Chinese and the other ethnic groups. Up until 28 years ago the ZF was entirely one large genetically connected family with many interracial marriages in its past. 28 years ago Martian scientists tailored an Ebola virus to specifically target that genetic line and managed to completely wipe the family out in the space of two days throughout all the Martian colonies. Sensing the end was near the family's members on the Mosquito quickly began advancing former non-related allies into 'made members' and their own hired geneticists to remove the particular strand of DNA from the next generation of children. During the Civil War ZF enlisted en mass and many of them worked in highly decorated suicide missions against Martian holdings. Back on the home front a whole new generation was just being born through surrogate mothers and fostered by the newly 'made' allies. Today, that generation is just coming into adulthood, and can no longer be DNA targeted. Related by history, they no longer share common DNA. As for the Ebola virus, it never made it back to the Jovian Federation out of mistrust, with the Jovian Federal government suspecting any such virus might not be limited to

just that one family by the time it reached the Mosquito, given the animosity between the two nations. The ZF's main focus is on smuggling, with a particular skill in human trafficking. They are based out of Jovia but also work heavily on Station7 and Bath. Given the lax social laws there is little for them to do in the realm of a potential underworld sex trade – any crime they might come up with is likely already legally available (or truly horrendous in scope and victims). They do however operate a number of speakeasies allowing for binge drinking beyond the legal limit as well as the sale of psychotropic drugs (other drugs are not illegal in Jovian territory).

On the other side of organized crime is the Gnu-Tong, a strange group that came about when China finally overwhelmed India in the information technology sector during the 21st century. The G-T does most of its work in the virtual world, with a focus on information crimes such as cracking and targeted viruses. They also trade heavily in SINS of illegal memetics and are frequently employed to facilitate the rapid spread of memes and other information the government has chosen to suppress. This is an info-mafia, working in what is perhaps the most valuable asset of the memetic age. With a black market of ideas, if you need to know it, or you need it known, or you need to forget it, or get it suppressed, the Gnu-Tong are the people to go to. But in the same vein if they come for you, you can be erased -forgotten and removed- in a way that the crude physical death delivered by the classic mobster could not hope to compare to. The G-T has no genetic connection among its members, but does conduct all of its internal business in Cantonese using the traditional character set that was used for writing Chinese before the Communist Revolution. The Gnu-Tong does nothing to disrupt the spread of a common meme among technologists that it is really run by a hundred year old true sentient AI, something the government is quick to note as a scientific impossibility – no more possible than them being run by goblins and dragons.

Rumors persist of the existence of a third organized crime group within the Faithful community. These rumors are backed by that community's ability to consistently acquire banned books. Further backing it has been the presence of a number of killings all seemingly conducted with knives believed to match those used by the ancient assassins among the Persian empire, with metals testing proving it has not been the same knife and forensics claiming not the same size of person. These killings are rare, and span nearly a century. If there is actually any organized body behind these two trends no one in the community has as yet broken the secret and even Faithful police have had nothing to offer.

The Zutreffend Familie and Gnu-Tong thankfully have almost completely separate spheres of operation, or in a nation of twelve million things would get very bloody very fast. The same is not true of the many street gangs present throughout the JF. The typical street gang is composed poor and socially disenfranchised of teens and young adults whose external social connections are weak at best. The membership will be fairly small – within a scope where all of them know each other on a socially intimate level, as if a family. They will live in relative proximity to each other and operate around their home turf. Given those dynamics they will also tend to be surrounded by competing gangs who live in the very same neighborhood. Each of them will likely control no more than a single block or housing complex and doing as much as walking down the street can be a death sentence.

Social theory holds that these people come from backgrounds that give them few to no legitimate economic opportunities and as such they seek activity in illegitimate markets, namely on the street. Criminal activity will tend to be small scale robbery and assault, extortion, and retaliation. Forced prostitution rings are also common, particularly among school aged gangsters who will force weaker students to turn tricks for other classmates through them – a practice made famous by Japanese high school gangs in the late 20th century. They will also trade in low level illegal information and psychotropic drugs. Both the ZF and the Gnu-Tong will use them as hired help and for 'end user retail distribution' as they are easily sacrificed.

The average gang will be led by a charismatic human and consist of no less than half human members. Typically they have a number of anthropomorphics on hand to do the things they can't get each other to do as well as intimidation or prostitution. Often being jumped by a couple of rough looking anthro-girls is the first contact a victim has with a street gang.

Beyond the structured groups life in the Mosquito has the usual assortment of individual criminals. The profile of the average criminal is generally someone not well educated and lacking good common sense. Smart people just don't get caught, and don't commit the kinds of crimes that call attention to themselves. The educated citizen steals office supplies from their employer, runs and embezzling scam, or downloads illegal memes, the idiot robs the convenience store of two bags of diapers, a beer, a bag of chips, and ends up killing the guy behind the counter in the process. This was true in the 20th century, it was true in the Middle Ages, and it is still true in the era of the Mosquito. The smart criminal who robs the museum of that rare priceless artifact or robs a bank with a plan stronger than a ski mask, a flechette gun, and a bus pass for the getaway accounts for perhaps one in every million crimes. The fact of life in the world of criminal justice is that nine out of ten criminals, if not more so, are below both average intelligence and education.

The final form of underworld activity that threatens the Jovian Federation is piracy. Pirates live throughout the solar system among the wreckage of pre war colonies long since abandoned, as well as mined out asteroids, corporate stations that were cheaper to leave behind than dismantle, and even stations they have built themselves. A persistent meme in nearly every solar nation holds that a giant pirate city exists in space 'just beyond that dark spot' nobody goes to. Serious memetic engineers and government agencies give the idea no credit though, as pirates do not seem to enact that level of cooperative behavior. The favorite target of a pirate is in fact a believed to be weaker pirate.

Most pirate attacks work by looking for small vessels with something valuable and little military escort. Pirates will hang out in space ports listening to rumors and conversations in bars about who is carrying what when and where and then make for an interception if they sense a weak target. In effect, they are like wolves constantly on the edges of the herd looking for straddlers to pick off.

• **General Crime Rates**

Overall crime rates are similar to their 20th century European equivalents, which means that for Americans they are actually alarmingly high for everything but homicide – which is about 1/3 of the 20th century American norm. You are about twice as likely as a modern American to be assaulted, swindled, raped, burgled, or otherwise a victim of violent crime. These items, known as 'scheduled crime' present a significant problem to JF society. With the rarity of guns however, the final element of homicide tends to be much lower. While it takes more energy to kill with a knife, bow, or fist than it does with a gun, the real dynamic over this is the lack of a culture that generates an over reaction and desensitization to the threat of violence.

Street crime is the most problematic in New Beijing, where the architecture works to aid the issue. By contrast the high security nature of buildings there make home invasions and other forms of break-in notably rare. Bath has the most such invasions, with many of its home built by changing old dormitory construction into apartments it is very easy for an unknown person to get as far as the front door of your apartment without being seen. New Rome by contrast, while fully open and often having no lock on the homes, has such strong social connections that a stranger rarely makes it through to your property without being identified by ten or more people. The joke in New Rome is that if you need friends, try to break into somebody's house – you'll meet all the friends you need on the way in, and by the time you get there you'll likely have been set up for a blind date with your formerly intended victim. Reality

is not so rosy, but the joke gets a laugh out of people in the Soloist culture who find much of that city so abhorrent. Station 7 has a slightly higher homicide rate than elsewhere, but not alarmingly so. Residents there have a bit of the 'protecting my turf' mentality of the former Americans that set it up, which leads to be more likely to escalate violence.

As has always been the trend, poor underclass people are the most common victims of crime, and yet the media only reports crime featuring middle class victims of underclass aggression. Statistics makes you ten times more likely to be a victim of crime if you are poor or otherwise conduct a notable portion of your business on the street. The least likely victim of a crime is a middle class young adult woman – this is also the most likely victim to be reported in the media, making the public feel they are the most likely victims. The most likely victim is a young unemployed underclass adult male, though such crimes are almost never media reported and largely receive poor police attention. It also true that many victims of crime on one day are the perpetrators of crime on the next, and vice versa, which in areas where police are of a different class, ethnicity, or subspecies from the victims can motivate them to 'under investigate.'

i **Getting Away with Crime**

Given DNA scanning, facial recognition, Altered Humans that can track through scent, and all manner of advanced tools in the hands of police it might seem impossible for crime to be anything more than one time events of passion in cases that are quickly solved. That, however, is far from the actual situation. As policing and the tools of the state advance, so do the tools available to those working against it.

DNA is a fairly fragile thing, and quite easy to destroy. Much of it becomes useless simply by being exposed and no longer attached to a living being. The problem however is that as long as one single chain of DNA survives intact evidence can be traced back. On the JF where every person onboard the station save for a few squatters who have not previously come in has their DNA on file, this could in theory make any case easy to solve. It does in fact lead to most unplanned crimes of passion coming to quick resolution, but most other criminals take simple steps to keep their DNA out of the trail of evidence.

DNA detection is an opposed skill check between disguise on the part of the person trying to hide, and Police Sciences [Forensics] for the detective. Use an Easy target number for finding DNA that has had no attempt conceal, and Very Easy for getting the DNA off of a body (living or otherwise) or significant portion of a body (a limb). Lesser parts such as a hair with intact roots, saliva, sexual fluids, skin flakes, etc are what is covered by the opposed check or Easy target number.

Proper protective clothing is a big first step. Something synthetic and non porous will work wonders for keeping DNA from getting loose, but it only takes a single strand of hair or flake of skin to give you away, so clothing, in BESM terms, can only provide up to a Slight Bonus on any Disguise attempt for DNA (3 for Ex Machina and Hero). A full on space suit might work, but is going to be rather conspicuous outside of the needle or a space dock. Even with such a suit however there is still a likelihood of DNA contamination when the suit was put on, so it will give an Extreme Bonus (5 for Ex Machina and Hero) rather than being 'Monstrous' at the location where the suit was put on or off, and Outrageous otherwise (8 for Ex Machina and Hero).

It comes down to destroying the DNA. This can be done with disinfectants – be they biological, chemical, or even nanite. Using normal 'household chemicals will give a Slight

Bonus (3 for Ex Machina and Hero) in a spray or Significant (5 for Ex Machina and Hero) if washed down thoroughly. Biological agents will give a bonus of 1 for every hour after the crime before investigation, and nanite kits will provide a bonus of 2 per hour (same in Ex Machina and Hero). Biological kits and nanite kits must be 'bought on the street' through the black market – consider each kit to provide 3 uses and cost a day's middle class wages for bio, a month's for nanite. The other means all are all common enough in regular shopping, though they will heighten suspicion if the character is already under investigation and buys them in bulk.

Another method of hiding is simply waiting. Mosquito is a sealed environment in space. Cleanliness is not only next to Godliness, it is vital for survival. Everywhere you go there are little bots running around cleaning up messes and decontaminating. Any sign of smoke or sudden temperature rises will trigger sprinklers. Air is constantly being forced to flow through recycling at a steady pace. Everywhere on station, there is constant automated cleaning. For every hour past the occurrence of a crime, add a penalty of 1 to a chance to recover DNA (2 in Ex Machina and Hero). This time penalty stops the moment police have a chance to seal off a crime scene. In many buildings that can be done through automation before police even arrive. They can turn off public cleaning bots, lock doors, and so on. Other areas will require police to get there and keep people and bots out, while turning off private cleaning bots manually or through local private networks. Either way, once police have control of a scene, decay rate of DNA shifts to a 1 penalty every 3 hours if evidence was something simple air and micro-organisms could eventually deal with (skin cells blowing away for example) or 1 penalty every month otherwise (an assumption, which may or may not be wrong, that eventually, a poll of blood, even if left there, will become useless).

Hiding your DNA won't prevent image based identification. There are camera's everywhere on the JF and if you don't take measures to avoid them you can assume an Average Target Number (9- for Ex Machina and 11- Hero) chance your crime will be recorded. Without effort to Disguise there is the same chance (but a second task roll) a camera got a good enough angle to ID you itself using facial recognition software without any human involvement. If this fails human observers who know what you look like can make Perception checks to reliably recognize you. That is again an Average task modified by the amount by which the cameras failed their roll – on the idea that if the cameras couldn't pull it; it was because the image was at an angle or resolution also difficult for a human. Further, if the human knows you well they get a Slight bonus (2 in Ex Machina or Hero), but if they only know you slightly they have a Slight penalty (2 in Ex Machina or Hero). If they just know you in passing that penalty is Significant (4 in Ex Machina or Hero).

If the criminal attempted a disguise the check for the camera and for the human are done as opposed checks with the modifiers above included into any for disguise.

Disguise modifiers can come about in a number of means. Wearing holo tech masks as well as physical masks to keep your face from being seen gives your disguise a boost of Slight, Significant, or Extreme (1, 4, or 6 in Ex Machina and Hero) depending on poor, average, or good quality masking. A stocking or ski mask that fails to cover shape would give only a Slight bonus (1 for Ex Machina or Hero) for computer software, but the ski mask which covers features, shading, and color would give a Significant bonus (4 for Ex machina or Hero) for a human observer. Wearing a holo mask of a cube over your head would give an Extreme bonus (6 for Ex Machina or Hero) against both if viewing a recording, but in person would only give a Significant bonus (4 in Ex Machina or Hero) against a human as it is slightly transparent. Wearing an actual physical box or something like a suit of plate mail armor would give an Outrageous bonus of (8 in Ex Machina or Hero) to your Disguise against a human viewing the

recording, but is not perfect on the theory that some other factor might give you away. However that same tactic would be perfectly foolproof against the cameras – preventing them from even making a task roll.

