



Mark726's EVE Lore Survival Guide

Version 2.0



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Foreword by Seismic Stan¹

EVE Online: The Greatest Story Still Being Told



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Science fiction literature has brought forth many mind-bending and society-changing stories. From the classic novels of Jules Verne, H.G. Wells and Aldous Huxley to the grand visions of Arthur C. Clarke, Robert Heinlein and Philip K. Dick. Entire universes were conjured in our minds by Asimov's Foundation series and Frank Herbert's *Dune* saga.

Cinema was quick to embrace the opportunity to portray the future of man with Fritz Lang's *Metropolis* and eventually went on to give us the ever growing extended universes of Lucas'

Star Wars and Roddenberry's *Star Trek* along with many others, both original works and adaptations of previously written stories.

Rich futuristic civilisations have sprung forth from other sources too; Games Workshop's dystopian *Warhammer 40,000* universe and FASA Corporation's feudal *BattleTech* worlds to name just two. Comics have given us everything from *Dan Dare* to *Judge Dredd* and in recent years digital entertainment has stepped into the arena with enduring original storytelling like *Half Life* and *Mass Effect*.



© LucasFilms

But the future of storytelling is changing and EVE Online stands on the frontier.

When Science-Fiction and Science-Fact Collide



Every story mentioned above, no matter how engaging and wonderful, has one thing in common: They were all written to be enjoyed by the individual reader, viewer or player (or in the case of tabletop games, a small group). EVE Online is different.

¹ Unless otherwise noted, all images are © CCP Games.

EVE Online's universe of New Eden is an epic story told on an unprecedented scale, enacted and recorded by and for its thousands of participants. The freeform universe engulfs the player as soon as a character is created, fusing him into the story by simply being present in a single-sharded science-fiction universe.

Everyone Plays a Role

Even those participants who choose to shun the lore are still woven into the tapestry as they select their race and bloodline, starship piloting skills and then head off into the player-populated organisation of their choice. Every player becomes the citizen of a galaxy seething with politics and treachery, violence and opportunity.



The lore of EVE Online is not purely a resource for hardcore roleplayers, it's there to be passively enjoyed by everyone with even a passing interest in epic science fiction concepts. The themes colour the environment in which the metagamers plot, it provides character to the engines of mass destruction flown in huge invasion fleets and it flavours the tactical equipment options made by every pilot.

In fact, now our entertainment is so immersive, with participants so involved in adrenaline-pumping ship-to-ship combat, our bodies can't differentiate between a fictional spaceship environment and a primordial threat that triggers a fight-or-flight response. Likewise with pleasure - we get our dopamine hits from the digital stimuli of our pixellated victories. Those players who furiously claim that they are not "roleplayers" would be right in a sense; whether they are an e-sports combat pilot, a stoic fleet commander or the "King of Space", they aren't playing a role, they're living it.

No Wizard's Hat Required

Yet the depth of fiction available for those who also choose a lore-driven path of immersion is immense. With a backstory that has grown organically over the last decade, the epic interplay of warring civilisations in a universe of amoral, technologically-enhanced humans can be overwhelming for the newcomer.

But fear not, if your interest has been piqued and you'd like to know how to dip your toe in the pond of EVE lore - or perhaps even go for a paddle - help is at hand. I am proud to present renowned EVE content-explorer and lorehound Mark726's [EVE Lore Survival Guide](#).



I approached Mark with the idea of an "EVE Lore for Dummies"-type concept, knowing his knowledge and writing style would make him the perfect author for such a project. What I expected was two or three articles providing a

quick insight. What I got was that and much more; 20,000 words of light, well-researched explanation that could be presented in short, digestible chunks. I have given it pride of place on my [Freebooted](#) blog, but I think it deserves to evolve into something more. I suspect Mark was hoping I'd stop asking him stupid questions once he'd written it, but now I have a host of new stupid questions and after reading it, I'm sure you will too.

The Greatest Story Not Yet Told



© New York Times

As EVE Online continues to grow and its capsuleers live the story as it unfolds, we can only hope that the content developers at CCP have the vision to continue to push the narrative envelope, creating content that will ensnare and inspire.

H.G. Wells had only the written word to inspire millions and by simply adding audio he managed to [troll a nation](#). Just think what is possible with a state-of-the-art server cluster, a cast and crew of hundreds of thousands and a universe as deep and stunning as New Eden.

Go tell Asimov, the future is happening. We're living it.

Join us...

An Introduction

Hi everyone. I'm Mark726. You might know me from [EVE Travel](#), a blog dedicated to exploring and explaining the various landmarks (spacemarks?) in New Eden, to aid anyone looking to sightsee around the Cluster. Seismic Stan approached me a while ago to ask if I was interested in writing an "EVE Lore for Rookies" blogpost. Well, unfortunately, what originally started out as "a blogpost" quickly mutated into this, for lack of a better term, monstrosity.



I had originally hoped that I would be able to cover the major points in one blog post. Indeed, in starting this Guide, Seismic Stan had mentioned to me that people were looking for a "cohesive stream of lore" to follow the story of EVE. After thinking about this for a while, I came to a realization: just as in real life, there IS no cohesive stream of lore. Rather, there are

many smaller, interwoven threads of stories that come together to create a whole. I can't explain the background of the Minmatar without giving background on the Amarr. I can't talk about the Jove without explaining the EVE Gate. I can't even talk about the history of interstellar travel without mentioning and explaining, I kid you not, at least three major other related EVE plot points. The story of EVE is as interwoven as it is vast.

Still, I'm not one to turn down a challenge. This guide, available here and on [Freebooted](#), is an attempt to give a broad-ish overview of the history and lore of EVE (a note to you professional RPer: I'd like to think that I hit the major points in this primer, though I know I by no means hit them all. If I left something out, it was (hopefully) an intentional decision on my part, though feel free to argue it with me as necessary. If I got something wrong, please let me know). Parts of the guide will be adapted from my own blog entries, other parts will come from the so-called "prime fiction" (direct from CCP lore, either in the form of [Chronicles](#), the occasional book, the newly released *Eve: Source*, or the fantastic [fiction portal](#) found on the EVE wiki), and others from what must be considered secondary sources (I would be remiss if I did not mention the fantastic [The Hitchhiker's Guide to New Eden](#) by Kenreikko Valitonen). For anyone looking for more information on any of these subjects, these will be your best places to start.

The guide will be roughly organized over a series of four parts. In this first part, I'll detail the deep history of New Eden, dating back practically to our current day IRL (In Real Life), including the so-called Lost Civilizations. The next part will look at the history

of the five empires: how they came to be, why they were created, etc, as well as the development of CONCORD (this part is a doozy of a subject in and of itself). Part Three (for those more interested in the yarr side of things) will be looking at the development of the various pirate and other smaller organizations. The fourth part will look at some of the technology in New Eden, including the key developments of interstellar travel, cloning, and interstellar communications, while the last section will examine some miscellaneous items that don't quite fit anywhere else.

So, let's get started, shall we?

In the Beginning

Let's start off with some very basic information. EVE Online takes place (as of the posting of this blog) in the year 23,350 AD, or YC 114 (brief sidenote: I'll return to the YC concept later on for timekeeping in the fourth post; suffice it for now to say that YC 0 corresponds to the year 23236 AD in game terms, and that the year 2014 corresponds to YC 116 in game).

The gameworld stretches over approximately 100 lightyears, encompassing approximately 5,000 known star systems collectively in a cluster of stars we call New Eden (this number jumps to almost 7,500 if we include wormhole space systems). We are completely cut off from Earth. Indeed, it's not entirely clear that Earth even exists anymore, or if there are any other humans out there in the universe. In terms of lore, New Eden scientists are not even sure if a mythical place called "[Earth](#)" ever existed, though most people seem to agree that all humans have a common starting point, even if we aren't quite clear on where that might be. We, as capsuleers, fly throughout the stars, literally connected to our ships through cybernetic implants and direct neural links to our ships' computers, which makes them an extension of ourselves. Through the wonders of cloning technology, our consciousnesses can be sent to a new body at the moment of our body's death, meaning that we are, for all intents and purposes, immortal.



A brief note before I move on. At times throughout these posts, I'll make a reference to something but preface it saying that the information isn't known in game. That's one of the things that many role players focus on in this game: trying to solve the mysteries of New Eden. There are quite a few things that we, out of game, know about the game universe that the general public in New Eden doesn't know. When role playing, it's important to keep these things separate, since half the fun of role playing for many is trying to solve these mysteries through in game means. If you bring up this OOC knowledge, RPer's will generally politely remind you that these things may not be known. I'll do my best to set off pretty explicitly that certain information isn't known in game or by the general public.