What all of that means is that the camera needs to see some aspect of the shape of your face. As long as it can find something it has a chance, even if that chance is very small. By contrast a human needs to see body language, expression, and shading / color. As long as a human can get one of those she will have some chance, even if small.

Note that if the perception check is made, but only barely, then you have a match which is not sufficient for proof in court – it just lets the police know who they need to keep following. If the software makes the ID and does it by 2 or less there will be other people in the database as well as the valid target, though it will put the valid target in a most likely list of 1d8 suspects out of three times as many total. If the software fails by 2 or less the same thing occurs except there is a 50-50 chance the valid suspect is in the less than likely list or the list cannot find priority. With human observers this problem only occurs if they happen to know a bunch of people who look similar to each other – or the suspect list is of a different subspecies or ethnic group from the observer and the observer does not have regular positive contacts with that other group (in effect, having a lot of interaction with people of another ethnic group only helps you tell them apart if your interaction is positive – if it comes from a position of racism you actually use that interaction to create stereotypes and understand them even less than before).

If you remove the cameras or turn them off there is of course no ability to get a match from facial recognition nor for somebody to view a recording later. It takes use of the Electronics (Security) skill to find and take out all the cameras physically, and it can usually also be done via hacking online.

That doesn't prevent the problem of witnesses however. Eyewitnesses can make reliable ID's with a successful Difficult Memory (a substat of Mind) check (a Perception roll at -2 in Hero). If you had a disguise in effect, it is an opposed skill check between you and the witness. All the same modifiers apply to this check as did for the camera recognition. Given how low stats are in BESM and Ex Machina and how few common people are trained to observe, the chances of getting a good witness ID are actually fairly low, which is realistic. Note that this assumes the police have a lineup, a picture of the criminal they can show to witnesses, or the witness has the ability to give a picture to the police. It also allows for the witness to describe enough for a reliable police sketch, and then once the criminal is found with that, to make a solid ID.

However, the witness first has to be an eyewitness. Assuming you tried hide your actions, the witness must get through your Stealth (Concealment) check using Perception (another substat of Mind), unless your crime was sufficiently high profile that everyone noticed. At that point police merely have to deal with issues of intimidation by the criminal or criminal's allies against the witnesses.

Plastic surgery can change appearance enough to be unrecognized by facial software, though you will have to keep changing your look with every identity you establish and after every crime – which can become medically problematic.

Many altered humans can track by scent, and every person has a distinctive scent they can recognize. The JF will uphold such identifications in court, and this makes adding anthros to the police force in particular a popular choice. Disinfectants and odor sprays can hide scent

from them however, giving a penalty of from 1 to 7 to their roll depending on the strength of the masking odor (weak -1, moderate - 3, strong - 5, overwhelming - 7).

Professional criminals, who are exceedingly rare, employ all of these measures to hide their identity. Many of them are also prepared to blackmail or bribe investigating officials to whatever reasonable limit they can. They are also not above targeting police who make them for hostile counter measures, but rarely go after judges or prosecutors. You can intimidate individuals, but in the JF once it reaches the level of 'the system' the state is not going to back down. Shooting judges just makes you more of a target without removing anyone who knows who you are. Less rational criminals however might do so out of anger. Violence against these 'institutional' figures in the JF is likely be met by showing the criminal the outside of an airlock without the benefit of a trial first.

Intimidation of judges and others in the court system however can if successful result in shifts in the trial process that favor the criminal. Assume modifiers equal to the amount the intimidation or bribe was made by for a judge, cut in half if the individual is in the courtroom in a significant role but not the judge. If unsuccessful however they can have an equally severe opposite result. Remember that the JF does not use Common Law and there are no juries, merely lawyers and judges with the judges finding fact and applying a law as in Civil Code countries (what we today call nations based on the Napoleonic Code). As a result, there is no jury to tamper with, only the prosecutors and the judges.

j **Rights in a Criminal Investigation**

In any investigation of a crime, regardless of which side the characters are on it is important to know what the rights for citizens and suspects are. Here is a list of ten basic criminal justice rights as a citizen of the Jovian federation understands them. They should be helpful in inducing a larger pattern:

1. Reasonable suspicion is needed to detain and search in public. Arrests or searches on private property however require warrants or exigent circumstances - defined as pressing emergency circumstances, such as a crime in progress, preventing immediate injury, preventing the destruction of evidence, and so on.
2. Warrants are general in nature - police do not need to specify what they are looking for and where in specific on the property or person(s) they expect to find it. For Americans, this is the opposite of what the US Constitution says - it is the model the American revolution accused Britain of.
3. Private Property cannot be seized without a warrant and / or an arrest, or if it is found actually on an active crime scene (as opposed to nearby or just seemingly related). Property not seized can be held long enough to search, but no more.
4. No-knock (charging in without notice) and secret warrants are both conditionally legal. Warrants are not secret when searching occupied property or persons. They are typically secret in the investigation of data. No-knocks are only allowed in the face of violent threats or to prevent destruction of evidence.
5. Police cannot use lethal force save for in defense of themselves and others from a threat reasonably perceived as lethal or to prevent massive harm to the station itself. Normal arrests require non-lethal force.

6. Due process at law is guaranteed to all citizens. Non citizens may be detained as needed for the security of the state. Thus, refugees in the off-station camps do not have this right. Citizens must have a trial in a reasonable amount of time.
7. Citizens cannot be forced to self incriminate or otherwise testify against themselves. Neural buffers are considered part of an individual and thus barred from involuntary access. Non citizens have no such right, nor do those arrested as part of an officially declared terrorist investigation.
8. There is no form of confidentiality with any party other than the barrister representing a suspect / defendant and any operatives assigned by the Ministry of Applied Memetics. No spousal privilege, nor privilege for religious figures, private psychologists, or any others.
9. Privacy laws in some cities adjust these rights. In New Rome police may enter any place without notice and search any person or property with only reasonable suspicion. They still require warrants to search data.
10. Punishment cannot be excessive in proportion to the crime. The Death penalty is reserved only for the most extreme cases of individuals who cannot be rehabilitated even with memetic reconditioning. This is not to say some police won't let some particularly troublesome criminals find their way to wrong side of an airlock.

Just because all of those rights exist, does not mean they will all get respected, particularly when there are significant differences of social class or other biases involved.

w **Criminal Justice**

Many criminals, in fact most of them, do not get away with their crimes. The system is just too good at catching up with people and holding them accountable for whatever the state defines as deviancy. The JF however, has no prisons. Criminals are usually 'chipped' with encrypted Neural Buffers to adjust their behavior and then indentured into the workforce in whatever harsh task is deemed fitting of their crimes, skills, or other pressing needs. 'Chipping' causes a person to be unable to think clearly about topics too similar to the memes that drove their deviant behavior, and be unable to reenact that behavior or anything too similar to it. It will also control against any seriously deviant memes, and record and transmit a record of any serious breaches of the law. The process also prevents a person from rebelling against their servitude or from otherwise fleeing JF control. This is done by inducing painful migraine like headaches and eventually triggering seizures or blackouts. Anyone with active Com can sense if a person in their presence is currently 'chipped', making privacy over the status nearly impossible.

If for some reason a person cannot be 'chipped', such as their body rejecting the surgery to implant the specialized Neural Buffers, they will be recycled, their body put back into the 'biomass', more than likely as fertilizer in the forests. This problem is 'virtually unknown,' but in theory possible.

Sentence lengths for indenturement under 'chipping' are similar to sentences given out in 20th century nations, but crimes are judged not by how severely they hurt an individual victim, but how severely they have hurt society. Thus much of what 20th century America called 'white collar' crime is punished more severely than so-called 'blue collar' crime. Killing one person is a class 'B' felony, but swindling the life savings of a community is a class 'A' felony, whereas it

was barely a misdemeanor in 20th century America.

Police Organization and Divisions

p SIU - Special Investigations Unit

SIU investigates unusual crimes. This can include issues of terrorism, espionage, mafia, political crimes, serial killers, as well as any crime that shows a highly organized conspiracy or seems to originate from criminals well above and beyond the statistical norms for deviancy. This can include things such as an organized jewel heist, professional net-crackers, assassination or kidnapping of a public figure, foreign incursions, and unusual mysteries. Due to its rarity in the JF, homicide also falls with the jurisdiction of SIU.

t SVU - Special Victims Unit

SVU deals with crimes involving victims that need special psychological care - sex crimes, children, domestic violence, and similar victims of abuse. SVU work is hard as it deals in some of the worst crimes human beings can commit upon each other and more often than not has living victims. SVU police are thus themselves subject to constant review and psychological analysis and must commit to regular weekly therapy. These units have a very high turnover rates, with about half of all detectives being reassigned within a year due to the stress of the work. Remaining SVU police tend to be very highly dedicated as well as very jaded about human behavior. By JF regulation at least 50% of all SVU detectives in any department as well as within any individual unit must be female and no one ethnicity can make up over 50% of the unit. In addition, male detectives under the age of 30 are restricted from working SVU. Most SVU units also seek a balance of cultures and socio economic backgrounds even though these aspects are not part of the required mandate.

t AHU - Altered Humans Issues Unit

AHU cops deal with crimes involving 'Altered Humans' as either suspects or victims. Altered Humans being Bioroids and Anthropomorphs. They have been trained to deal with the special memetic issues involved in dealing with Altered Human psychology. In particular they have been trained to work around and not take advantage of the special programming that was built into these populations - the heightened libido, slave mentality, and occasional animal instincts. AHU often works together with SVU in sex crimes as well as SIU when dealing with hate crimes. By mandate of the JF parliament 30% of the unit is composed of native born Altered Humans. The unit also contains a number of psychologists and memetic engineers. AHU is the only division of domestic JF police with access to heavy weaponry, as dealing with the discovery of Combat Anthros comes under their jurisdiction. Such incidents are however very rare, and as such AHU police are normally armed the same as regular officers.

r Gang Task Force

GTF works the streets managing issues with low level typically underclass street gangs. GTF police are themselves often from the same backgrounds as the suspects they investigate and work to deter the effects of gang activity as well as keep kids out of the gangs. In this manner they are often in a mixed role of hard core street police as well as social worker. More often than not GTF police know those they enforce the law over on an intimate level, having grown up together or in one or two generations before.

u Vice

With such lax social rules where prostitution and many drugs are legal it might seem Vice has nothing to do. They do however, investigate crimes of excessive substance abuse as well as violations of the censorship and memetics laws. With legal prostitution crimes involving sex

workers fall under other divisions as appropriate.

w **SWAT**

There is no concept of a 'SWAT' division within the JF. In the 20th century USA SWAT was formed to combat terrorism and that role is filled by SIU with a more detective oriented focus.

Labor Rights

Officially eighty percent of labor and service sector employment is unionized. With 20% percent unemployment however, and half of those union members, it is powerful, but not as much as it might at first seem. The right to unionize is guaranteed in the JF government charter precisely because that right was denied by the both the EU and Chinese governments before the revolution, even though both had strong labor traditions in their early history. In fact, even as they now both use primarily slave labor serving wealthy elites back on Earth, each nation still identifies itself with the label 'socialist' or 'people's republic'. The JF considers that an official hypocrisy to the point that JF media is not legally allowed to refer to either Earth government using the labels those governments use for themselves.

Labor unions have ensured the JF population is almost 65% middle class with a decent standard of living, and that the 5% who could be considered wealthy only control an estimated 30% of the total wealth. The unions have also ensured a 35 hour work week with half of all workers allowed a 3 hour siesta at midday following the Latin tradition.

Unionization has also ensured guaranteed housing, free primary and secondary education, free health care, insurance against layoffs, welfare for those unable to work, and to those few who qualify; low cost university education. To get this it has had to accept indentured servitude for apprenticeship and a tax rate second to no other nation in the solar system. It is estimated that 70% of a workers economic value goes to the state to pay for services. Much of this might still not be possible if it weren't for the fact that the JF is the sole government able to get access to the valuable resources of Jupiter. The nation is thus very wealthy in an era where fossil fuels have been fully depleted on Earth. After all, plastic comes from fossil fuels in the form of petrochemicals, and Jupiter is now one of the only sources of such materials which, even in the age of fusion, drive the economies of humanity.

As noted, there is 20% unemployment in the JF, and most of those people live within the Mosquito itself. This figure does not include squatters, but only actual citizens. Unionization has ensured a government that meets their basic housing and food needs – albeit under the worst of conditions. People living 'on the dole' are given access to communal chow halls and dormitory living unless they are unable to work, in which case they are given decent lower class housing and food allotments.

Travel and Transport Rights

Travel inside the cities and between them is fast and cheap. There are few private vehicles and most people rely upon rail lines and taxis. The cities today are connected by three highways and three transit line tubes. In addition 48 spokes run up to the needle, though half of these come out of the forests and are only open to government use. Along the way up many of these spokes have small stations - originally built for service, in the wake of the refugee crisis after the Civil War many of them grew into small villages and towns - built from the wreckage of ships mounted onto service docks along the transit shafts.

Between colonies however is another matter. To leave any colony and travel another requires a

free travel pass. Within the JF most people of middle class or better status can easily acquire a pass to move freely through the Jovian Federation. Squatters who have built their homes all along the Mosquito and the ruins of other colonies have no such passes and are thus trapped where they now lie. They can come into the colony itself, but lacking papers have limited movement – being only able to go within low security public places like parks and limited shopping, based inside transit stations such as an overnight convenience store, but not an actual mall, public street, or full on retail outlet.

Anyone can be treated at a hospital, but a visitor does need papers. As well most areas of government or business require papers and the level of security access on this will vary. However, every citizen has access to the public forums through which the Mps (Members of Parliament) communicate with their districts.