For those of you who are interested in RPing, most of this next paragraph is probably going to have to be considered off-limits to your character (for that matter, anything prior to the soon-to-be-mentioned Dark Ages should as a whole be considered mostly off-limits). Scientists and researchers in the game simply know almost nothing about the early years of the New Eden cluster, much less anything that took place before the collapse of the EVE Gate collapsed. For those of you who don't care and/or want to know anyway, feel free to read on, but prepared to get shot down if you ever try to talk with someone in character (IC for short) about these events. A more detailed look at all of this can be found in the "official" [New Eden timeline](#) (but as I noted, just because it's in this timeline does not mean it's known to in-game characters).

By the year 2730, humans had fully colonized our own solar system, which seemed to take much longer than necessary to colonize a few chunks of rock in one star system but whatever. It took an additional millennium before we figured out the secrets to travelling faster than light. Things were apparently swell for the next few thousand years, as the timeline doesn't mention much of note, though [some accounts](#) mention vicious fights between corporations that control various human-colonized systems. That began to change in [7703 AD](#) when the first known massive (supposedly) stable wormhole formed. Humans discovered this wormhole near the system of [Canopus](#) in 7987, forever changing the course of human history. The homeward side of the wormhole was soon named ADAM while the unexplored side was given the appropriate title of the [EVE Gate](#). For simplicity's sake I'll just refer to both gates as the EVE Gate (I should note that Eve: Source seems to retcon out the fact that the Earth side of the Gate was known as ADAM but I like it so I'm keeping it anyway. ARTISTIC LICENSE Y'ALL). The wormhole sent explorers to a far off system that (in a burst of genius), humans quickly named New Eden. In a cluster (in again, a burst of genius AND creativity), they named New Eden. Within two years, colonization of the newly discovered space was in full swing, with the future homeworlds of the Amarr and Gallente being purchased and colonized in 7989.

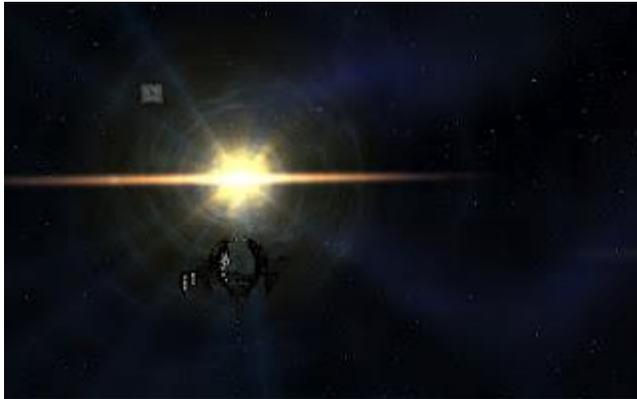


Colonization continued apace for the next few decades, spidering out quickly from New Eden into the broader cluster. Stations, some still seen today near New Eden (the system, not the cluster, see how brilliant the first settlers were?), were erected to protect the first stargates. Many planets, not all of them yet habitable, were colonized. Those not yet habitable began being terraformed (Caldari Prime, in Luminaire, being the most notable example of this). Few colonies were yet self-sufficient, relying heavily on support from Earth for money and supplies. Everything seemed to be going swimmingly.

However, problems in the EVE Gate itself soon appeared. It was not quite as stable as the first colonists had been lead to believe. Terrans (an umbrella term that refers to any

humans that came from the other side of the Gate) quickly began to build a device to stabilize the wormhole for continued use. It was a massive undertaking; even 70 years later, it was not yet done, though it did have the words "[EVE](#)" blazoned on to it already.

Unfortunately, the stabilizer was too little too late. On February 20, 8061, just 74 years after the wormhole's discovery, it collapsed quite spectacularly, cutting the fledgling cluster entirely off from Earth and its desperately needed support. The effect near the site of the gate was absolutely devastating. Any ships nearby were completely destroyed, and even in the modern day, the site of the Gate remains a maelstrom of energy that [only the most dedicated explorers](#) even attempt to approach. Rumor has it that the remains of Terran ships can be found in and around the Gate, supposedly with technology far advanced from what we have available today. The Jove (discussed a little later in this section, but suffice it to say that they are the fifth major, but isolated, empire of New Eden), according to that same rumor, have cloaked the wreckage to



prevent it from falling into the wrong hands. The Jove deny it, of course, but that doesn't stop people from looking and spreading the rumors. Beyond the immediate vicinity, the collapse of the Gate caused malfunctions in stargates across colonized New Eden.

The effect of the collapse of the EVE Gate on the colonies in New Eden cannot be overstated. Despite being

open to colonization for almost 75 years, many colonies were nowhere close to being self-sufficient. Terraforming wasn't complete in many systems, and even the colonies on habitable planets often ran into problems of food supplies and other equipment. Many colonies simply died out from lack of supplies. Most of the ones that survived fell into the so-called Dark Ages, reverting to essentially feudal-level technology, reverting back to subsistence-era technology in attempt to merely survive. Eventually, some civilizations managed to climb back up into space... but that's getting ahead of myself.

A Sidenote (Ancient Civilizations)

Even the lore that we as players know (compared to what we would know as characters in New Eden) isn't complete. The Dark Ages had some interesting happenings (of which I will describe as best as possible here), but exactly what happened after the collapse of the Gate and the rise of the Amarr is a bit of a mystery.



What little we do know suggests that before the four major empires arose, there were some civilizations that thrived for a time after the collapse of the EVE Gate. For whatever reason, these civilizations either vanished or were grossly transformed. The four civilizations that eventually lost are known to us as the Sleepers, the Talocan, the Yan Jung, and the Takmahl. Information on these civilizations is very sparse, but I'll try to explain what I can.

The least is known about the [Yan Jung](#) and the [Takmahl](#). The Yan Jung originally settled in Gallente space (conveniently, each of the four dead civilizations just HAPPENED to settle in areas now controlled by each of the four major empires), specifically in Deltole. According to the scant record, they were masters of "advanced gravitronic technology and force field theories." [Some ruins](#) survive to this day, including a few pieces of working technology.

The Takmahl settled in Amarr space, specifically in the Araz constellation. They were originally members of the Amarr Empire. An offshoot of the Sani Sabik faith (who essentially believed that drinking human blood made you pure, with somewhat predictable results), the Takmahl were [exiled from Amarr space](#) shortly after the Empire gained interstellar travel. While many survivors of the cult were simply sent free, a number of survivors stole cryo-ships and ended up in Araz together. More than a little disturbingly, the Takmahl were considered experts in "cybernetics and bio-engineering technology." Take that how you will.

Much more is known about the [Sleepers](#). They apparently originally settled in Minmatar space in the Ani constellation. The Sleepers were [considered masters](#) of "virtual reality, neural interfacing and cryotechnology." More interesting for our purposes, the Sleepers were also apparently able to colonize not only Ani, but also wormhole space (the space only accessible via natural, but unstable, wormholes). Various active and defunct Sleeper sites can be found throughout wormhole space (also known among the RP crowd as Anoikis), with unmanned drones that will defend themselves as necessary.



While all of this is known to the general citizenry of New Eden, the next paragraph contains information that is not known at all to the general public (so not known by players when they are playing IC), but part of the puzzle of the Sleepers have come together both in *Templar One* and *Eve: Source*.

The Sleepers were apparently once part of the Jove race. The Jove arrived in New Eden in two parts: most of the citizenry were frozen in cryogenic suspension and connected to each other in a computer program (yes, just like *The Matrix*); the rest stayed unfrozen, taking care of the ships and the frozen citizens (if any of the ships were named Zion I'm quitting). Although most eventually did settle in New Eden, this concept of a virtual environment remained. When the Second Jove Empire collapsed (discussed three paragraphs below

if you're THAT desperate to learn), it appears that a faction of Jove simply returned to their cryotubes and uploaded themselves into the Jove version of the internet. The remnants of that faction eventually settled in Ani while the rest of the Jove moved on to their current home, and eventually moved on to wormhole space (how they moved there, or why, has not yet been revealed). However, the Sleeper civilization itself is still alive, even if they rarely leave their virtual world. They survive in their VR construct to this day, their bodies kept in hibernation, and only very rarely come out of their hibernation to interact with the real world (real world in the game... you know what I mean).

The [Talocan](#) cannot really be understood without the Sleepers. They originally settled in what is today Caldari space, in the Okkelen constellation, and are considered to be experts in "Spatial Manipulation and Hypereuclidean Mathematics." The strange thing about the Talocan is that they appear to be, in some way, connected to the Sleepers. In many of the higher classes of wormhole space, Talocan ruins can be found interwoven with Sleeper structures. Whether the Talocan conquered the Sleepers, or vice versa, is completely unknown to us at this point. There is [some evidence](#) to suggest, however, that the Sleepers and Talocan eventually joined forces in wormhole space to fight some kind of disease. Some Sleeper sites in wormhole space are known as quarantined sites, and will even today broadcast warnings to stay away. The nature of the disease, whether it still exists, and whether it affected the Talocan, Sleepers, or both, are all matters of intense debate among the various RP groups.

The last of the original civilizations are the [Jove](#). One of the original colonists of the New Eden cluster, they survived the collapse of the EVE Gate quite nicely, as they had come through the Gate intending to be self-sufficient from the start, and managed to form the First Jovian Empire after just a few centuries. While many of New Eden's colonists were dying because of their isolation, the Jove managed to kill each other quite a bit over their differing political and scientific views, since the Jove are apparently a rather fractious bunch. Nonetheless, the First Empire eventually spanned much of New Eden once they finally managed to learn to work together for a bit. And by "a bit," I mean the First Empire lasted [around 8,000 years](#). However, no political system lasts forever, and the First Empire was no exception. A radical faction eventually seized control, and the Empire eventually collapsed under its own weight (warning: I'm a bit of a political science nerd so there might be a number of sidetracks on political theory).



About 3,000 years ago, the Jove managed to climb back to some modicum of self-control and establish the Second Empire. But there were problems afoot. You see, the Jove had always been pretty big into genetic and social engineering, to the point that they had started tinkering with our most basic human instincts. At some point, however, something went wrong with the process. The [Jovian Disease](#) is a genetic (in

other words, non-infectious) condition where, at some point in a Jove's adult life, they fall into an incredibly deep depression, and eventually lose the will to live. Because the Jove are apparently *terrible* at small-scale genetic manipulation and limited testing, the Disease has spread to the entire race. The Disease devastated the Second Empire, which collapsed soon after the Disease's appearance (though it's not clear if the Disease was the only cause of the collapse). In an attempt to start fresh, the Jovians abandoned their original homeworld in the region now known as [Curse](#) about 500 years ago. The modern day Third Empire, now much smaller than the first two, is completely isolated from the rest of the Cluster, and located in the northeast section of the Cluster. The Jove are split into two main factions: the Statics, who want to stop tampering with the Jove genome, and the Modifiers, who apparently love moving those alleles around. Beyond that, we have very little information on modern day Jove society. We know that they're governed by something called the [Jovian Directorate](#), which seems to operate similarly to the Caldari's Chief Executive Panel, but other than that, information on the Jove is incredibly scarce. Indeed, there is at least some suggestion (through both *Templar One* and some interactions with Sansha's Nation) that the Jove as a race don't even exist anymore, that they've all died out from the disease. Whether this is true or not is simply not known at this time, though it's notable that the Jove haven't sent a delegation to CONCORD in several years (though, to be fair to the Jove, CONCORD meetings tend to be pretty boring so I'm not sure I can blame them).



Despite the lack of information on the Jove, they actually play a fairly major role in the history of the Cluster. They were the ones to first [give capsule technology](#) to the Caldari, and eventually the other Empires. They were [instrumental to the creation of CONCORD](#) a few years later, and continue to [interfere with Cluster politics](#) when they've deemed it necessary. Despite their complete isolation (just try getting into their space, I'll wait), they (or, someone masquerading as them, depending on who you talk to) continues to exert a subtle, but significant pressure on the evolution of the Cluster. They have a heavy corporate presence through companies like Genolution and Impro, but these are almost entirely run through intermediaries, so not even company employees see their secret Jove overlords. They don't take a major role in many stories in New Eden, but even here they show up an awful lot in passing, so make sure to keep them in mind.

At this point, we've covered all of the deep background for New Eden lore. We have yet to really touch anything that is particularly relevant to modern day New Eden affairs, but it's all part of the tapestry of New Eden. Next, we'll be looking at the history of the four modern empires as well as the development of CONCORD.

The Empires

In the last part, we looked at some of the deeper history of New Eden, dating back to the discovery of New Eden itself. In this part, we're going to be looking at something a little nearer and dearer to all of our Rping hearts: the history of the modern day empires and their current statuses. This is by no means intended to give you the full breadth of information on each of the empires. It won't make you qualified to be a talking head on a news program (you know, if there were qualifications for that kind of thing), but it should be enough to point you in the right direction and at least make for some witty and charming dinnertime conversation. We'll be covering the four empires in separate sections before turning our attentions to those lovable scamps in CONCORD.

The Amarr Empire: God Has a Plan



We start with the largest and, depending on who you talk to, most diabolical of the four nations of New Eden: the [Amarr Empire](#). Two parts theological empire, one part bureaucratic morass, with a sprinkling of lifetime indentured servitude for just a bit flavor, the Amarr Empire is founded on the idea that the State and the Church are one. Thus, the [head of state](#) (currently Empress [Jamyl Sarum](#)) is head of the church as well. As with many religions, the Amarr religion is built on the idea that the only way to attain God's favor is through following the Amarr path and only the Amarr path; this idea has led to a number of "Reclaimings" throughout Amarr's history, as they try to save the rest of the Cluster. The itty bitty, teeny weeny little footnote to that is that the only truly "saved" people are the True Amarr; anyone who can't trace their bloodline to the True Amarr are forced to serve the True Amarr. And if you don't willingly serve the Chosen People, then the Amarr will be happy to provide you room and board and work for life in exchange for no pay and little hope of relief. Indeed, the Amarr's slave control technology is cluster-renowned, with only the Sansha having more effective techniques.

History

The Amarr are notable not just for being the largest nation in New Eden and for being slavers: they also have the singular distinction of having the oldest recorded history, dating back almost back to the collapse of the EVE Gate. The Amarr [Scriptures](#) record the early history of the Amarr race, but like any book going on 15,000 years old, it's entirely possible that some things may have been lost in translation over the millennia. Still, being able to trace your history that far back as a civilization is pretty neat.



The Amarr Empire [originally started](#) as a split off sect of the Unified Catholic Church of Mankind (not that they remember this). They eventually made their way through the EVE Gate and settled on a planet called Athra around 8000 AD. Don't recognize the name? Well, the sect settled themselves on a portion of Athra called [Amarr Island](#) after the other colonists rejected the Amarr for their even-then crazy religious beliefs (spoiler alert: the Amarr like to name things after themselves). They were led by [Dano Gheinok](#), who is generally recognized as the first prophet of the Amarr faith (creatively called just the Amarr faith; I think it was something in the water).

After the exile, like the other empires, the Amarr degenerated both technologically and socially as support from Earth was cut off. The island eventually splintered into a number of city-states who had little contact with each other. Although the church persisted through this time, it was rather decentralized and unable to exert much control over the various warlord-governed factions.

The status quo was maintained for an impressive 8,000 years or so (proving that armor ships aren't the only Amarr things that are slow and plodding) until a guy named [Amash-Akura](#) entered the history books around [16450 AD](#). Amash-Akura was the warlord of the city-state of [Dam-Torsad](#), and he came up with a brilliant idea: if the two driving forces of the island were the warlords and the religions... maybe you could try combining the two and seeing what happened? He quickly earned the approval of the Church, such as it was at the time, and by 16470, had conquered the entirety of the island through a combination of diplomacy and brute force. The warlords who capitulated without violence were named Amash-Akura's [Holders](#), and the most loyal Holders were brought together in his [Council of Apostles](#). The union of church and state complete, he was crowned Emperor by the Church, and got a fancy new [royal symbol](#) to boot (the story to which is actually kind of neat but this guide is long enough already).



Under the reign of Amash-Akura, the [Scriptures record](#) that [sefrim](#), or angels, guarded over the island, overseeing an unprecedented era of prosperity. Even without divine (or, as some theorize, Jove) influence, the historical records are clear that the island experienced a renaissance, which was undoubtedly well-overdue after 8,000 years of Civilization-type wargames. Amash-Akura allegedly reigned for about 100 years. It was around this time that [Molok](#), a member of the Council of Apostles, attempted a coup against Amash-Akura. The Scriptures record that the emperor requested help from the sefrim, and when they refused, he banished them. In response, he aged all 100 years of his reign in a single night. Many historians, however,

believe that Amash-Akura didn't reign all 100 years. Rather, he died early on, and the Council of Apostles attempted to assume his identity, which [Molok then tried to expose](#). Either way, Molok lost, Amash-Akura was either recently or long dead, and the Empire carried on.