Travel outside the JF requires special permission based on where you plan to go, what you plan to do there, and how long it will take you. It is harder for women to gain travel rights, but easier if it is just a tourist visit. This law comes out of the paranoid sense of preservation that develops in a low population isolated community. Anything beyond a one month plus travel time trip for a woman will require her to prove the strength of her JF community connections. Women with children who do not come with them have the easiest access, and young single women can almost never gain travel rights – save for tourism to strongly allied IN member states, like those around Saturn and Neptune.

For other citizens, the UN controlled inner colonies are blocked for all Anthropomorphs with nearly no exceptions – certainly none the public has ever been made aware of. Inner colony travel for other citizens is still difficult, requiring a reason that the JF government finds appealing. Most such travel is restricted to trade ships and government missions, and then only people deemed 'expendable' are given a travel pass, as the UN has in past taken valuable people hostage.

The JF government accepts no more than a half of one percent emigration rate (60k), as in up to one percent of its citizens may leave in any given year, but only if one and a half that number immigrate in from the outside. So for every two people allowed to permanently move away, there must first be three who moved in. Outer colonials have the easiest time of getting approval to immigrate in, followed by political refugees from Earth and other inner colonies. Martian and apolitical Earth immigrants are rarely trusted and usually placed in camps. The JF never allows any of its citizens -to- emigrate to Mars, Earth, or an Earth controlled colony if at all possible. If someone can be proved of planning to do so they will typically be 'recycled' if they cannot be reeducated. The JF would rather have you dead than have you defect.

Immigration is strongly controlled and strongly screened for deviant memes and undesirable connections. That said, The Ministry of Immigration estimates that as many as one tenth of one percent of immigrants every year manage to 'disappear' from the system before being fully processed (as much as 60 people per year), and perhaps one twentieth of one percent of all tourists never actually leave through any official channel. These two figures have long been considered a public scandal and are blamed for every incident of terrorism or other political crime that happens. Conspiracy theorists argue this figure is invented in order to make an excuse for such crimes without dealing with the social forces that actually caused them.

Those who 'fail' at immigration are put into refugee camps alongside those who came in various 'historic waves' triggered by wars and economic crisis in other parts of the solar system. Once people wind up in refugee status, they are likely to stay there for generations. While 'missing' immigrants are blamed for numerous internal crimes, refugees take the blunt of the blame for anything that happens in the space around the JF colonies, such as large scale accidents, ship bombings, satellites that decay into orbit 'before their time', slave rackets, and so on.

Slavery

Slavery was supposed to have been wiped out in the first world at the end of the American Civil War. For a while at the lawful level it was. There was still slavery throughout Asia, Africa, and the Middle East, and much of this was fully legal up to and into the 21st century. As well illegal slavery, particularly in the sex industry, continued to be alarmingly popular in the US, Europe, and Japan, with strong organized crime networks to keep it going. At the dawn of the 21st century America began to change its understanding of rights in response to new forms of threats. The key concept that began to evolve was that Constitutional protections did not apply to actions taken outside of US borders, even if those actions were against American citizens. In time globalization coupled this with growing competition from emerging markets and even rapid outsourcing of labor by American companies failed to keep pace with the tactics of nations like China and India. What had become unprofitable during Industrialization became once again a means of competing – slave labor. The only problem was the Constitution, but this could be worked around by taking action on foreign soil. The actual system that evolved was more akin to a mix of indenturement and serfdom – people were worked at wages barely able to feed and cloth them, with no right to travel, quit, or otherwise leave the labor pool. Larger pressures could then be used to keep the local economies down, so that the wage paid could remain consistently lower than that needed in competing nations. From this other forms of slavery soon evolved, and the leading nations all began to find ways around the civil rights they had so carefully built up in the proceeding centuries.

By the time of the Mosquito, the shell game is long over, and UN control has largely removed any civil rights for anyone on Earth. Earth bound corporations and government openly trade and breed slaves to handle their needs, and the JF estimates as much as sixty to seventy percent of the planet's population exists in some form of bondage. While the industrial revolution made it cheaper to hire workers at less than living wages than to care for 'dependent coerced labor', innovations of the new age have complicated this picture. Classical slavery is still largely uneconomical when it can be either replaced with automation or cheaper labor, but conditional slavery and non-labor focused slavery however continue to thrive.

Indentured Servitude is a conditional status of temporary servitude to another. A person in Indentured status has clearly defined limits to how they can be used, housed, fed, educated, and punished. Outside of the bounds of this they are still people with legal rights. indenturement is commonly used to gain training for a profession in return for laboring within in a junior position, or rather, apprenticeship. It is also common as a means to punish all but the most severe criminal offenses, and to pay off debts. The JF cannot afford prisons, so any person who can be 'rehabilitated' is brain-chipped and indentured for a time to work off their crimes, and anyone who cannot be rehabilitated is 'recycled' – put to death with their biomass then used as fertilizer. The definitions on this can get rather creative though, and you are 'rehabilitatable' as long as the government can find something to do with you. During the civil war, the worst of society got the chance to lead landing parties on Martian colonies. The few who survived got their freedom.

Another common form of indenturement is voluntary servitude. Considered a deviant meme by the Ministry of Applied Memetics, it is tolerated as a means of keeping the suicide rates among the anthro population down, as no method other than letting them serve has as yet been successful. In a world where few forms of entertainment or labor are proscribed, the indentured works as a symbol of status. A human toy, someone you can use and abuse at your own leisure. The private and corporate owned 'slaves' in the world of the JF are thus not a 'worker pool' in the sense of traditional hard or even skilled labor, they are a source of entertainment and 'social leverage'. This is where the role of the 'voluntarily indentured' comes into play in the JF. They are the toys of others.

In the current year, people can even be genetically engineered to be such slaves, which in fact

was the very purpose of creating the anthropomorph populations as well as many of the different types of bioroids. While slavery is no longer legal in the JF, the people gene engineered by it make up twenty percent of the population. Indenturement does continue to be legal, as an effective method of handling training, the criminal justice system, and the unique psychology of the altered humans.

t **Anthro-Slaves**

Voluntary indenturement is so common among the Altered Human population that the term 'Anthro-Slave' has come into common use and a standard set of contracts have been created by the Ministry of Altered Human Affairs. The standard contract will contain the following terms:

- t Annual or bi-annual renewal terms wherein the contract must be renewed by both parties consent and the Ministry's approval.
- p The indentured cannot be resold to another master without consent.
- T The indentured is to be well cared for and 'kept happy'.
- T The indentured must be allowed safe sleeping quarters and a healthy amount of daily sleep (normally at least 8 hours).
- s The master must complete a seminar on Altered Human psychology (in practice this has become one of those 8 hour fly by night things).
- h Allowed forms of discipline must be spelled out in the contract and cannot include anything resulting in permanent injury.
- a Any sexual duties must be spelled out in the contract – to include who has control over consent and 'granting access' to the indentured. Typically an indentured contract uses the clause to prevent abuse by noting that the indentured retains full right of consent. However, where there is a demand there is always a supply.
- H The indentured must be allowed normal access to medical and police services.
- T Restrictions on freedom of movement within the JF must be agreed to on the contract.
- R Divisions of income the indentured generates must be spelled out in the contract. In law, at least ten percent of gross income must be paid to the indentured at each renewal period and the end of the contract. Note that if the contract is renewed the master can take back that ten percent to 'manage it' until the contract does end.
- m Religious demands of either party are often written into the contract, along with a clause voiding the contract if MAHA deems the indentured is subjected to 'excessive conversion' attempts.

The Anthro-Slave contract system has become so common that not only are well over half of all anthros and bioroids living under it, but many other forms of indenturement copy portions as well when setting their terms, particularly within the leisure and service industries where the workers enter their contracts 'voluntarily' (as in; pressured by debts).

w **Criminal Indenturement**

The second most common form of indenturement is for convicts of the criminal justice system. These individuals have been wetware chipped to be 'meme-corrected' and obedient and can be used in much harsher manners than other forms of indentured servants. Some of them may even be sent into battle during military conflict. The government uses them for their skills and manual labor as well as research subjects, but rarely employs them in entertainment or public service where they might break free of their chipping and therapy and become a threat. If the nature of their crimes was not generally threatening to other citizens exceptions to this might be made if they show a high value for those industries. Criminal Indentureds may not be permanently injured by their service unless they were violent convicts and their sentence listed them as 'expendable'. In such cases they may be used for dangerous research, exploration, station maintenance, or 'black ops'.

> **Owned Defect**

The owned defect is used to represent a character who is indentured. Criminal indenturement is the 3BP version of owned. That should also be used for any illegal form of slavery a character is under. Use the 2BP version if the indentured has little to no control over self-consent with regards to the owner. This is standard for an Anthro-slave contract. Use the 1BP version for such things as apprenticeship forms of indenturement where it is largely a contract requiring continued employment.

Terrorism

Terrorism is a rare threat to the Mosquito, but one it works to prevent as if it was a real and constant danger. Terror tactics were heavily used in both the Revolution and Civil War by all involved parties and in space their effects can be extremely devastating – with the populations of whole stations wiped out in a single explosive strike. The mere hint of a terrorist presence is enough to bring down the full weight of JF police and military power. The example of Mercury has also shown the people of the Intersolar Nations that the UN is fully willing to kill every last man, woman, and child in order to capture a valuable resource, and no location in the outer colonies is more valuable than the Mosquito.

To this end a lot of work goes into counter terrorism efforts and such work forms the basis for much of the strict laws on travel as well as the assurance that incoming cargo and passengers are very well searched. Inside agents among the Zutreffend Familie have found that even with smuggled imports they conduct severe searches and have their own plans for countering terrorism, after all a strike on the station easily endangers the lives of all. The JF does however, have a few domestic groups it has been unable to fully root out.

• **Terrorist Groups**

• **Anthro Liberation Front (ALF)**

This group seeks the total liberation and elevation out of any form of bondage or servitude of all anthropomorphic humans (such as JF anthros) as well as humanoid animals (such as combat anthros). To this end they have staged attacks on dormitories, boarding houses, brothels, and other places used to store indentured anthros. They have also been known to attack prominent people who keep anthro indentureds or servants, pastors willing to perform mixed marriages, and even supply centers for the birth control given to under-aged anthro girls.

Once very popular in the public imagination, even if feared, the group has lost a lot of its credibility in the wake of an investigative SIN cast that seemed to prove the ALF leadership is actually composed of pure humans who feel they are doing what is best for 'the animals' – while the anthro members end up doing the harsher field work.

The ALF is in a constant state of conflict with IGI, but has been known to work with pirate groups and to even covertly import combat anthro strike teams.

• **In God's Image (IGI)**

This violent group holds to the basic premise that all genetically modified life is heresy and must be purged. With 20% of the population in the JF a mix of bioroids and anthros the IGI has many targets. They are fortunately small and stuck to the fringes, for their attacks have often been very brutal in nature. They favor attacks on maternity wards and primary schools where they can 'remove future generations of heresy'. Failing that they go after pregnant women of the anthro or bioroid subspecies,

or pure humans who 'mate' with them. They have a special hatred of humanoid animals (combat anthros), but these are banned within the JF limiting this anger to rhetoric.

Espionage

Espionage is a constant fact of life in the solar system. The importance of memetics has made the push and pull of ideas a game more vital to the survival of nations than ever before. Spy networks riddle the system and agents loyal to just about cause can be found just about everywhere.

• Technology



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Background Technologies Chart:

A.I.	Experimental
Cyberware	Mature
Personal Energy Weapons	Experimental
Genetic Enhancement	Mature
Iconic Cyberspace	None
Memory Uploading	Experimental
Nanomachines	Experimental
Neural Buffers	Mature
Neural Jack	Mature
Robots	Mature
Sensory Interface (SIN)	Mature
Space Colonies	Mature
Vehicle Energy Weapons	New
Virtuality Networks	Mature
Wetware Plugs	Obsolete

The solar system has been settled for some time, and the human race has begun to settle into the long age wherein it will face the limits of Einstein's understanding of the world. Until a new paradigm, a new meme, or discourse can be found on how the world works humanity is trapped in the solar system, left to fight over the resources of a single system and hopefully, somehow, survive. Where Einstein took us past Newton, none have emerged to take us past him.

The science of Mosquito is 'hard science', which is to say there are no teleportation rays, no vat grown clones, no AIs, no subspace, no psionics, no solid or even opaque holograms, and none of the other 'magic gizmos' of soft science fiction.

Fusion provides power to the system, and the gases of Jupiter are vital for both this and for extracting elements to replenish the effects of the 20 and 21 centuries had on Earth. Ever since the Revolution the issue of sending these gases back to Earth has been a touchy one. One filled with a lot of economic and espionage tension - much as with the games played over the Middle East today with Oil.

Those gases also fill the system with petrochemicals, and while power has moved on to Fusion, these are still vital in plastics and textiles – core technologies of both the present age and the age of Mosquito.

• Holographic Technology

Hologram technology works off of an advancement of early 21st century Helio-display technology. The device creates a current of charged air particles and in the case of the Mosquito-era an electromagnetic field contains these roughly around the user. The charged nature allows for a crude display over a wide area (such as cloudy shapes over the body) or could be focused for image display (such as in multi layered holographic 2D monitor displays). Thus what the people of the JF think of as hologram technology is not actually a pure hologram. It is not the manipulation of light, but rather charged particles in the air – or shaping glowing gases. The actual images displayed with this technology are 2D and not 3D, but can be displayed into 'empty' air. The particles are harmless and the charge in them quickly fades. Portable devices can be battery powered. Stable devices may sometimes even be powered with fusion reactors. The technology is not fully opaque, but rather about 20% transparent. When displayed into a simple 2D display electromagnetic fields are not needed for containment. Otherwise, when wrapped into some shape that shape can be disrupted or distorted by disrupting or distorting the field.

Holographic technology is commonly used for advertising, computer display, covering windows, filling in doorways (such as a privacy screen), and a number of other uses including clothing. The clothing can be as an illusionary outfit, or can be add-ons to clothes to generate stylistic light effects.