The rebellion, however, devastated the countryside. In order to gain protection, many of the commoners of the island sought out Holders, and began working the Holders' land in exchange for protection, thus proving the feudalism was not just a Middle Ages thing. Anyway, during [this time](#) the arts began making a comeback as well. Things stabilized to a nice and quiet (dare I say slow and plodding?) pace.



After a few thousand years (I mentioned the Amarr were a tad slow, right?), the island began to reach a critical mass; there simply was no more room to put people. Tensions were relieved by the arrival of the [Udorians](#) in 20022 AD. Whereas the Amarr had settled originally (before that whole exile thing) on the northern continent of Assimia, the Udorians had taken the two southern continents. Free to develop technologically (i.e. without a church to hold them down), in the 12,000 years since the collapse of the EVE Gate, they had managed to create... boats. Not nuclear submarines, not cruise liners, or anything, just plain old boats. Something tells me the Athrans weren't going for a [science victory](#), if you know what I mean.

Anyway, in order to keep the commoners from seeing how wonderful freedom is when it lets you develop boats, the Emperor at the time decided to throw them into a religious fervor. Citing Scriptures for the proposition that the Amarr needed to convert the non-believers, the empire launched its first [Reclaiming](#) against the Udorians in 20078 AD. The Amarr eventually mastered the awesome power of boatcraft and was able to take the war to the Udorians, who were not exactly the most cohesive and organized of people. The Amarr began pressing captured Udorians into service in order to man the boats (starting a long and proud tradition of slavery in the process), and before long, the Amarr made real headway on the southern continents. It was at this point that the Udorians decided to get their crap together and offer a real resistance.

Bogged down in the south, the Amarr then turned their attention to the source of their mommy issues in the first place: Assimia, the continent from which they were originally exiled. Now filled with a variety of tribes, the Amarr first set about with their standard Reclaiming tactics: kill the non-believers and take them as slaves. But these nomadic tribes were actually fascinated with the Amarr religion, and soon the Amarr realized that they had potential allies on their hands. In exchange for converting to the Amarr religion, the nomads would help finish the fight with the Udorians. The nomadic tribes eventually earned the collective nickname of "[Khanid](#)" or "little lords."

With their newfound Khanid allies, the Amarr eventually managed to [finish the conquest](#) of the southern continents. With the two southern continents, Amarr Island, and much of Assimia conquered, the Amarr [consolidated their holdings](#) instead of immediately pressing on to the heretofore unexplored eastern hemisphere. The conquest had spurred technological innovations of all sorts (perhaps adding the all-important “rudder” to the aforementioned boats). During this era of consolidation, the various great houses began to emerge, such as the Khanids and the Ardishapurs. They controlled vast swaths of territory, and were only nominally responsible to the then-dominant Council of Apostles. Eventually, however, there was a hunger for more slaves, and the Amarr pressed on with their Reclaiming of Athra. By 20544, the Amarr had conquered the rest of the planet and, in a move that once again called Athra’s water quality into question, [renamed](#) it [Amarr Prime](#).



Within a few hundred years of conquering the planet, the Amarr had made it into space and begun [exploring and colonizing](#) the rest of the system. Progress was slow, but by 21134 AD, the Amarr were ready to look beyond their current system. Thankfully, around this time they [stumbled across](#) the ruins of a surprisingly well-preserved Terran stargate. They quickly realized the promise of the new/old technology, and set about constructing a companion gate in Hedion, the closest star to Amarr, with the gate opening for use in 21290 AD. With the cluster now as their oyster (that’s admittedly a metaphor I’ve never figured out), the Empire began spidering out from Amarr, with the Emperor soon granting the more powerful families vast swaths of interstellar space. Around this time, some issues cropped up with both the Equilibrium of Mankind and the Sani Sabik, but frankly this section is already bigger than intended so we’ll just come back to them later. Just note that this is about the time that Amarr had issues with the crazies (as opposed to all the *other* times they dealt with crazies).

Like, you know, the crazy emperor. In 21346, Zaragram II was chosen by the Council of Apostles to ascend to the throne. Things started off innocuously enough, until Zaragram decided that he was the new divine manifestation of God in the universe (as opposed to merely being God’s representative, I think. Theology confuses me sometimes). He attempted to rewrite the Scriptures to place himself as the central figure of the story, and even tried to build his own [City of God](#) to prove his divinity (no this entire paragraph wasn’t included to pimp my blog, definitely not, don’t be ridiculous). Thankfully, the Council of Apostles came to see the error of their way and, in a move that surely proved constitutionally stable, had Zaragram assassinated, founding the [Cult of St. Tetricon](#) in the process, who continues to pop up now and then as preservers of the “true” Amarr scriptures and general maintainers of Amarr culture.

Also during Zaragram's reign, slavery began to die out. You see, while slavery is horrible and all, many Amarr had enough human decency to release their slaves once a Holder felt the slave was pious enough. Since there hadn't been much of an infusion of new blood into Amarr society in quite some time, this meant that slavery was slowly fading as an institution as it was becoming prohibitively expensive to acquire new ones. Only something crazy like finding a completely new race of humans to enslave would save the institution at this point, which of course meant that the [Ealur were discovered](#) in 21423. The Amarr, in now familiar fashion, started a Reclaiming, a new slave population was secured, and slavery enthusiasts everywhere breathed a sigh of relief.



A few hundred years after Zaragram's disastrous reign, Emperor Heideran V, a Kador, decided that he too would like to make a [power grab](#), it apparently being the style of the time. Alarmed and having seen this ploy before, the Council attempted to eliminate Heideran. Unlike Zaragram, however, Heideran was actually sane, and managed to get many of the most powerful families on his side, including the Kor-Azor, Ardishapur,

Sarum, and Khanid (all names that should look at least [vaguely familiar](#)), and began enacting the [Moral Reforms](#). Although these five families were members of the Council of Apostles, they didn't have undisputed control of the Council. After encountering resistance to his reforms, Heideran declared the Council dissolved. Needless to say, the Council disagreed with that assertion. And so the Empire decided to go to war with itself. Never forced to fight technological equals before, the two sides of the Amarr Navy initially managed to cancel each other out. However, [after over half a century](#), the Sarums and the Khanid learned the value of having actual strategic combat, and the Emperor's side eventually won out (to be fair to the Amarr, not much strategy is necessary when many planets had just discovered the value of tying sharp rocks to a stick).

After the war concluded, the Emperor, along with his newly minted [Theology](#) and [Privy](#) Councils, finished up his Moral Reforms, bringing the Empire into the form we're familiar with today. This involved heavy modification of the Scriptures to hand over more power to the Emperor. The Cult of St. Tetrimon, however, reared its head to save at least some of the original text. The Reforms are generally regarded as ending in 21950 AD. Afterward, Amarr [exploration](#) continued in its slow, [plodding pace](#). The Ni-Kunni were discovered around this time, but given their low technology level and willingness to embrace the Amarr faith, they were incorporated with little difficulty.

In [22355 AD](#), the Amarr ran into another small tribal culture. You've probably never heard of that crazy tribal nation called the Minmatar. Without delving into too much detail here, suffice it to say for now that the Minmatar Empire spanned 3 systems at the time of discovery. The Matari were the first species the Amarr encountered who also had attained



interstellar flight, and the Amarr held off and observed the Matari for quite a while before beginning to skim off populations in small strikes. It took another 125 years before the Amarr finally struck big. During a freak storm that cut off communications across much of Pator, the Amarr struck, lifting millions off the colonized planets in the system into slavery. That day quickly became known as the [Day of Darkness](#). It took another 5 years, until 22485, before the Matari systems were completely incorporated into the Empire. Having learned a few tricks from the Ni-Kunni, the Amarr tried to entice the Matar with both honey and vinegar. Eventually, Amarr wooing won over the [Nefantar](#) tribe, who won much more autonomy than the other tribes in exchange for helping the Empire find the last few free Matari holdouts.

Following the conquest of Pator and its colonies, the Empire entered into an almost uninterrupted peace that lasted nearly 700 years. The Empire, following the well-established axiom of "don't fix what ain't broken" continued plodding its way slowly across the Cluster (here's a fun game: count how many times I use "slow" and "plodding" in this section). Unfortunately, this [era of peace](#) ended with the ascension of [Heideran VII](#) to the throne in 23041, which led to the Empire [losing one](#) of the 5 Heir families. Following that, the Theology Council made the surprising move of elevating the first Udorian family, the [Tash-Murkon](#), to Heir status. This was the first time a family of non-True Amarr ancestry was eligible for the throne.

As you may have noticed, we're not all Amarr slaves, so at some point, the Amarr were bound to run into someone that they couldn't Reclaim. That happened in 23180, when an Amarr scoutship [discovered a Gallente scoutship](#). In my mind's eye, the event went down as two incredibly wary 10 meter cats in space, slowly circling each other and eyeing each other up, which is both terrifying and adorable at once. The Amarr blinked first, activating a cyno, which scared off the Gallente (who hadn't seen one before), who ran off using a warp drive, which then scared the Amarr (who hadn't seen that before), who also ran off. I knew this cat analogy was going to work out. ...Except the part where they initiated a diplomatic exchange, I suppose.

Anyway, it turns out the two nations hated each other. One liked to enslave people, and the other found that, uhh, not good. But because the Gallente were essentially on par with the Amarr, the Empire was hesitant to attempt what would undoubtedly be a

costly and gruesome Reclaiming, even if the Gallente were godless heathens. Both sides realized that they could not fight one another and, in an effort to quell simmering tensions, entered into the [Gallente-Amarr Free Trade Agreement](#) in 23210. In a shocking turn of events, politicians gave a name to something that wasn't entirely accurate, as the GAFTA imposed [significant limitations](#) on trade for both sides. But it was a start.

The Caldari eagerly [introduced themselves](#) to the Empire in 23187, hoping to find a new ally against the Gallente. But like most overeager people trying too hard to make friends, the Amarr ended up being put off by the Caldari (the lack of wanting to be slaves for the rest of their lives might also have had something to do with it).



Whereas the Caldari were overeager schoolchildren, the Jove were the creepy loner kids. They [popped up](#) on the Amarr border in 23191, announced that they existed, and then left. Taking this as a sign of weakness, the Amarr set their eyes on the Jove in 23216, being in a conquering mood at the time, and leading to the very, very short-lived [Amarr-Jove War](#). The war consisted primarily of the Amarr getting their butts handed to them at the [Battle of Vak'Atioth](#) (the system, now called merely [Atioth](#), unfortunately has no wreckage from the battle. Trust me, I've checked. Repeatedly. It- it's kind of a sore point with me). *Templar One* suggests that the impetus for the war was the result of some internal political strife led by Jamyl Sarum's father.

The Minmatar, sensing opportunity, chose the Empire's defeat at Vak'Atioth to begin their Star Warsian [rebellion](#) against the Empire, with millions of Amarr dying in the first few days. The Amarr were completely unprepared for a rebellion of such magnitude, and they quickly retreated out of Minmatar space. [By the end of 23216](#), the Minmatar had claimed much of the modern day Republic, with sympathizers among the Minmatar (primarily the Nefantar) settling into the current day Ammatar Mandate to create a buffer zone between the two nations.

After the rebellion, things settled down quite a bit for the Empire. Fearing the Gallente would also take advantage of the newfound Amarr vulnerability, Heideran (remember him?) began negotiations for a [Caldari non-aggression pact](#), entered into in 23222. The assault of peace continued in 23230 when Heideran agreed to enter into the negotiations that ultimately led to CONCORD. Tensions [continued to simmer](#) a bit with the Gallente, but capitalism proved its mettle by ultimately winning out over both sides.

Modern history of the Amarr arguably starts with the death of Heideran, who had recently published his magnum opus on the future of New Eden, the [Pax Amarria](#). With Heideran's passing in YC 105, the [search](#) for a new Emperor began, with [Doriam II](#), the Kor-Azor Heir, eventually winning out. The Doriam Imperium was [fraught with tensions](#),

culminating with his assassination in YC 107. With the Heirs unwilling to give up their newfound power after only two years, the Empire collectively shrugged its shoulders and dealt with the Regency of Dorian's court chamberlain, [Dochuta Karsoth](#).

Karsoth's regency was, to put it kindly, an unmitigated disaster. Heirs [went crazy](#) and then were born again, [Holders fought Holders](#), and the Cult of St. Tetrimon (yes they still exist) was [allowed back](#) into the Empire.



Things culminated for the good regent in June YC 110. The [Starkmanir](#), the Seventh Tribe of Pator that was long thought to be extinct, [had recently been discovered](#) tucked away in the Ammatar Mandate. Within a few weeks of discovery, a massive Matari fleet, [led by](#) the Minmatar Elders and constructed in secret, [shut down CONCORD](#) and invaded Amarr space. The invading fleet rescued scores of the Starkmanir, and then did what any good invading fleet should: sack and pillage. The fleet [got as far as Sarum Prime](#), one jump from the Throne Worlds, when they were [stopped](#) by one [Jamy! Sarum](#). Sarum, one of the Five Heirs during the Dorian succession trials, had been presumed dead due to, you know, society and millennia of tradition demanding it of her. But apparently this all worked out for the best, as Sarum was able to stop the invading fleet with what was apparently a Terran superweapon (fleshed out more in *Empyrean Age*). The Amarr then declared war on the Minmatar, starting up the faction wars (though to be fair, just about anything, including the Amarr finding more things to name after themselves, causes Amarr to declare war against the Republic). With the Empire secure, the Theology Council again apparently decided to say "screw it" to the Succession Trials, and we had ourselves a new Empress.

Oh, and did I mention that it turns out Karsoth was really a Blood Raider sympathizer and he got exiled and later [executed](#)? Man, you just don't get this kind of excitement in Gallente space.



The [reign of Jamyl](#) so far has seen its ups and downs. Perhaps the most notable event (and since I'm the author I get to say what's notable) demonstrated that the Amarr Empire, for all I make fun of them, are still capable of semi-decent acts now and then. First off, Jamyl declared soon after taking power that any slave of ninth generation or up was [emancipated](#). This obviously sent shockwaves throughout the Empire and Republic alike, as the Holders hadn't exactly been consulted about losing around 800 million members of their workforce, and the Republic wasn't quite prepared to handle 800 million new citizens. I realize

this is a bit like saying "see, they decided to kill *fewer* people so good for them" but a start is a start, I suppose.

Social Structure

The [government of the Empire](#) is delightfully complex, as you might have guessed, as it is essentially a modern day feudalist structure. Each governance layer can do whatever they want within their territories, as long as it doesn't violate



Scripture or law from higher up the chain. On the very top we have the Emperor, who can basically do whatever the heck he (or, as the case may be, she) wants. However, while her edicts are often unquestioned, she only really can exert direct power over the [labyrinthine Amarrian bureaucracy](#) when present in person to see that something is carried out (it turns out that Amarr never learned its lessons from [Trantor](#)). Below the Emperor sits the rump of the Council of Apostles, the [Privy Council](#). The various Heirs have a seat at the Council table, as do the heads of the various ministries, as well as the [Court Chamberlain](#), who can often act as the voice of the Emperor. Speaking of the Heirs, each governs a portion of the Empire (with either the region they rule or the home planet generally being named after the various Heirs, in a continuing display of Amarr humility). The five Heir families are the [Ardishapurs](#), [Kadors](#), [Tash-Murkons](#), [Kor-Azors](#), and [Sarums](#). The current Heirs are [Yonis](#), [Uriam](#), [Catiz](#), [Aritcio](#), and [Merimeth](#), respectively. The Khanids have also been granted a seat by Empress Jamyl in light of the Kingdom's recent rapprochement with the Empire. Alongside the Privy Council is the [Theology Council](#), which acts as the final determiner of what the Scriptures say. Alongside this responsibility is the maintenance of the [Book of Records](#): a nearly uninterrupted genealogy of the Empire dating back to Amash-Akura's time. An Amarr citizen being stricken from the Book is one of the gravest punishments that exists

(beyond, you know, death). Below the Heirs, [Holders](#) of various significance often control the nitty-gritty details of local governance.