• AIs

AI technology has produced smart machines, able to simulate many of the aspects of intelligence needed for limited tasks, but not true awareness. The idea of a machine that can feel is something still left to the unreal.

AIs defy logical science. The problem with technology is that it does what it is told, it cannot be illogical, it cannot be creative, it cannot be original. You cannot tell a computer to do something it does not know how to do, or something it has been programmed to not do. Consider that a computer can master Chess – that is mathematical, but it cannot master Go –

that is not logic based. It takes an organic brain to master Go.

At most, an AI can be used to perform complex calculations, predictions, deductions, and so on. AI pets are common – little toy robot dogs and cats for example, as well as cleaning and butler bots, pleasure toys, and other household items. AIs manage home environments and security, run mass transit, plumbing, security cameras, and so on. As there are not true AIs, there are thus no androids.

• **Cyberware**

Cyberware is fairly advanced, but not so much for fashion as for medical need. Outside of the brain the bulk of the body can be simulated through a machine. Signals for touch sensitive can also be put into such cyberware, but there is always something about it that is not quite real. Under JF law full body borg conversions are illegal. Anyone with such will be taken off the streets and shipped away to some military station somewhere. Most limb replacement is on the prosthetic end – no better than the natural limb in terms of strength or agility. Actual enhanced limbs are very rare and legally restricted only to citizens with no criminal record. Even among this class of people those with reinforced skeletons are rare.

Sensory enhancements are the most common form of boosting cyberware, and with lax privacy laws and shielding on government buildings few restrictions exist on such technology. Smartskin dermal modification is common, but Chameleon Smartskins are illegal outside of those indentured to the police, government intelligence, or military. The same condition exists on plating and nanofibre skin.

Outside of government use Cybernetic weaponry is completely illegal and police have authority to terminate anyone caught with it – making it rare even among the criminal element. After all, it's one thing to be caught with something illegal and get arrested and have access to lawyers, it's quite another to be killed on the spot without the ability to raise objection. Better to get your illegal weapons through in other manners.

Neural Jacks are nearly universal, and mandatory for most careers. Even blue collar work such as operating heavy machinery requires them for the obvious reason of jacking into the bot that does the lifting. They are not typically used for accessing the internet though. Their primary function is to give people access to the wetware needed for complex tasks, to run machinery, and as a feed for any Neural Buffers used to store data for immediate brain access. SIN decks also connect through Neural Jacks, and as this is one of the primary means of media entertainment in the world of Mosquito, anyone who wants to stay current has a plug for this if no other reason.

While Neural Buffers and SIN technology exist, they are merely data and impressions, and the mind itself cannot be uploaded in full anymore than one could mix water into oil. The faithful claim the soul is missing, the scientific note the different nature of the data; both agree however, that it is just not possible to copy whatever it is that makes a person alive. The limit of Neural Buffer technology is the ability to store one Persona Program (four slots). That gives a record of knowledge mixed with emotional triggers, but not the inner essence. They have been known however, to cause delusions of being someone else in users who overindulge.

Ex Machina has rules for Cyberware, and in Hero or BESM these things can be built using the normal power design or Attribute rules. If it can be detached safely, it is an Item in BESM (Focus in Hero). If not, the fact that it is cybernetic is just 'cosmetic' from the game system's point of view.

• Genetic Enhancement and Bioware

With the existence of anthropomorphs and bioroids genetic modification is obviously advanced. That said there are no cloning vats and no 'gene changing on the fly'. To change your DNA, you have to get it done before you're born, before you're even conceived. A clone, once designed, cannot be grown instantly into maturity. They are typically placed in donor wombs and brought to term naturally. From there they are born as infants and must grow up at a natural pace. A first generation clone has a high risk of a shorter lifespan, though modern medicine works well to counter this. This model of cloning was first done in the 20th century with 'Dolly' and time has managed to perfect the process and lower the number of failed clones to almost zero.

So the question becomes, just what can bioware and genetic engineering achieve? Science has managed to graft on animal traits to humans and vice versa, as well as even blur the line between plant and animal. All of that had already been achieved by the end of the 20th century, the difference now is that the ethical battle over human gene tampering has long been won by those favoring it. It is now more effective, more potent, and less risky. While science can mix non mammals with humans the results have been dim psychologically and always resulted in sterile offspring – thus making it prohibitively expensive to do. Bioware can grow replacement limbs for transplant after an accident, but these are usually non-enhanced clones and can take months or years to grow to sufficient maturity, which is why cyberware tends to be the preferred option.

As for enhancements, anything added to the body which is not identical in DNA risks rejection. The further away from your DNA it is, the more likely rejection will occur. Generally speaking an improvement such as a muscle graft or additional but identical limb is working in the same DNA and thus not very problematic, but something like actual cat ears or fur is a whole different pattern of DNA and so very risky.

Ex Machina has rules for making Bioware. In Hero and BESM3e Bioware is built using the Powers or Attributes rules respectively.

• Energy Weapons

On a personal level such weapons are simply not efficient. There are no ray guns, blaster pistols, light or plasma swords or any of that stuff. The limits of energy weaponry on a personal level comes in at MAD weapons – microwave technology for causing pain, and lasers that can cause blindness if they manage to target the eyes but are otherwise not very useful as weapons.

At the vehicular level it is largely the same story. It is more practical in space to build a mass driving device than a giant ray gun. If you want to destroy something just send a nuke or even a moderate sized rock moving at one tenth of the speed of light and you will cause all the chaos you need. Many weapons are designed to target and take out electrical systems to cut power from an opponent, and common tactics also involve trying to shear off an enemy's fusion reactor or biospheres and coming back when they freeze to death or run out of air. With space you don't flashy attacks, just ones that work. Likewise you don't want to destroy their ship or station, you want to capture it for your own use. Only the terrorist, the last resort attack, or the clumsily executed plan will fully destroy what is a potential resource.

• Communications and Cyberspace

Communications in the Mosquito relies upon the net. Nearly every citizen has glasses or even an optic or neural implant that can allow instant net access. It is not an iconic net however, but is rather more akin to an advanced version of our modern net, one that can follow what the user watches in the real world and feed information on it, as well as have it's own list of interconnected machines that do not map to real space anymore than today's web does. So there is no 'Gibsonian Cyberspace'.

Com technology is ubiquitous. Everything and everyone is connected to the communications networks, and being truly offline can actually be dangerous in the sense that machinery may become blind to your and trample right into, through, or over you without registering your existence. The offline, in a sense, do not exist.

Running a game in the net is more simplistic in Mosquito than in many Cyberpunk RPGs. Use skill rolls, and handle the action real time alongside that of other players. Treat the scene as you would someone browsing or hacking on the modern day Internet, but with a little flourish to the descriptions. Much of the data is seen 'overlaid' in the outside world through cybernetic vision enhancements or direct neural transmissions to create 'hallucinations.' The Com enabled person looks at a 3 by 4 foot white board on a wall and “sees and hears” an image with text there, while the offline person next to them simply sees a white board. Likewise, Icons might appear around objects to add information and context to them, arrows might appear in the air to point the way to a destination, and so on. Imagine a 'HUD,' or 'Heads Up Display' of data bars, text, and icons, appearing around wave-enabled objects and people, that other wave-enabled people perceive.

Gaming through that is not going away to some other place called cyberspace, it is just interacting with the world around the character. There is no cyberspace, because everywhere is cyberspace. It is the person who is offline that is special – they will not see or hear much of what the online person sees and hears. Hacking it, coding it, or otherwise interfering with it is simply a matter of using the game system's built in computer manipulation skills.

• **Physics of the Mosquito**

The forces that enable the Mosquito to stay where it is and do what it does are rooted in the simplistic nature of complex Newtonian physics.

As a whole, the station is something of a spinning wheel with a long flexible tail dangling down into the planet below but never going all that deep. This cable is built using the nanotube technology first used by NASA and others around the turn of the 21st century, and has a very high tensile as well as shear strength. Atop the wheel, a few miles up, a bulb of gas processing plants and shipping docks have been placed originally to isolate foreign shipping from the Mosquito's population. It is on top of this structure that Station 7 was mounted, and it acts to keep the smaller city of Bath from upsetting the center of mass.

The core wheel based cities act as a counter weight with the center of mass (or pivot point) in orbit well above the atmosphere. It is the very presence of such a large 'counterweight' in orbital space in the form of the spinning wheel that keeps the structure stable and acts to prevent the structure from being pulled down into the Jovian gravity well or shaken apart by forces down there. With all the mass up above the atmosphere, tidal forces are minimal.

Jupiter has a negligible to non existent Delta V to its winds, meaning little to no change in acceleration. The wind there is nearly constant and unchanging. That means that the tail dipping down into the planet is actually dealing with almost no wind forces – you could

say the tail does not wag the dog it comes out of.

Thus the needle does follow along with a constant rarely changing Jovian wind, but not up or down. The station has the ability to fire rockets and move itself about for minor corrections or to chase something of interest, but this is not used regularly. If the needle does get bent by an atmospheric force; Archimedes principle, allows the gas pumps to still have upward suction regardless of the severity of this curvature. The pumps will work to suck out gas, even if the needle 'whips around'. Of course, given the near lack of Delta V, there will be no whipping.

• Gravity

Gravity is a vital element of an Earth evolved animal's survival. Without it our muscles and bones decay – becoming so weak and fragile that we can break like fine glass and be unable to power the workings of our own biology. Artificial gravity, however, rests firmly within the realm of 'wiz-bang comic book science' and firmly outside the realm of realism. Sure, there are theories that with perhaps the power of a black hole to fuel you, you could provide enough gravity to get a boulder to glide slowly down 'if it felt like it', but such extreme amounts of power are not available to the people of the Mosquito.

Given that, centrifugal gravity is used to simulate the effects of gravity, although it too has its own issues. Centrifuge systems work by putting everything on a spinning wheel, with the people standing on the inside, heads pointing to the center. You can feel the effect at many amusement parks, as well as discover the core problem it faces – namely that if you do anything but stand absolutely still you will notice your head is moving faster than your feet. To counter this you need a very large radius, with the hope that you will be dealing on a scale in which a human sized individual won't notice the then slight difference between their head and feet. You now want the wheel spinning fast enough so that at the end of this radius gravity is no more than that on Earth, and you hope that in doing so you can still construct buildings of moderate height with enough gravity at the top to not be unhealthy for long term habitation. As an alternative you could build on several concentric rings each spinning at a different speed, but you will then need to figure out an easy way to travel between them.

This wheel system is used on the Mosquito, but not the concentric rings. The radius of the system comes to a little over 40 miles, and the three cities are built at the end of spokes, with machinery and forests to recycle air in between them. If a tree falls in one of these forests by your hand, the philosophers can debate all they want over whether or not it makes a sound, but you won't care very much when the authorities send you out an airlock.

By contrast most of the city of Bath does not spin, but is lower down the needle and partially in the Jovian atmosphere. Thus the name comes from the idea that it is 'taking a dip' into Jupiter. At it's height, it manages about 0.3g's through the city core. Not enough for long term safety, but good for visits. At the city core elevator shafts go down and then out to habitation modules which ring the city and do spin at a rate fast enough to give just under 1g and at a 'V' angle built to counter the problems of the 0.3g pull from Jupiter.

• Inverted Horizon

On Earth objects in the distance seem smaller and the horizon line is caused by a combination of this and the curvature of the planet. On the Mosquito you still have the smaller scale at a distance, but the curvature of the ground goes up rather than down, resulting in no actual horizon line. The further away something is the higher up it will appear, until it is eventually something you will see up in the sky that you look down upon as if you were way above it. In

the core cities on the wheel the scale is too large to actually get the full effect of this, and a slight haze has been put into the atmosphere to cut the line of sight down to about 3-4 miles, well before any curvature is strongly obvious. On station 7 however though the air is the same air (even if it can take months to circulate that far) as in the rest of the Mosquito the scale is small enough that you can often see the opposite side straight above you with a rim and spokes blocking some of line of sight. This causes a sense of vertigo to newcomers to smaller scale cylinder stations.

The unusual horizons give anyone new to station life a -1 to any skill roll involving targeting at long ranges. This hold true even in the core cities on the Wheel as the effect, though slight, is still there.

• New Equipment

Given the location of the Mosquito in space, with its somewhat different technological and socio-political setup, a couple of new 'toys' need to be added into the game to make Mosquito work for gaming.

• Weapons - BESM

BESM3e game stats for weapons remain as described in the book. Buy weapons with points using the item attribute. Illegal and hard to obtain weapons require the proper Organizational Ties (if granted through an agency such a police issue gun) or features (weapon license, dealer contact).

• Weapons - Ex Machina

All prebuilt weapons in the Ex Machina book, as well as the improved list of Table 10-3 should have their Max Damage multiplied by three. This reflects the more dangerous nature of the 'hard science' genre The Mosquito tries to fall under. The effects and reasons for this are explained under 'Combat and Damage Changes' in the Characters and Game Rules chapter.

• Weapons - Hero

Hero system game stats for weapons remain as described in the books. Weapons are bought using a character's resource pool. Illegal and hard to obtain weapons require the proper Perks as listed on page 88 and 150 of Dark Champions

The following are common new weapons on The Mosquito, to reflect the effects of the gun ban.

	BESM	Ex Machina (do not multiply damage of these new weapons by 3)	Hero
Short Bow	As per BESM rules.	As Long Bow but damage 22.	As 'Light Bow'.
Compound Bow	Consider this a Long-Bow, Double Curved.	As Long Bow but damage 34.	Treat as Long Bow with Compound modification. Compound bows at 10" to range.
Repeating Crossbow	As Light Crossbow, damage 2, 6 shots (Ammo-1), and no activation.	As Crossbow but damage 28, 6 shots, and no slow.	As Crossbow but with 6 shots.
Hand Crossbow	As per BESM rules	As Crossbow but damage 18. Very easy to conceal.	As Light Crossbow.