A few notes about the Emperor. First off, Emperors are chosen by the [Succession Trials](#), which have their roots in the Scriptures 2.0 (The Scripturing) that came into place following the Moral Reforms. The Trials pit the five Heirs (or, in more recent years, Heir-appointed Champions) against each other in a series of tests designed to see who most holds God's favor in becoming the next Emperor. The winner takes the Throne, while the losers, in an attempt to keep them from usurping said Throne, must commit [Shathol'Syn](#): ritual suicide (continuing the Amarr's reputation as a Super Cheery Bunch). Scandal the First rocked Jamyl's reign when people realized that she had gotten around Shathol'Syn by having herself cloned as a capsuleer. The Empire (with the



exception of the traditionalists who were hushed up by Jamyl's supporters) collectively shrugged its shoulders at this shocking breach of tradition, though. Secondly, the Emperor must follow the [Doctrine of Sacred Flesh](#), which practically speaking means that the Emperor's body must be kept pure: i.e., no cloning. Scandal the Second rocked Jamyl's reign when people realized that she had gotten around Shathol'Syn by having herself cloned as a capsuleer. The Empire continued to collectively shrug its shoulders at this shocking breach of tradition, with a firm but apathetic "meh."

Anyway, below the Holders, we reach the [commoners](#), or middle class of the Empire, and then everyone's favorites, the slaves, who hold the approximate political rights of a toadstool (though with perhaps somewhat better housing options). As you might expect, the Empire is pretty regimented by class. It might surprise you to learn, however, that the Empire is [surprisingly diverse](#), ethnically speaking. Though the majority are [True Amarr](#), the Minmatar tribes and others take up a significant chunk as well (and not just as slaves!).

Roleplaying Tips

Before I dig in to a few tips for RPing the Amarr, I just want to mention something for the aspiring RPer's out there. In these sections, I'll be mentioning some broad guidelines that MOST RPer's try to adhere to in playing their characters in a respective background. But that being said, just as in real life, you can find all kinds of people in the Empires. Just because I might say that the Amarr are super religious, doesn't mean they ALL are. Feel free to go against the grain or go with it, I'm just trying to offer some hints if you're interested.



Those of you looking to RP an Amarr character should find it pretty easy. Broadly, there's two categories of Amarr characters: those who honestly believe in the Amarr religion and will work to Reclaim other people, and those who really don't believe in the religion but pretend to for greater personal gain (there is some suggestion in *Templar One* that even Empress Jamyl falls into this latter category). Regardless of

personal motivations, Amarrians (Amarr? There's no clear distinction in the literature either way and I use the terms interchangeably) are generally seen as haughty and, as could be expected, rather holier-than-thou. [True Amarr](#) suffer the most from this type of condition, of course, since they are God's Chosen People. What little is known about the [Ni-Kunni](#) suggests that they have long been absorbed by the Empire and accept their place, even if it is near the low rungs of the Empire's society. The [Khanid](#) are a bit unique in that some of the race has split off into the Khanid Kingdom, but a significant chunk of the bloodline remains Imperial subjects. In general, the RP crowd tends to split amongst Royal Houses rather than the formal bloodlines. There are varying degrees of how dedicated to the faith a person is, how much they accept Jamyl's rule, and how much sympathy they feel for slaves and former slaves. That said, Amarr also tend to be friendly towards the Caldari (apparently in an "enemy of my enemy is my friend" type approach), solidified by [economic ties](#).

The Minmatar Republic: 7 Tribes for 7 Brothers



It shouldn't be surprising that the history of the [Minmatar Republic](#) is intimately interwoven with the history of the Amarr (unless you've been living under a rock, or, you know, not reading the section before this). While the Minmatar are a rich culture in their own right, of course, the brutal enslavement for centuries left an indelible mark on their society, and in many ways still dictates how the Republic and individual Minmatar react to many situations. Currently headed by [Sanmatar Maleatu](#)

[Shakor](#), the Republic is really only a Republic in name, given that Shakor disbanded the Republic Parliament when he came to power a few years back, though he is attempting to constitute a more representative tribal council. This has done little to affect the temperament of the Republic, however, and the Minmatar remain a [deeply spiritual people](#), dedicated to their tribes and their Elders. The Minmatar consist of seven different tribes, each now united and represented in some way in the Republic: the [Thukkers](#), the [Brutors](#), the [Nefantar](#), the [Starkmanir](#), the [Sebiestor](#), the [Krusual](#), and the [Vherokior](#).

History

The deep history of the Minmatar is a bit more hidden than the Amarr's. We know that Pator, the Matari home system ('Matari' and 'Minmatar,' like 'Amarr' and 'Amarrian,' are fairly interchangeable, with no definitive usage rules coming out of the literature, although preferences do vary), was settled around 8017 AD and quickly developed due to Matar's (Pator IV's) hospitable climate. From there, we jump right through past the Dark Ages (yadda yadda yadda intertribal warfare, mystic beliefs, etc), to when the Minmatar formed a global government, about 200 years before the Amarr managed to conquer the entire planet. The Minmatar also quickly re-entered space only about a century after the Amarr did. However, the stargates in Pator were much better preserved than in Amarr: instead of needing to build their own, they were able to use the ones still built, quickly colonizing three different star systems.

Then came the Amarr. As noted, the Amarr encountered the Minmatar in 22355. For the next 125 years, the Amarr would raid Minmatar worlds for slaves. Then, in 22480, the Day of Darkness arrived, when the Amarr completely conquered the Matari homeworlds (amusingly, Eve Source gets this date wrong but I verified it with CCP because I am a THOROUGH RESEARCHER and don't nobody tell me otherwise). The Matari quickly formed their own resistance groups during the Occupation, to varying degrees of success. This required the Amarr to develop more and more effective means of controlling their massive slave populations (the main modern technique, Vitoc, will be discussed in Part 4). Given that the Matari were the largest civilization to date absorbed by the Empire, it was no surprise that they had trouble completely maintaining order. However, they did manage to attract some Matari to their side. Most notably, the Nefantar tribe adopted the Amarrian religion en masse and came to be seen as the Empire's closest allies among the tribes. This meant that the Amarr invested heavily in Nefantar space (now known as the Ani constellation), and that the Nefantar reaped the rewards. Other tribes did not fare nearly as well. Internal political schisms within the Empire (and a few plucky rebels) eventually lead to



the annihilation of the [Starkmanir homeworld](#). It was assumed at the time that this led to the loss of the entire Starkmanir tribe, and is generally seen as one of the pivotal causes of the [Rebellion](#) 250 years later.

The end of the Occupation, as mentioned above, began after the [Battle of Vak'Atioth](#) in 23216. The Minmatar, sensing weakness after the Amarrian's resounding defeat, quickly seized the



opportunity to throw off their master's yoke, as well as exile the Nefantar (who eventually became known as the Ammatar) for their role in aiding and abetting the Amarr both prior to and during the Rebellion. Finally, over 730 years after the Day of Darkness, the Matari claimed Pator as their own. The Federation heavily supported the Matari rebels from the beginning. Although they didn't directly intervene with military force, Gallente materiel and support was crucial to allowing the Matari to reclaim what they had lost and quickly establishing a working government.

Recent history has proven just as interesting for the Republic. For obvious reasons, tensions are still high between the Republic and the Empire. These tensions came to a head during the [Elder Invasion of YC 110](#). The Elders were, until quite recently, taken as the mythical head of the Minmatar prior to the Day of Darkness. They proved to be quite real when they led a combined fleet of secretly built capital and subcapital ships into Amarr space. Precisely who or what the Elders are, and how they fit into Tribal culture, has never been entirely explained. It seems that the Elders withdrew from the Tribes around the time of the Day of Darkness, biding their time to allow a triumphant return, but there are [also indications](#) that they kept an eye on the Tribes, and might even have some mystical powers. Suffice it to say, though, that they are greatly revered by the Republic as a whole, even moreso now after their invasion of Amarr space. First, they managed to completely destroy CONCORD's rapid response capability (after [testing their abilities first](#)), and then invaded Amarr space. They also managed to free many recently-discovered survivors of the Starkmanir tribe in Ammatar space (the Ammatar's interesting background will be discussed in Part 3), and wiped out the defensive fleets surrounding the Kor-Azor homeworld. They would have done the same in Sarum Prime if not for the return of Empress Jamyl and her aforementioned superweapon. Since being stopped in Sarum Prime, however, the Elders seem to have disappeared again and have not been in the news since.



Since the Elder Invasion, Matari society has undergone significant upheaval. [Karin Midular](#), former prime minister of the Republic, was assassinated at a Gallente cultural festival. Midular [eventually died](#), but more importantly, her death served to drive a wedge between the Gallente and the Republic. The Federation insisted on prosecuting the shooter, a Gallente national, before extraditing him to the Republic. Though [Gerne Broteau](#) was [found guilty](#) by Federation courts, the Republic was furious that the Federation waited so long to turn over the shooter, and he was pretty much summarily executed once the Republic finally got a hold of him. Since then, a number of [stories](#) have come to light demonstrating that despite the Federation's long-touted tolerance, Gallente of Minmatar origin suffer discrimination inside Gallente space (BREAKING: humans generally dislike people who are different from them; details at 11).

Social Structure

The loyalties of a Minmatar are first and foremost to a Matari's tribe. The tribe determines much of a person's beliefs and the rituals he or she adheres to. Within a tribe, organization can get a bit... jumbled. Tribes tend to break down into varieties of clans, which in turn are comprised of various families that have similar backgrounds. Clans tend to be a bit specialized. Another social structure in the republic is known as one's circles, which can be thought of as a kind of workers' guild (anyone who has read the *Wheel of Time* series can think of all of this as very Aiel-like; I keep waiting for a reference to a car'a'carn but it hasn't happened.... YET).

One of the key features of becoming an adult in Minmatar society is the acquisition of a special tattoo through the ritual of [Voluval](#). The tattoo gained through this process is said to determine one's future, and [certain symbols](#) from the ritual can mark certain people as having a great destiny

Although they have the largest numerical population of the major races with something like 24 trillion Matari spread across New Eden (possibly in sardine-tin-can type conditions if *Eve: Source's* numbers are to be believed, but that's another discussion ENTIRELY), the Matari are very spread out. A full 20% of Matari have emigrated to the Federation, while almost a third of the 7 tribes are still enslaved by the Amarr. Even those that remain in the Republic cannot often be tied down, and vast Thukker caravans are known to roam the Great Wildlands.



Inter-tribe tensions can also at times reach a head, especially in the modern day. As noted above, the Republic recently received a huge influx of Starkmanir tribesmen, and they are having trouble integrating within the Republic, as are the Thukker tribesman who have decided to settle down in recent days. Furthermore, the same Elder invasion that rescued the Starkmanir also resulted in a large number of Nefantar returning to the homeworlds after a long absence. Given their tribe's history, they are often shunned from the greater Republic polity, and their integration into the Republic is ongoing.

The tribes each have different traits. The Sebestiors are valued for their intellect and engineering prowess. The Brutors, as their name might suggest, are among the more disciplined and militaristic of the tribes. The Krusual are much more secretive and far more adept at the political game. The Thukkors, as noted above, are much more nomadic and able to rely much more on their judgment and instinct in emergency situations. The Nefantar and Starkmanir have only recently returned to the flock, and other than troubles integrating have not really distinguished themselves as of yet. *Eve: Source* delves into the various Tribes for anyone interested in learning more. This guide is long enough as it is.

Religion and spirituality play a large role in Minmatar life as well, though perhaps not as large of one as you might find in the Empire. As best as I can discern, Minmatar spirituality revolves around the idea that each Tribe has its own 'First Elder,' or spirit, that embodies the various traits that each Tribe is known for. Each tribe appoints its own tribal Elder that is supposed to be the living embodiment of that Tribe's spirit, and maintain the knowledge accumulated by that Tribe over the millennia. It's important to note here that these elders are probably, but not definitively, the same Elders that led the Amarr invasion back in YC 110. How we got from "spiritual leader" to "leading a massive and awesome looking fleet that took on CONCORD and the Amarr and only lost because of a massive superweapon" is anyone's guess at this point.

Matari governance has undergone significant changes in the recent past. Although the Matari used to adhere to a Gallente-endorsed parliamentary form of government, the Republic, led by Sanmatar [Maleatu Shakor](#), has changed the government to make it much more Matari in nature. Though the tribes are now self-governing, nation-wide legislation is enacted by the Tribal Council, which for all intents and purposes maintains complete control over the Republic. The Sanmatar acts as head of state, and presides over the Council, but otherwise wields few non-emergency powers. The Republic Parliament must have pissed someone off back in the day, as they've been reduced to a very much a rump role in the new Republic 2.0. The Parliament now acts as a sort of drafting committee for the Council. Whenever the Council is feeling lazy and doesn't want to deal with a problem on its own, it can delegate the problem to the Parliament to draft legislation, though the Council needs to approve it first before becoming law. The Council has full power to enact, veto, amend, spit on, curse, or otherwise override anything the Parliament does. As I said, Parliament pissed someone off something fierce back in the day.

Roleplaying Tips

As might be expected, the Matari are seen mainly as the rebels, especially against the Amarr. They're often played off as anti-establishment, sometimes just for the sake of being anti-establishment. Although many RPer these days choose to have some direct connection with slavery (either by being recently escaped slaves themselves, or the children of slaves), this is apparently changing somewhat. Although there are still strong anti-Amarr feelings throughout the Republic, some are choosing to play themselves as only more distantly or abstractly aware of slavery and its Amarr connection. As with most things in RP, of course, there's a broad spectrum of how to play your characters and how anti-Amarr you'd like to be.



As I mentioned above, a Matari's loyalties is first and foremost to his or her tribe in most cases. The Matari have a bit of an awkward situation in that only 3 of the 7 tribes

(the Sebestior, the Vherokior, and the Brutors) are actually playable in game. To make up for that, some choose to have some connection to the other tribes (the most notable one probably being the nomadic Thukkers). Another important aspect of a Matari identity is their tattoos (which they receive through the Voluval ritual) and their piercings. It shouldn't be too surprising either that they tend to be fairly friendly to the Gallente as well, but as noted above, the relationship between the two has become rather strained in recent months.

The Gallente Federation: Or, How I Learned to Stop Worrying and Love the Sex, Drugs, and Rock and Roll



If the Amarr Empire fancies itself as the moral center of New Eden, the [Gallente Federation](#) (for those who want to be technical (or just snobby), it's the Federated Union of Gallente Prime) is surely the cultural one. A nation where anything goes, as long as it makes you happy (and doesn't hurt anyone else), the Gallente pride themselves on being at the forefront of New Eden's culture, fashion, and philosophy. Your beloved author admits that he finds some difficulty in describing the Gallente, if only

because they're so incredibly individualistic that outside of the fact that they all decided to live near each other and hey maybe they vote together sometimes too, it's remarkably difficult to find the true definition of "Gallente" these days. That, and the ridiculous complicated kind-of-like-the-United-States federalism-to-the-max government (currently led by President [Jacus Roden](#), of [Roden Shipyards](#) fame), but that's another matter entirely. Suffice it to say that the Gallente pride themselves on their freedom, their individuality, and their ability to get basically any drugs, sex, or media that they could possibly want at any time. I'm pretty sure that's the definition of a devout Amarr's nightmare, which MIGHT go a long way toward explaining why the two don't always see eye to eye. But I'm getting ahead of myself. The Federation is made up of races from across New Eden (most notably, many Minmatar who chose not to join the Republic, who comprise about 1/3 of the Federation's total population), but the principal members are the [ethnic Gallente](#), the spiritual [Intaki](#), the regimental [Jin-Mei](#), and the rather nationalistic [Mannar](#).

History

Gallentean history (though not known by New Eden denizens, of course) dates back to well before the collapse of the EVE Gate. [Gallente Prime](#), originally known as the 6th planet in system VH-451, was purchased for settlement by French colonists from the system of Tau Ceti (it's weird seeing a real place in New Eden history). The French proudly carried on their history of liberty, equality, and brotherhood through the Dark



Ages. Gallente Prime itself was (and still is) a very hospitable planet, meaning that they made it through the Dark Ages with little to no problems.

Though some records exist of [early Gallente history](#) (which incorporates your standard “ahh we had tribal people and we fought sometimes and yadda yadda yadda” early history stuff), the rise of the [Rouvenors](#) is considered by most historians to be the true beginning of Gallente society (I’m basing that on the very reputable fact that the rise of the Rouvenors is when the Gallente wiki starts to actually care about silly things like dates and places). The Rouvenors arose from a small kingdom in the middle of the continent of Garoun, from a city known as Cylle (known in the modern day as [Caille](#)). With plentiful food and room to grow, the Garoun Empire soon expanded across the globe. And then the empire made what most historians consider A Mistake: They discovered human rights and junk. People started to think that MAYBE ruling by monarchy through one family line wasn’t the smartest idea in the world. Shortly thereafter, the empire began to collapse as states split away in the name of self-determination. Though the empire collapsed to a mere shadow of its former glory, it persists to this day, and the Rouvenors are still revered as the founders and nurturers of modern liberal philosophy.