String based weapons will wear out if left strung for too long. In Ex Machina, for every hour the weapon is left strung reduce its damage by 1. For Hero, do the same every 6 hours. This is permanent until the string is replaced. Short bows are easier to conceal than long bows, and compound bows can be disassembled and reassembled, although doing so will take several minutes.

In Ex Machina all string weapons are minor gadgets.

All Firearms cost one more Major Gadget than listed in the Ex Machina rulebook with the following exceptions:

- Non Lethal Ranged Weapons all cost as listed in the main book.
- Flechette Pistols, MAD, and Water Cannons cost as listed in the main book.
- Sniper Lasers cost 2 extra Major Gadgets and are powered by a gun-clip battery.

All projectile based firearms except for the weapons listed above are extremely illegal in the hands of civilians and will be met by police who kill first and investigate later. A similar response will greet anyone using a laser sniper, biological, chemical, or nanite warfare which is air or water born or contagious.

For lethal guns issued to law enforcement and military only the following ammo types are normally available:

- Hollow Point, Sensor Bullets, Rubber, and Wooden.
- Hollow Point ammo is the standard for law enforcement with the other options available as needed.

Note that nanite weaponry is experimental to the point that it officially does not exist... Any nanite based weapon should be considered to cost three extra major gadgets beyond whatever other cost it takes to build it in Ex Machina.

• Gear

All natural fiber based equipment and clothing costs one minor gadget, or if it already had a cost, one additional minor gadget. This includes Hemp even though that is grown on the Mosquito. All synthetic fiber clothing and equipment has its normal cost, which for clothing is, in game terms at least, normally free. Holo clothing costs no gadgets (is free), but violates the decency laws in the cities of Jovia and Station 7 if worn as the only clothing covering the lower vitals. Doing that in New Beijing is frowned upon, but the city has no laws over the issue because the city values privacy so much. Bath and New Rome have no policy either way.

Nanofabricators, Accelerated Growth Tanks, Metamorphosis Tanks, and Mind-Alteration Machines do not exist. Nanodocs however do.

DNA breakdown kits can be acquired 'on the street' in spray cans. They are illegal to make or possess and count as a Minor Gadget. They will release sterile bacteria that will eat away all DNA in the covered area before dying off within a few hours. Spraying a person with the spray will give them a very short lived flu. Nanite versions of the spray also exist. DNA can also be destroyed with freezing, heating, UV radiation, and general decomposition, however these methods will all likely leave small amounts of DNA around and it only takes one single strand for even early 21st century police to make a match.

Robots are common, and some varieties such as street cleaners, home vacuums, ID scanners, surveillance bots, pleasure toys, and 'pets' are ubiquitously everywhere. Androids and true AIs

however, do not exist. No machine can be told how to do something it does not know how to do, or to break its own programming, and as such there are no AIs. Robots are otherwise bought as per Ex Machina's rules.

“Mecca Compass” - The Mecca Compass will find the 3D direction of and distance to Mecca. It operates similar to GPS, using a network of satellites throughout the solar system that take a signal from Mecca and use it to find their own location and then relay that on to those further out – each then computes it's distance, accounting for the delay in time of the signal it received and how that has shifted its position, and then continues to pass the signal on. “Mecca Compasses” see the signal anywhere in the solar system that can pick up a radio signal and then point to Mecca inside of a spherical 3D display with a readout for distance. The user can also get the data output in any digital format, and the compasses have become one of the primary means of solar navigation.

The “Freedom Pill” is a drug that removes the submissive nature of altered humans as well as suppressing the common phobia over being alone. It can be taken in eight hour doses but results in a mild depressed state (-1 on relevant rolls), which becomes increasingly severe over time (an additional cumulative -1 per day up to -7) and at five days of use can lead to feelings of suicide (daily soul stat checks to avoid an attempt). It also results in sexual dysfunction / loss of drive. This penalty lessens by 1 per day after stopping use (detox) with suicidal feelings leaving when it goes above -5 and other effects leaving at 0. Doses are 'mundane' gadgets. The pill is legal but unpopular.

• Characters & Game Rules

The Mosquito is a more dangerous place than the typical tri-stat world. When lethal force is used, people die in the Mosquito setting. To reflect that the point scale is much lower and characters are encouraged to put more into skills.

All characters should choose which one of the cultures they come from.

• BESM3e

Use the benchmarks for 'Heroic' on table 2-2, page 9 of BESM. Characters should be built on between 150 to 200 points. Consider 175 an ideal number. Skills should specialize where possible, and buying multiple specialties for the same skill is encouraged.

The attribute Tough is restricted to half the number of ranks allowed for other attributes. Further, 'Not So Tough' should be considered common. Most characters should have multiple Organizational Ties. Owned is also common to reflect indentured status or in less severe form, employment contracts.

• Ex Machine

The average character stat should be 5, and the average skill known to professional training should be 4 (which gives a 5 to the specialization). This makes a skilled check in a specialty 10- on 2d8. GMs should not allow more than one stat above 6, and none above 8 without serious consideration for the implications. The average person still remains with the Ex Machina listed benchmark of 4.

Ex Machina characters built for the Mosquito should be built on 45 to 55 points. Assuming 50 points and defects, characters should have a balance of about 30 of points in stats, 10 points in occupation templates, mundane attributes, species templates, or gear (to include cyberware), and the rest in the 'Highly Skilled' attribute. The character should have enough final skill points to get 3 to 5 skills at rank 4 – which given initial starting skill points will take about rank 4 in 'Highly Skilled' if one focused their skills narrowly.

Skill ranks in Mosquito should be assumed to go up to 7 and not 4.

The attribute 'Tough' is not allowed in a Mosquito campaign and the defect 'Not So Tough' should be assumed to be common. Some GMs may even chose to assign 1BP of this attribute to all characters on a mandatory basis. This reflects the grittier nature of life in the 'Mosquito'. It is a hard genre, and cinematic effects should be avoided or downplayed. Special attributes may no be taken unless part of Cyberware, bioware, a species or occupational template, or the GM feels the way they are used in that case fits within hard science and the Mosquito setting.

The Cred attribute is in use, along with the Organizational Ties attribute. Where Organizational Ties represents power in structured groups like corporations, gangs, or the government, Cred represents cultural influence. 1Pt/level Cred is reputation with a culture outside of the Jovian Federation, 3pt/level is Cred with one of the JF cultures, and 5pt/level is JF Wide Cred. Having JF Wide Cred is not always better than having more local cultural Cred – think of the difference between being a national figure and the guy everyone in the barrio goes to. Sometimes the smaller version of Cred has more power because it is more direct. You can think of the difference between Cred and Ties like the difference between social status and membership rank. A famous celebrity has Cred, a corporate CEO has Ties.



• Hero

Hero system characters should be built on Heroic scale, 75 points plus disadvantages. Double the normal limit is allowed for social and psychological disadvantages. Vulnerabilities and Susceptibilities are not generally appropriate – save for with unusual allergies. PD and ED may not be made resistant. Equipment is not purchased with points unless it is bioware or cyberware.

• Bio and Cyber

Bioware technology is very limited. Most bio-enhancements are inborn as a result of being an anthropomorph, bioroid, or having one of these as an ancestor. Outside of this only the most limited applications of bioware are allowed. Cyberware is uncommon, and anything with a purely combat function is unknown – what cyberware is available comes out of medical science. However almost everyone has a Neural Jack, with Neural Buffers and Wetware both common additions. Most Neural Buffers stay in the range of one slot, but some persona addicts go up to the full four needed to store a persona internally.

• The JF Citizen Template

Unless there is some special unusual aspect to a character, all people on board the JF should have these elements (some of which are already included in other templates):

1	+1 Features (neural jack)
[0.2]	2 skill point in Languages-1 to be bilingual (eLatin and Mandarin)

Options: The following cyberware is very common:

1	+1 Features (neural buffer) [this maxes at rank 4]
1	+1 Features (implant com)
2	Gadgets (up to 4 slots worth of wetware chips)



Combat and Damage Changes

For BESM3e and Hero use the normal combat and damage rules. The changes in this section apply to Ex Machina only.

The default assumption of The Mosquito in combat is that Wound Difficulty Penalties are in use, along with Shock, Critical Injury, and Catastrophic Damage.

In addition all weapon damages should be multiplied by three from what is listed on Tables 10-2 and 10-3 or anywhere else the Ex Machina rulebook lists damage for pre-built equipment. This does NOT change the damage of the Special Attack, Massive Damage, Natural Weapon, or other damaging attributes. Just assume the equipment lists are weapons with more levels of Special Attack than the book assumed.

As a pretty severe change to the norm in Ex Machina the reasons for that need to be explained. The scale for Mosquito has been set to match the idea that a critical hit with a light handgun (1.5% chance) should cause a victim to need to make a soul stat check to avoid death. On a 5 average stat scale the normal Health Points will be 50, so a handgun needs to do 50+ damage on a critical and not the 16+ACV in the Ex Machina book. If all the damage ratings of prebuilt equipment are multiplied by three the light handgun will now do a max damage of 24 and average around 15. On a critical hit it will do 48. After you add the average ACV of 5 this becomes 53, enough to risk death. The normal hit of

15 will also be enough to require a shock check and start bleeding. There is however, little risk of death from this because if the victim takes no more injuries they will not bleed to death for another 85 minutes (out of combat), or 850 minutes (14 hours, 10 minutes) if they get first aid. Most people can get medical attention in that time, and real handgun injuries that go untreated are likely to kill sooner than that, though only rarely instantly – which is what this change more or less manages to achieve.

Occupational Templates

First a look at the templates from Ex Machina and how they play out in the Mosquito, and then on to new templates.

● **Hacker**

Given the pervasive nature of Com and internet technology aboard the Mosquito, with almost everything from lights to toilet paper dispensers, from ID scanners to transit routing being 'on the wire' or 'on the band' (as in wireless Com); Hackers are vital to the station's well being, and destructive hackers one of its greatest fears. The career choice is more favored among Mzuzi than other cultures, but not by a wide margin. Mzuzi tend to this path for the networked nature of it. By contrast, Faithful also chose to be Hackers for an almost opposite reason – it is a path where you can be invisible and not have to deal with other communities in a direct manner. When building a Hacker keep in mind that Mosquito Cyberspace works through the Virtuality Net and is not Iconic.

● **Idol**

Primals flock to the Idol path en mass. They were designed for it, and they excel at it. Primal idols tend to be in direct entertainment – singers, dancer, SIN stars, and the like. Political Idols by contrast almost never have Primals among their numbers. That path is favored by Civitas more than others, who by their memes tend to be driven towards the public life. Soloists do not take well to the Idol path. On the Mosquito the Idol path is fitting for those in politics, media, and entertainment. It can be everyone from a courtesan (or see the Courtesan template) to an MP. Sports figures can also fill this role, but only in the sense of those who spend their focus not on athletics but on schmoozing the public. Idols are also found among the wealthy socialites who spend their lives going from party to party. Idols in mass entertainment in the JF fit the name Idol much better than they do Celebrity or Star, being made products rather than discovered talent.

- Some of your Organizational Ties should be switched to Cred instead.

● **Investigator**

Mzuzi and Civitas are more apt to go into investigatory careers than other cultures, although Primals may go into team focused investigation ops due to their enhanced senses. The anthropomorph heightened sense for emotions and in some cases rooted out lies also tends to give them an investigatory edge, but unless well partnered this is countered by their slave mentality. The ideal choice seems to be the Bioroid from either the Mzuzi or Civitas cultural path. The JF does allow for private investigators, and there are a number of them throughout the Jovian colonies. Corporations will also often employ their own investigators, and there is the obvious role for this path among the police and intelligence community – to include the secret police. Journalists tend to come from this path, and it needs to be noted that the people who do the leg work in media are -not- the ones whose faces you see on the SIN deck. Government censorship is the most common point of frustration for a journalist, especially since the “Responsible Media Act” put the censors on the editorial staff – screening your stories

before they are allowed to be aired. Not that ex government intel operatives will always be stuck with travel restrictions and government handlers monitoring their activity.

- Outside of police and military, Gun Combat can be assumed to be non lethal weapons, flechette pistols, or replaced with archery.
- Driving is most likely motorcycle or can be replaced with a boost elsewhere.

● **Medic**

A doctor in the Mosquito is likely to be even more specialized than those we have today, with the fields of genetic engineering and cybernetics having split medicine along a number of new paths. Further complicating the issue is the presence of bioroids and anthropomorphs, introducing whole new issues with blood types, genetics, transplants, and even anatomy. Medics are still well paid, and the choice is popular among Soloists who still value community respect. Every culture manages to draw people into the medical career, even Primals. A disproportionate number of gynecologists are Muslim women due to the sensitivity of that community – it being improper among them for a woman to go to a male gynecologist.

● **Street Punk**

Street punks abound in all of the Mosquitos cities, and people in 'the life' come from the underside of every culture. Primals are almost always going to be thugs or other low levels in the street community. Civitas will be those who try to organize and believe they are looking out for the community, and a similar thinking flows out of Mzuzi who live on the street. The Soloist culture is a popular ideal on the street with it's 'look out for me' perspective. Many street lifers attracted to this culture will actually end up working against their own interests by supporting those with wealth and power from the same culture who will be the least likely to help their underlings. The street life isn't entirely the illegal life, it is rather more the life of those on the margins, and as such is full of many desperate Primals, unskilled laborers, streetwalkers, and so on. Note also that while low level criminals might be street punks, organized crime is rarely led by such figures.

● **Street Samurai**

The Street Samurai is going to be very different than in an Earthside location. On the mosquito cyber implanted weapons are nearly non existent and guns are ultra rare. These people will instead tend to be skilled in unarmed or melee combat to even such fields as archery or needler guns (shooting tranquilizers or poison darts). One specialized variant of the Street Samurai that is going to be very rare, but might occasionally be encountered among foreign infiltrators is the terrorist, who is likely to specialize in demolitions or chemical agents. Military and police, as well intelligence operatives will by contrast fill the ranks of 'Samurai' with people who do in fact know how to use guns, personal armor, vehicular weaponry, explosives, and terrorist tactics. Most of these people will either be in the employ of the government or of an older age and no longer in their physical peak, making the knowledge more intellectual than practical. People with extreme skills – the ability to build explosives out of nearly anything, use chemical agents, and conduct terror ops are not likely to ever be fully let go by the government. After they retire they face strict travel restrictions and the need to regularly check in with a handler for the rest of their lives. The Moquito encourages a strong level of competition among its corporations, and this does turn violent from time to time. As long as there are no civilian casualties and no damage to the property of third parties the authorities tend to turn a blind eye. For these operations a number of corporations have their own security details. Others will contract out due to budget issues if involving themselves in this kind of competition is not a part of their standard operations. All of which means corp work for the independent samurai tends to be a counterstrike after somebody else has forced a

corp to get nasty.

- Any gun skills can be replaced with unarmed, melee, or archery skills. If not, they can be optionally assumed to be focused on Flechette Pistols and other non lethal weapons. High speed projectile guns are rare.
- Remove Tough from the template, this attribute does not exist in the Mosquito setting.

● Suit

Suits fill the ranks of society in a thousand different shades. You have business people, mob bosses, political workers, legal experts, and anyone else who lives by making deals. Soloists are attracted to the field for the wealth and influence, but will lack satisfaction unless they can rise into strongly independent positions. Primals largely cannot function in this world at all due to their submissive nature, and even bioroids from other cultures fair poorly here. That all said, every other culture has its suits, and in great supply. The good ones stand out and excel, but most end up little more than cubicle farmers – lower level management handling a cadre of office workers somewhere.

● Tech

Even more vital to space life than Hackers, the tech is a ubiquitous part of life in the JF. For the masses of tech workers this field means you work, build, or repair the machines that mine the gases of Jupiter. In the early days of the station perhaps eighty percent of the community fell into this category, but with successive generation over the last century that number has gone down, and now accounts for only somewhere between ten to twenty percent. This is not to say there are less techs now than before, but rather than the population has grown and civilization has come to what was once only a 'mining town in space'. In the current year many techs work in fields that have nothing to do with mining. Machinery is everywhere, and somebody has to be around who can build or repair it when the robots don't know what to do. The lonely nature of tech work makes it disfavored by Civitas and Mzuzi, but equally preferred by Soloists and Faithful; albeit not for the same reasons.

- Gun Combat can be assumed to be non lethal weapons, flechette pistols, or replaced with archery.

● Teleoperator

From taxi cab drivers to deep space pilots the world of The Mosquito is full of Teleoperators. This path is most favored among Mzuzi and Soloists. Mzuzi have the tradition of coming from the city which was first able to muster its ships during the revolution, and Soloists are likely to enjoy the low level of interpersonal dependency. With nearly no private vehicles inside the Mosquito beyond the size of a motorcycle there are countless taxis with plugged in drivers to man them. While the transit trains can be run by semi-AIs, leaving small scale free moving traffic in the hands of machines tends to result in massive accidents every time a dog, crazy old man, or other unplugged and unpredictable variable enters the roadway, so actual human operators still drive anything that can move freely. While a computer can make judgments of priority based on logic, a human can make it based on need, and that too favors them for taxi drivers who might still want to help that kid get to the hospital to see his mom before dropping off the businessman, or help a pregnant woman in labor without reducing her to a series of equations. So even though these people might choose this path for the low interpersonal requirements, it is precisely because of their interpersonal ability that the path still exists. That said, countless additional teleoperators sit in offices within New Rome, New Beijing, and Bath remotely driving robots operating on the outside of the station's hull, inside the gas facilities and pumps of the needle, or even flying about the upper atmosphere of Jupiter

looking for things of interest. At this level of the field, the job truly does lack a need for interpersonal contact, favoring instead those who can multi task for multiple bots and think in 3D through camera eyes not their own.

- Unless dealing with a military Teleoperator, Gun Combat and Heavy Weapons can be assumed to be non lethal weapons, flechette pistols, or replaced with archery.

Original Templates

• Memetic Engineer

Society shifts, fads come and go, culture evolves, and people are driven by supposedly unseen forces to take up new paths, follow some new ideology, buy some product, resist some idea, or fall into line. You however, are there pulling the strings when it all happens. The 'active psychologist' of the future, you understand the inner working of memes and discourse – you work to ensure the package will survive transmission, spreading the new meme through your target and shifting human thought over to the needs of your client. Maybe you just need everyone in a key demographic to watch a certain event on a certain day, or maybe you need to insert a new religion for the next few generations. Either way, it's all just a question of the scope of your variables.

2	+1 Mind
10	+2 Highly Skilled (list below), +1 Sixth Sense (interpersonal dynamics), +1 Heightened Awareness, +3 Organizational Ties (Significant)
2	Rank 1 Contamination: Memetic Spread. Max rank is 4. Requires repeated successful interpersonal persuasions. This attribute is -ONLY- available to those with special Memetics training.
-	+2 Cultural Arts, +2 Social Sciences (Memetics), +2 Interrogation (Psychological), +1 Etiquette (two specializations)
-1	Memetic Engineers face repercussions for going rogue, but as theorists they are not as close to the specific data that makes an issue sensitive

• Memetic Operative

You work in the field, doing the actual dirty work to spread a new meme. You know how to get people to challenge their assumptions. You know how to make them think it was their idea. You know how to make a seemingly clear message become utterly confused and scrambled before it reaches target, or take utter jumbled chaos and make it clear as crystal.

2	+1 Soul
10	+2 Highly Skilled (list below), +1 Sixth Sense (interpersonal dynamics), +2 Heightened Awareness, +2 Organizational Ties (Significant), Combat Technique (Judge Opponent)
4	Rank 2 Contamination: Memetic Spread. Max rank is 4. Requires repeated successful interpersonal persuasions. This attribute is -ONLY- available to those with special Memetics training.
-	+1 Cultural Arts, +1 Social Sciences (Memetics), +1 Intimidation, +2 Interrogation (Psychological), +1 Etiquette (two specializations)
-2	Owned: Memetics operatives face very hostile actions when they go rogue.

• Memetic Police

In other times you might be called the thought police, or even less kind names. Your job is to

move through the trends in society and find toxic memes before they have a chance to fully develop, stamping them out for the good of all. In rare cases you may have to target and destroy a fully organized, fully developed, memetic intrusion. Your foes can range from college dissidents to foreign insurgents, even hapless domestic servants can serve as sources of memetic invasion. You control the ideas running through society, you keep it safe.

4	+1 Mind, +1 Soul
12	+2 Gadgets, +3 Highly Skilled (list below), +1 Sixth Sense (interpersonal dynamics), +1 Heightened Awareness, +2 Organizational Ties (Moderate), Combat Technique (Judge Opponent)
-	+1 Cultural Arts, +1 Social Sciences (Memetics), +1 Intimidation, +1 Interrogation (Psychological), +1 Area Knowledge (City), +1 Street Sense, +1 Urban Tracking (Academic and one more specialization), +1 Unarmed Attack or Unarmed Defense
-1	Red Tape

• Spacers

Trade between the colonies keeps the whole system running. Somebody has to be out there, in the cold of space, keeping the ships moving. Some few people simply choose to live in space, going from station to station as independent traders, or perhaps pirates, others live their lives on giant cargo vessels or gas ships – the truckers of the Mosquito era. Such people in fact live a lot like future truckers, working for a union of some kind and traveling from port to port, making small stops at way stations along the way like 20th century truckers visiting a truck stop for pleasurable company, food, a game of cards, and a little bit of 'special cargo' – the sort the boys at the dock offload first, before they stamp your manifest. Even in the future, things have a way of 'falling off the back of a truck'.

-2	-1 Body
8	+2 Gadgets, +2 Highly Skilled (list below), +1 Organizational Ties (significant – Shipping Unions)
-	Spacers are allowed to take the special attribute “Special Movement: Zen Direction.” A character must have bought into at least eighty percent of this template to be allowed to buy this attribute.
-	+1 Piloting, +1 Foreign Culture, +1 Area Knowledge (JF System, Solar Highway, or Outer Colonies), +1 Navigation (space), +1 Wilderness Survival (Asteroid beltways, Station Squatting, or some other solar environment that has things to be scrounged), Street Senses (Spacer Stops), +1 Language
-	OPTIONAL SKILLS: Many Spacers will have Acrobatics, Mechanics, Gaming, and /or Street Senses (Squatter Towns).
-1	Not So Tough: Weak bones from long exposure to low gravity.

• Park Rangers

Yes, there actually are large forests of high oxygen quick growing trees and plants on the Mosquito. They clean the air and give it that fresh scent that keeps the mind at peace. You manage them, patrolling one of the forests between the three core cities of the Mosquito looking for squatters, criminals, or even teens out on a party. You keep the trees healthy, monitor the air quality, and function something like an armed EPA. Without you, everybody dies.

4	+1 Body, +1 Soul
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7	+1 Gadgets, +2 Highly Skilled (list below), +1 Heightened Awareness, +2 Organizational Ties (Moderate – Forestry Service)
-	+1 Animal Training, +1 Area Knowledge (One forest), +1 Navigation (Forests), +1 Riding, +2 Wilderness Survival, +2 Wilderness Tracking, +1 Archery
-1	Red Tape

• Squatters

After the Civil War countless refugees were allowed to attach the remains of their ships along the edges of the Mosquito. Many of these people eventually became a part of JF society, but just as many have by choice or circumstance remained outside the system. Nameless, living by wits end, you survive on handouts or the kind of day to day labor even the street will not perform. You have no legal rights, no recourse against abuse, but you are still free. Squatter communities are attached somewhere along the outside shell of the Mosquito, usually along the spokes of the wheel, and each community has its own rules of survival and social hierarchy.

-4	-2 Body
6	+1 Gadgets, +2 Highly Skilled (list below), +1 Heightened Awareness, +1 Cred (Squatter Community)
-	Squatters are allowed to take the special attribute “Special Movement: Zen Direction.” A character must have bought into at least eighty percent of this template to be allowed to buy this attribute.
-	+1 Area Knowledge (One Squatter zone), +1 Climbing, +1 Mechanics, +1 Stealth, +1 Street Senses (Squatter Towns), +1 Urban Tracking
-5	Ism: Squatter 2, Not So Tough 3: Weak bones from long exposure to low gravity.

• Terrorists

Be it ideology, military, or even corporate contract, the terrorist works to use chaos and death to create the largest impact with the least amount of resources used. Everyone in the solar system denies using people like you, and everyone of them claims every one of their opponents supports you.

0	+2 Body, -2 Soul
14	+3 Gadgets, +4 Highly Skilled (list below), +4 Organizational Ties (Moderate – Terrorist Cell)
-	Character may have a cyberweapon – some kind of melee item, nonlethal or low velocity projectile. It is an instant death sentence if it is discovered, and such discovery is trivial and very likely, but it can be bought and is common for short suicide mission insertions by foreign interests.
-	+1 Burglary, +1 Demolitions, +1 Driving (Car or Motorcycle) or +1 Pilot (VTOL and small Spacecraft), +1 Electronics (Security), +1 Military Sciences, +1 Poisons, +1 Gun Combat (any) or +2 Archery, +1 Unarmed Attack, +1 Unarmed Defense
-3	Wanted: The State

• Cops

Somebody's still got to walk the beat, show up to bag the body, arrest the perp, and stand around waiting to get shot at. This template assumes an experienced cop with good training,

lower the skills for a rookie. Mix with the investigator template for a detective grade police officer.

4	+2 Body
12	+2 Gadgets, +5 Highly Skilled (list below), +1 Heightened Awareness, +2 Organizational Ties (Moderate – Police Force)
-	Character may have a cyberweapon – some kind of melee item, nonlethal or low velocity projectile
-	+1 Area Knowledge (your beat in the City), +1 Driving (Car or Motorcycle) or +1 Pilot (VTOL and small Spacecraft), +1 Law (Criminal), +1 Police Sciences, +1 Interrogation, +1 Street Sense, +2 Urban Tracking, +1 Gun Combat (pistol, nonlethal weapons or flechette pistol) or +2 Archery, +1 Ranged Defense, +1 Unarmed Attack or Unarmed Defense
-1	Red Tape

• Mobster

Organized crime goes along with organized society. You're a made man or woman in one the Mosquitos more professional underworld factions. More than a thug, you understand the political end of the business – how to be an operator and work your connections to get the job done. You've advanced beyond just being muscle. For mob thugs use the Street Punk and Street Samurai templates.

4	+2 Body
12	+2 Gadgets, +4 Highly Skilled (list below), +4 Organizational Ties (Moderate – Mafia)
-	+1 Area Knowledge (your territory in the City), +1 Etiquette (Lower Class), +1 Intimidation, +1 Street Sense, +1 Urban Tracking, +1 Gun Combat (nonlethal weapons or flechette pistol) or +2 Archery, +1 Ranged Defense, +1 Unarmed Attack or Unarmed Defense
-2	Owned

• Pirate

The plague on life in the Mosquito era, you've got your territory along the space highway, or around a particular favored planetary body, comet, or asteroid field. To the IN and UN you are a pure threat – a cancer to civilization keeping progress, trade, and communication from reaching their deserved potentials. You know better, every herd needs a wolf to pick off the weaker members and keep it lean, fit, and better able to survive hardship. That wolf is you, and what you do only ensures the herd's continued property.

-2	-1 Body
8	+3 Gadgets, +5 Highly Skilled (list below)
-	Pirates are allowed to take the special attribute “Special Movement: Zen Direction.” A character must have bought into at least eighty percent of this template to be allowed to buy this attribute.

-	+1 Area Knowledge (JF System, Solar Highway, Pirate Hideouts, or Outer Colonies), +1 Intimidation, +1 Wilderness Survival (Asteroid beltways, Station Squatting, or some other solar environment that has things to be scrounged), +1 Street Senses (Spacer Stops), +1 Gun Combat, +1 Ranged Defense, +1 Unarmed Attack, +1 Unarmed Defense [+1 Navigation (space), +1 Piloting, +1 Language, +1 Foreign Culture or Military Sciences] OR [+1 Archery or Thrown Weapons, +1 Melee Attack or Heavy Weapons]
-	OPTIONAL SKILLS: Many Pirates will have Acrobatics, Mechanics, Gaming, and /or Street Senses (Squatter Towns).
-4	Wanted: The State, Not So Tough 1: Weak bones from long exposure to low gravity.

• Jovian Divers

Rare though it is, from time to time somebody needs to actually go 'down the needle' and enter the Jovian atmosphere in person. You're as rare as a 1960's astronaut, and every terrorist in the solar system has your name somewhere on the top ten list. Every kid in the JF wants to be you when they grow up, and every groupie from here to Mars wants to get in your bed and then broadcast the experience. The Jovian Diver Program (JDP) has about 20 people in it with your skills, and that's it. While there are plenty of Spacers who skim the surface in tourist ships, you go as deep as modern technology will allow, making the observations and insights no Robot would ever think to make. Some might say exploration can be automated but you know better – robots have no soul, they will never suffice to teach mankind about the wonders of the universe.

8	+2 Body, +1 Mind, +1 Soul
50	+4 Gadgets, +3 Highly Skilled (list below), +4 Organizational Ties (great – JDP), Special Movement: Zen Direction, +4 Cred (shark – Media), +2 Wealth
-	+3 Piloting, +2 Area Knowledge (Jupiter's Atmosphere), +2 Navigation, +1 Etiquette, +1 Physical Sciences, +1 Language (all Jovian Divers are Fluent in eLatin and Mandarin)
-	OPTIONAL SKILLS: Many Spacers will have Acrobatics, Mechanics, Gaming, and /or Street Senses (Squatter Towns).
-6	Famous (everywhere), Owned (The JDP owns you fully)

• Slave

Emancipation ended slavery among the Jovian colonies, and unless you are being kept hidden away somewhere the word 'slave' is not a fully accurate description of this role, but it might as well be. More than likely you are a long term indentured servant. Possible an anthropomorph who sold herself under a dubious contract in order to find direction and stave off depression. If you were lucky, you got a kind and responsible master, but many of your peers have no such luck, and your contract could just as easily be sold on to one of their masters with a turn of fate. As a slave you can be ordered to do as your master desires other than being forced to violate the laws of the JF. You can be mistreated and punished, but not permanently harmed. By law you cannot be branded, but many people who voluntarily put themselves into servitude get a brand by their own choosing.

0	No Stat mods
9	+1 Features (appealing or unusual look), +1 Highly Skilled

1	Features: Tracking device implanted – your master and the state both can instantly know your location.
-	+1 Domestic Arts, +1 Seduction, +1 Etiquette, and 4 skill points
-4	Owned by a master 3, Confined Movement: Pain if travel to places master has restricted
-2	OPTION: Marked 2 (slave brand)

• **Courtesan / Concubine / Socialite**

You are beyond being a high priced prostitute. You provide men with a glimpse into luxury, into the life of pleasure and social grace. Even in an era of gender equality and lax social constraints you are the vital outlet that gives social contact with discretion and without complex commitments.

4	+2 Soul
8	+2 Features (extreme beauty), +2 Highly Skilled, +1 Sixth Sense (interpersonal dynamics), +1 Wealth, +1 Cred (High Society)
-	+1 Domestic Arts, +3 Seduction, +1 Etiquette, +1 Gaming, +1 Interrogation (Psychological), +1 Performing Arts, +1 Visual Arts,

• **SIN Caster**

24/7, you're your own reality show. Everything last thing you do, see, feel, touch, even think is online for the world, or at least your subscribers, to see. The cost 'to get you' is the current year equivalent of today's subscribing to an online video game or premiere cable channel. As long as you keep it interesting, your ratings will hold and you can keep your fame going. Get dull though, and you will be yesterday's fad. On the JF, anthropomorphs and bioroids are very popular for SIN caster shows given their distinctive personalities. Government censors have analyzed every last part of your pre-show life history and psychological profile and at least one person there on your regular cast works to keep you 'memetically in line'.

2	+1 Body
9	+2 Features (appealing or unusual look, neural jack), +1 Organizational Ties (Moderate – Media distributor), +1 JF Wide Cred (or more if your show is popular), +1 Highly Skilled
1	Broadcast SIN: SIN Recorder and implant Com – both involuntarily always on, and 'detectable' (Anyone with a SIN connection or Com link can always instantly know where you are and what you are doing, provided they pay your media outlet's subscriber fee).
-	10 skill points chosen in a unified package to fit the theme of your show – something the government censors and memetic engineers would approve of (porn, athletics, “party animal”, and “everyday guy” are most popular).
-4	Famous (National to JF), Owned by media company, Red Tape

People

• Detective Cara Feng

Feline Anthro Cara Feng hails from the back alleys of New Beijing where as a youth she ran with an anthro-street gang. After a string of petty thefts Cara managed to break free of her 'pack leader' / primp with the help of a 're-education chip' and a six month stint doing 'community service' at a luxury resort in Bath. Returned to her former home, she found her 'pack mates' missing – the lead killed by a rival gang and her 'sisters' trafficked off station by the Zutreffend Familie. Frustration and depression led Cara into the hands of Xiuhui Prochazka.

Throughout the JF there are those who take in lone anthros, house them together, and provide them with a sense of 'pack unity'. Some of these people abuse and exploit their charges, and some of them are like that old woman in every neighborhood who collects and pampers all the wild cats. Ms Prochazka, a former cop of Civitas background residing in Jovia was one of the better ones. Cara indentured herself to the woman and collected her shattered psych back together. More importantly, Cara learned and won th trust and respect of Xuihui and her friends among the police.

Within a year, Cara found herself in the police academy hoping to follow her new master. Her intuition and former life on the streets have allowed Cara to quickly excel and move up to the rank of AHU detective.

As a detective, Cara is known for her street smarts and ability to win the trust of suspects even during interrogation. Where the typical SIU detective might be a bit of an obsessive compulsive, AHU detectives tend to be empathicly focused dealing in the dynamics of people. Cara is a shining example of this trend, more connected and empathic than even most of her peers.



50 pts

Stats [36 pts]: Body 5, Mind 5, Soul 8

ACV: 6 DCV: 4 Health: 55 Shock: 11

Attributes [23 pts]: Features (Extreme Beauty-2, Fur-1, neural jack, neural buffer-1), Heightened Senses (Tracking Smell, Hearing, and Touch), Sixth Sense (Emotions), Special Movement (Cat-Like), Sixth Sense (Lies), Combat Tech (Judge Opponent), Heightened Awareness-1, Highly Skilled-8, Organizational Ties (Moderate-2)

Cyberware [2 pts]: Cybereye (infravision), Implant Com

Gadgets [2 pts]: (major-2, minor-8) (strict conditional ownership-2) [Police Scanner, Burglary Kit, Liquid Bandage, Flechette Pistol, Motorbike, Skinsuit armor, 4 wetware slots] Mundane Gadgets [Trendy Clothing Wardrobe, 3 Holo-clothing outfits, personal effects]

Skills [110 spts]: Area Knowledge (New Beijing)-3, Computers (Databases)-1, Driving (Motorcycle)-1, Etiquette (Lower Class)-2, Interrogation (Psych)-4, Languages (eLatin, Mandarin)-1, Law (Criminal)-1, Performing Arts (Fast-Talk)-1, Police Sciences (Criminology)-3, Seduction (Males)-1, Stealth (Silent Move)-1, Street Sense (Gang, Influentials)-3, Urban Tracking (Underworld)-3, Gun Combat (Pistol)-1, Ranged Defense (Personal)-1, Unarmed Attack (Grappling)-1

Defects [-13 pts]: Ism (Altered Human)-1, Marked (catlike)-3, UD (Slave Mentality)-3, Nemesis (Zutreffend Familie)-1, Not So Tough (Cara has a thin, light frame build)-1, Red Tape-1, Owned (Xuihui Prochazka)-2, Phobia (Fear of being alone)-1

Conflicts / Plot Hooks



Key areas of conflict:

- Racial tensions are often strained between Altered Humans and Pure humans – the past of these two populations often can involve a slave dynamic and people do know who the slavers and traffickers of the pre-revolution era were.
 - Altered humans blame their slave mentality on those who once controlled them, as well as those whose ancestors were geneticists producing them.
 - Nearly all of the pre-revolutionaries involved in breeding and recycling of AH populations were 'purged', so few of their descendants exist on the JF today.
 - Some pure humans grow tired of the 'reservations' given to Ahs, and lobby to get them to 'be responsible and take care of their affairs.' Anti-AH sentiment often builds popularity by 'reminding' pure humans that they are being 'forced' to pay for mistakes made by people before they were born.
- Refugee populations put a strain on JF economics and, unlike Ahs, there is no direct blame or easy moral analogy to defend taking care of them. There is merely 'humanitarianism'. Refugees resent being denied access to the JF civilization, and many will cite the war between the JF and Mars as the root of their plight.
 - Refugees make an easy target for police, politicians, and angry pundits to blame for any problems that arise. Refugees have no voice in the public sphere, so they can do little to deflect attacks.

- Ethnic tensions between former EU and Chinese populations exist, but are much lower than they 'should be' due in part to some mixing of these populations before the revolution 'engineered' by both sides to keep conflict down, and very proactive mixing campaigns after the revolution to create unity. Both of those programs made and continue to make active use of the population of the city of Jovia, the once 'foreign workers' as the catalyst for encouraging mixing. It is the historic 'middle ground'. By contrast the former US-bloc population of 'Station 7' has not mixed in easily. Pre-revolution it was actively economically hostile to the Mosquito project, and its own internal population existed in an Apartheid situation. Station 7 citizens have been much slower to mix despite modern efforts, and some level of ethnic resentment continues even today.
- Relations with the Inner System are highly strained. Any visit by an Inner System trading or diplomatic vessel is going to result in heightened security measures throughout the JF. It also makes for an ideal time for terrorists, pirates, smugglers, and others to stage their efforts due to the level of fear and distraction.
 - The JF still has no official explanation for Earth's switch to recognition. On a practical level it may simply have been done to regain access to petrochemicals. Or it may be a part of some other long-range plan.
 - There is a low-level 'Cold War' going on with the Inner System. Both sides make active use of spies to gather info and spread memes. Both sides use the fear that the other side is doing this to justify 'pograms' / 'red scares'.
- 'Combat-Anthros' are not officially present within the JF, but they are in some refugee camps, and they are in certain unofficial areas – such as drifter camps. In addition, they are scattered about the Outer System and Asteroid Belt on ships and stations. Raids into the JF are not unknown, though this is never targeted at a station or large ship that could defend or that would force 'official notice'.
- Jurisdictional conflicts between the different types of policing ministries has led to violence in the past. It is not common, but it is also not unknown, although it is rare. It is not impossible that one division might be given orders to 'terminate' what the government designs is a 'rogue unit' within another division, though this would be an exceptional event. Day to day, the different divisions seems to get along and cooperate well, but underlying tensions are always present.
 - AHU is likely to conflict with SVU and GTF on a frequent basis. SVU and AHU often share victims, and AHU often sees a victim in what GTF sees as a criminal.
 - SIU is the most likely branch to get wrapped up in messy politics. SIU units have been 'assassinated' before in the past.
- The three Organized Crime associations have different areas of criminal focus, but that does not mean they do not come into conflict. They are usually smart enough to avoid the open conflict that would bring down the power of the state on them, but low level conflict is common. A killing here or there, a kidnapping, a theft or vandalism, and so on... They will often fight proxy wars through street gangs and small time crooks who 'think' they are independent – which each Organized faction funding a side in the street conflict but staying out of the direct fighting to avoid blame and keep down tensions. It plays out much like 'Cold Wars' between nations do.
- Memetics is the modern buzzword for culture warfare, and it is a constant source of conflict. Different sides of a social issue will at times go too far in pushing their agenda over the other side. This can range from a source of localized terrorism down to merely overdone 'self promotion' in the 'face' of the other side.
 - Corporations live and die on the memes they choose to ride or create and promote. Meme-spam and SIN-spam are constant issues as well as reasons for 'anti-corp retaliation'.

Plot Hooks:

- **Sources:**

- Plot hooks can come from fiction, the news, and even detective and crime story TV shows and movies. Many of the plot hooks below come from watching 'Cop shows' on TV.
- The listings below may or may not be all that special, what they are here for is to show people examples of things that could be done, or could still be done, in this unusual setting.
- **For Police / Detectives / Working with the law:**
 - Political:
 - Mid level city official is found dead or assassinated in public. Items on him hint at connection between a terrorist group and / or a foreign government.
 - Investigation of bombing of government office in refugee camp, clues hint it was funded not by refugee terrorists, but by an MP up for re-election.
 - Diplomat from Earth or Mars to visit the JF.
 - Series of violent clashes begin beforehand. Perhaps ethnic, perhaps against Station 7 descendants, or by Earth loyalists
 - Station goes on zero-tolerance lockdown. PCs send out to 'stop and control everything.'
 - PC's unit / squad / group is accused of plotting a coup by an MP up for re-election. PCs suddenly on the run trying to prove innocence. Perhaps uncover a real coup plot in process.
 - Assassination in Parliament – during a session debate, one member suddenly stands up and kills a rival, or maybe even a close ally. Why? And is something else really going on?
 - Someone is hacking the cyber-brains of prominent figures to control their 'enhanced vocals' and make them denounce the government or hint at a massive governmental conspiracy.
 - Alternatively, the denouncements are being hacked into popular SIN-casts or 'wave-enabled billboards.'
 - Routine criminal investigation implicates a major political figure. After evidence is 'bagged and tagged' PCs are approached by agents of Secret Police who 'inform' them of the need for silence and discretion. Or alternatively, Secret Police informs them they must investigate, and will be 'assisted', after their own superiors have tried to silence the matter.
 - An unusual letter is delivered to the Prime Minister, a death threat with political accusations and meandering poetry, and perhaps a promise of place or time. Perhaps it connects to some past special crime the PCs investigated. The PC's unit is brought in to determine the source of the threat and prevent the attack.
 - Organized Crime:
 - PCs find clues to suspect one of their superiors is on the take with organized crime. Now they must either investigate the matter or cover it up without getting 'dragged in' to the web of scandal.
 - SVU:
 - Minor-aged altered human killed in traffic accident, body shows signs of long term abuse, bringing in SVU. Address child is supposed to live at turns out to have been 'cleaned out' overnight, but appears to have been an illegal slave-brothel or market.
 - A new kind of serial-rapist: Someone is hacking cyber-brains of people with cybernetic limbs and piloting the victims to make them assault random strangers. Variation: the hacked victims are merely cyberdolls, which are then being used to conduct the assaults.
 - A SIN-Spam attacker is forcing victims to 'live through' snuff films, either as the perp or the victim. Clue might be in the choice of hacked victims, or the 'SIN-cast' itself. Crime might have been uncovered after a victim committed suicide believing the incident was a true memory or merely from the trauma or recognition of something in the 'SIN-cast'.
 - A victim comes forth claiming to have been kept imprisoned as a slave in a private suite by a major media, corporate, or political figure. The investigation will stall when the victim

- later turns up dead in unusual circumstances.
- A woman's staged auto-erotic asphyxiation death conceals a murder. Investigation of a death threat in her email leads police to a male prostitute who claims he was gang-raped by that woman and several others. Is he also her killer, or is something else afoot?
- An SVU style murder – The victim is still alive, poisoned with radiation or chemicals to such a severe degree that even JF technology cannot save them, they will die in a few days. PC Police must work with the dying victim to uncover the assassin, and find out why. For further twists, the victim is a foreign diplomat and the race against the clock must also work to avoid an international crisis. For a final twist – the toxin might be contagious, or might still be out there infecting others, such as radiation on the loose, or a biohazard.
- Street / Regular Crime:
 - Investigation of a late night 'hit-and-run' has strange parallels to a new SIN-game. A copy cat thrillseeker? Could the maker of the SIN-game be behind the crime as a publicity stunt? Could an anti-game-violence activist group be behind it as a counter publicity protest?
 - Someone is 'tagging' 'wave-billboards' to broadcast their 'tag sign' rather than the intended advertising / public service messages. Who is behind this graffiti? What is now being said that is important enough for police to care? Something contrary to legally accepted memes?
 - A band of registered 'Shells' living on the outside of the station set up a platform and being trying to remove pieces of the hull and 'dig their way' inside. PCs are part of the first response team sent to pick them off.
 - Someone or something is 'eating' people in a refugee camp or in the alleyways of New Beijing. PCs are assigned the investigation. Is it a band of Primals? Cannibal Shells? Or something else?
 - Domestic dispute among friends – a good friend of a PC is accused of domestic violence. Now the PC must struggle with personal loyalty and not getting 'too involved' in the investigation.
- Corp Crime:
 - A body shows up in alley. Just another murder case, until SIU shows up to tell the PCs the stiff was under investigation for embezzling employee retirement funds / company revenue. But then an unsent memo is found in the stiff's cyber-brain to the SIU detective, offering to blow the whistle on the Corp's illegal dealings in smuggling, trafficking, data piracy, or some other crime. Who is up to what, with whom? Is the SIU detective on the corp payroll? Was he the killer? Where the three crimes unconnected?
 - An indentured accountant from a Corp on Neptune escapes to the JF, but now a 'counter extraction team' has shown up to 'reclaim' the 'stolen property' of one person.
 - Maybe the accountant has an asylum claim that seems legit.
 - Maybe the PCs are trying to catch the accountant, but the bounty hunters are making trouble and chaos trying to get there first.
 - Maybe the accountant's indenturment contract was over, but the corp wishes to force a renewal. Why?
 - A Corporate employee comes to the police to blow the whistle on some illegal activity, but the corp hires assassins to prevent this. Perhaps they just need to make a kill, or perhaps they desire to capture sensitive data the employee has before it can be decrypted. Police must prevent the assassination, and prove a connection to the Corps.
 - An office building implodes / collapses, killing all inside and destroying vast amounts of company data. What happened, why? Was it perhaps an inside job to cover up a crime or unmentionable embarrassment?
 - A Corp exec or family member of an exec is kidnapped, and police must solve the

kidnapping in time, before a private investigation team botches everything. Or perhaps the private team was really hired to take out the victim before they could reveal something, or take out the kidnapers before 'they' could reveal something.

- After a scandal on the board, a large Corp executes a sudden massive layoff. The former employees are now out in the streets protesting and demanding their employment contract severance plans be honored. PCs are called in as part of riot prevention.
- **Media Crime:**
 - A popular sport's figure or entertainer is cyber-brain hacked during a match / game / performance. Whatever cyberlimbs they possess are sent out of control, or perhaps a singer is revealed to be performing recordings (cyber lip-sync) when her vocal chords are hacked and a confession is read out. PCs must uncover the culprit as well as deal with the controversy over the figure and whether or not to bring that person in for 'fraud' or 'athletic cheating' or a similar crime.
 - A compromising SIN-recording of a celebrity is released and the PC unit is ordered to investigate. Who put it out? A failed blackmail, a money grab, or an intentional publicity stunt?
 - A celebrity is kidnapped by a disgruntled fan who seeks to take him/her off the station. But is it really a kidnapping, or actually an escape?
 - During a routine investigation someone enters the scene and steals evidence before the PCs can stop them. That evidence later turns up on the wave, compromising the investigation unless the PCs can track down all of the players involved in addition to finding other evidence to prove the original crime.
- **For Crooks / Mercenaries / Working against the law:**
 - How did I get wrapped up in this?
 - Bodies have been disappearing in the hood and the police don't care or haven't noticed. The group's favorite local restaurant owner is doing a brisk business with his new 'Gnu-Meat' pies, supposedly made from the best flavored soy products. But just why does he keep an antique meat grinder in the back office...? When a rival goes missing, and a PC sees something being dragged in the alley that nobody should ever see... do they help, or stop a madman?
 - Gun for hire:
 - A derelict ship has been found speeding its way out of the solar system at near light speed in a spiral-widening orbit from the sun (slowly spiraling out). In exactly 3 days it will be passing the JF close enough to board. Due to time dilation, the PCs will lose one day of outside time for every 10 seconds aboard, but if they can find the loot in time, the buyer will pay handsomely. The problem, is that others want that loot just as much or more. The days leading up to the mission are filled with lethal attempts by each team to identify and knock the others out ahead of time. The mission itself may involve a hairy firefight and possible encounter with a lost crew from a previous century that may want to use the PCs' vessel to escape, and a mystery of what stranded the ship. And just why is this loot so valuable? What secret does it hold?
 - The JF is launching a probe to Alpha Centauri. PCs have been hired to make sure it never makes it off the station, or at least not far. Who hired them? Earth or Martian agents? A rival Corp to the probe's maker? Alien conspiracy theorists? Can they pull it off before JF security stops them?
 - A Corp's employee has absconded with valuable data, either business secrets or criminally implicating, or both, and the PCs are hired to recover the data by any means necessary.
 - After an accident, a wealthy individual has been gravely injured, losing a limb or vital organ. Cyber-replacements are available, but oh so unfashionable. A new limb can be

grown, but takes years, and they need to be ready for a party in three nights... PCs are hired to 'snatch an organ' from a suitable 'donor', and their employer happens to have a DNA profile highly compatible with a number of people previously ID'd by their medical staff for just such an emergency. Or as a variation, PCs must hack the JF DNA records and find matches. Sure, the new organ will only last long enough to grow a real replacement, or maybe only enough to keep yet another donor, but fashion is fashion...

- A good score:
 - A local smuggler is short for his next order, three slaves died from an overzealous bodyguard. PCs have been hired to scout the streets and find three new victims to kidnap – all to be under-aged Anthros. It's a snatch and grab plot of the darkest sort, as these victims will be headed into a life of the worst form of slavery. But hey, it will pay the bills.
 - PCs are hired to find and 'recruit' 'actors' for an illegal snuff SIN. They can use force or trickery, and maybe each role in the SIN requires a different tactic.
 -

Ex Machine Conversion

As BESM is now in a third edition, rules for the old tri-stat second edition based game have been moved here.

Basic Human-Anthro (2 pts)		Basic Jovian Bioroid (2-4 pts)	
2	+1 Body, -1 Mind, +1 Soul	2	+1 Body
3	Features: Extreme Beauty (2), Fur (1)	3	Features: Extreme Beauty (2), one additional cosmetically themed feature
3	Heightened Senses: Tracking Smell, Hearing, and Touch	2	Heightened Senses: Touch and either Hearing or Sight
1	Sixth Sense: Emotions	-1	Ism: Altered Human
-1	Ism: Altered Human	-1-3	Marked: Pointy ears, unusual skin tone, vestigial wings or other unusual traits.
-3	Marked: Animal like features	-1	UD: Slave Mentality: 1 penalty to resist commands from authority figures or chosen leader, desire to be submissive in a group, extreme and distracting libido. Depression if lacking guidance / someone to lead them who actually does command them (1 penalty to all actions, +1 per week up to 3).
-3	UD: Slave Mentality: 3 penalty to resist commands from authority figures or chosen leader, need to be submissive in a group, extreme and distracting libido. Depression if lacking guidance / someone to lead them who actually does command them (1 penalty to all actions, +1 per week up to 3).	Options: (if * then also increase Marked to 3 – which is not included in the cost)	
Options: (Traits will run in a family and be consistent with a single animal type)		1	Special Movement: Perfect Balance or Cat-like.
1	Tail is prehensile.	2	Four arms and mammaries (popular in bioroids made for India-themed resorts).
1	1 additional feature of an animal nature	1	1 additional feature.
1	+1 claws and +1 teeth (Restricted: Half damage bonus to 5)	1 or 2*	Glider or Flier (10kph) Restriction: Only in 0.3g or less.
1	Special Movement: Perfect Balance or Cat-Like.	2*	Water Speed 2, Adaptation: Underwater, Phys Imp ('dolphin tail' rather than legs).
1	Sixth Sense: Lies	-1-3	Owned: Indentured to someone or some group
-2	Owned: Indentured under Anthro-slave contract.	-1	Phobia: Fear of being alone
-1	Phobia: Fear of being alone	0	Earth Bioroid (+1 Mind, -1 Soul)
		1	Earth Elite Bioroid: Earth Bioroid plus no slave mentality, rather you are the offspring of a wealthy or ruling class.

About the Author

Hello;

No point in writing this in the usual 'third person manner' if I'm the one doing the writing. I go by the name of arcady online, but that is of course, just a pen name.

I'm a native of San Francisco, grew up poor around a lot of what you might call 'street activity'. I've served in the US Air Force, stationed in Korea where I managed to learn that as a second language. I've worked in electronics and as a web programmer, and am just about to wrap up a degree in Political Science with a Criminal Justice minor. Actually, I have finished that major, and am merely hanging around the university working on the minor.

I'm of mixed heritage, which might explain my interest in cultures and my personal opinion that ethnic identity is one of the most dangerous deviant memes known to mankind. If you need to know it, I am a mix of Cherokee/Crow, Portuguese / Irish, Chinese, and Inca – and I get annoyed at how often people treat me like I'm some Mexican who just ripped off a Chinese guy's credit cards...

My life long love of studying social issues and dynamics drives a lot of my interest in the Cyberpunk genre. To me, this is a genre about human nature and the tech is just window dressing. That has driven much of what you'll find in the Mosquito setting. I like anthropomorphs, and consider them a likely eventual result of genetics tampering, but don't cater to the furry counter culture. Don't mistake the presence of gene modified people in this setting for making it a furry friendly place. It isn't.

I've been in RPGs since my mother made me spend my 11th birthday money on the basic DnD set back in 1982. I wanted the DnD electronic board game, she said it would just break in a month or two. She was right, as I later learned when I managed to get that game through other means. Since that time I've never been able to shake the habit, despite a couple of tries at it.

Most of my gaming experience has been with the Hero system and GURPS. I found the predecessor to GURPS in 1982 in the form of 'Melee', an intro game for 'The Fantasy Trip'. Hero for me dates to Autoduel Champions which I was introduced to in 1983. I've been GMing both of these systems for years. I discovered tri-stat in 1998 with a copy of BESM first edition, though first played it when one of my Champions players chose to run a Sailor Moon game.

World design is something that draws me, and I may very well get more out of doing this than actually playing these things. Something which may have a connection to one of my other hobbies as a fiction writer. Which fits in there between drawing, digital art, collecting African cichlids, making espresso, and studying history or politics.