The Gallente then entered its [industrial age](#), which is really only notable for the fact that the Gallente went [steampunk](#) for a little while (yes, CCP, I totally caught that). Throughout this era, however, the planet continued to nurture this funny little idea that government by the people was the best way to go. Anyway, the Gallente then

went full bore through the atomic and [information ages](#), with a brief interlude of tripolar hegemony that basically devolved into everyone deciding that they should sing Kumbaya around the campfire and trade instead of fighting. It should be noted that while everyone loved one another, apparently, the entire planet was still divided into a multitude of nations, though most shared the ideas that individuality and democracy are pretty awesome. The most notable developments here were two-fold: the formation of the World Democracy League (CCP’s thought process here apparently being, “Hey, what can we call the United Nations without calling it the United Nations?”), and, near the end of the information age (inventing the internet apparently being [a thing](#)), the discovery that oh, hey, people live on the next planet over.

The [discovery of the Caldari](#) in 22463 AD understandably shook the Gallente to the core. An International Space Cooperative was formed shortly thereafter, which organized robotic probe missions to what would soon be known as Caldari Prime. The Caldari, originally baffled by the shiny metal things falling from the sky (they were mid-industrial age at the time), eventually figured out that someone was going to go all ET

on them soon, and first contact occurred 54 years after the Gallente first discovered the Caldari. And the peasants rejoiced, especially when the Gallente started catching the Caldari up on 200 years of technological development. Within 80 years of first contact, the two planets began building stargates (a bit behind the Amarr due to the fact that the gates in Luminaire were [less well preserved](#)).

In a turn of events that might be shocking only to people who have lived under a rock in New Eden, however, tensions quickly arose between the sister worlds. Given the substantial handicaps the Caldari faced on Caldari Prime, it should be little surprise that the Caldari population was significantly smaller than the Gallente. And then the



Caldari learned the thing that sucks in democracies: being a permanent minority. You see, the ISC and WDL were still around, with the ISC in particular governing colonization programs. And both operated on almost purely democratic principles, meaning that the significantly less populous Caldari were consistently outvoted by the significantly more populous Gallente. Although many took this in stride, a small minority felt that this marked the beginning of the end of Caldari culture (spoiler alert: they don't always stay a minority). This fear was NOT helped by the appearance of something called the [Cultural Deliverance Society](#), which while benign on the surface, sought to overthrow some of the more hostile Caldari governments.

It turns out the ISC wasn't always the smartest. Despite the fact that two groups of humans just HAPPENED to pop up on two planets in one star system, they were completely blindsided by the concept that humans would be found outside Luminaire: in this case, [the Intaki](#). In a brilliant display of ingenuity worthy of a cliché '80s film, the



crew of the *Sojourner* decided to go native for a year to learn about the Intaki. They liked what they saw, and eventually, the newly formed Office for Foreign Planetary Development sent a second ship to establish more permanent relations with the various Intaki tribes, as well as to start modernizing their planet. They took to this a lot better than the Caldari did, and quickly embraced Gallente technology and ideas.

Shortly thereafter, the Luminarians (I sadly can't call them the Federation yet and I'm left with *that* monstrosity of a name for them) also ran into [the Mannar](#), which were a bit farther along in the technological development area. Although the Gallente were eager to establish contact, they ran into a small problem: there was no planetary government and they still had this weird thing called "war" going on (although their predilection for near-nudity endeared them to the more exhibitionist Gallente, they

were a bit more turned off by the continued use of human sacrifice). You see, the Mannar weren't the entire race: they're only one nation on a planet with a multitude of them (not to mention the biggest), and the various countries didn't particularly like each other (slave raids will do that to a people, as the Amarr learned). So the Gallente did what any civilized planet would do: gave technology to the non-Mannar nations on the planet. The Gallente were shocked – SHOCKED I SAY – to see that the other nations then used their new-found technology to invade Mannar. For somewhat unexplained reasons, the Gallente public still preferred the Mannar over the non-human-sacrificing nations, and the newly-developed Sotiyo-Urbaata drive, i.e. the warp drive we all know and love, allowed the Gallente to impose their glorious open-mindedness on the planet, forcing peace onto the planet.



By now, the Intaki had coalesced into a global governmental power, and soon started joining the various Gallente-based organizations. The Mannar ended up establishing a global hegemony on their world, and times were just grand. Economies were booming, people were happy. It was around this time that the Gallente elite decided that they weren't quite rich enough. They began lobbying governments to form a new inter-planetary organization based on the concepts of free trade (CCP apparently deciding that it likes egging on the WTO conspiracy theorists), and soon the Gallente-biased [Multi-World Agreement on Trade](#) was formed. This allowed Gallente power brokers to keep control over the new colonies popping up all over the place, as well as those pesky Caldari. But the economies continued to boom so no one really cared. Soon, however, after the WDL teamed up with the ICS in implementing the MWAT while still controlling the ISC, everyone decided that the acronyms were just getting stupid at this point. And so, in 23121, over the reluctance of the still-pouty Caldari, the Federated Union of Gallente Prime was born.

Originally, the Federation operated solely under the province of the [Federation Charter](#), which established the basic structure of the government. At that time, the Federation acted more as a parliamentary body than the more presidential-style government we see in action today (whoops, there's my poli sci geekery getting the better of me). Early Federation government was concerned with getting itself set up. Outside of consolidating power, the biggest thing of note during the early years was the passage of the [Aclan Agreement](#), which required direct Senate intervention before any Federation corporation was allowed to tamper with a planet's ecosystem. That agreement, the hallmark of modern environmentalism, remains in force to this day. However, the Federation initially had major issues coordinating reactions without any way to communicate in real time. Interstellar policy is a harsh mistress, and the days or weeks that were needed for any official Federal response was often fatal to Federation initiatives. It would remain this for the next 25 years, until the FTL

communication was discovered by scientist Li Azbel (I discuss the basics of the tech in section 5).



With FTL communications, the Gallente quickly acted like the cultural overlords that they are and established a media empire that spanned the cluster. They quickly took over the... space...waves... (or something) and before you know it, they'd apparently made it to the [era of 24-hour news channels](#) that had nothing better to fill their time with than fluff pieces and soft news stories (I'M NOT EVEN MAKING THIS UP YOU GUYS). Anyway, it turns out that the 49th story on the plight of the poor

from Luminaire made people fed up enough to demand some basic human rights. And so, in addition to the federal Charter, a federal [Constitution](#) was drafted that granted basic human rights such as freedom of expression, thought, etc.

Oh, and 23149, the [Jove introduced themselves](#) to the federal government, but everyone kept it hush hush. With predictable results, conspiracy theories soon flourished.

Oh, and it turns out the Caldari were still pissed off. They had continued to establish their secret colonies because they [resented Gallente domination](#). Whoops. And those [colonies were discovered](#). Double whoops. While this action was technically legal, tensions rose even further on the technicality that none of the newly discovered colonies had representative governments. The Caldari used this to conveniently announce that neither did they: the megacorporations now spoke for the Caldari people. Triple whoops. Things were getting awkward. And the best way to handle awkwardness is clearly to have an ultra-right wing party come to power, and within days, the Senate was demanding that the Caldari submit the colonies to federal authority and establish democratic governments.

In response to the demand, the Caldari walked out of the Senate and the [Caldari seceded](#) from the Federation. The Federation responded by blockading Caldari Prime. Things stalemated from there, with each side being frozen by not being sure just how far they really wanted to push things. A Caldari splinter group took care of THAT little obstacle by [attacking](#) the Gallente underwater city of [Nouvelle Rouvenor](#), on Caldari Prime. The attack killed 500,000 mostly Gallente citizens. Though the Caldari State disavowed the actions, they did little to crack down on the organizers.

As is normally the case in democracies after such a shocking attack, backlash in the Federation was [quick and harsh](#). The Ultra-Nationalists quickly took power after the attack. For the first and only time in Federation history, the Charter and Constitution were [suspended](#) as the military imposed martial law. However, both sides were surprisingly well matched. The Caldari couldn't break out of Caldari Prime, while the Federation made little headway in calming the insurrection (or dealing with [protests](#) on other worlds; martial law is a fickle mistress). Things changed as once again, the Caldari struck in a surprise attack. Knowing that the Caldari would need time to fully evacuate the planet and that the Gallente military had been severely shaken up by the right-wing government that came to power, one Caldari Admiral set out to distract the Gallente enough to allow for an evacuation. Starting a massive game of cat and mouse, [Admiral Tovil-Toba](#) bought the time necessary for the Caldari megacorps to evacuate the civilian population. Finally, when Tovil-Toba's ship was broken and wrecked from the week spent leading the Gallente fleet on, he sent his ship, a full-fledged carrier, crashing down onto Gallente Prime. The ship landed on the Gallente city of [Heuromont](#), killing over 2 million. Admiral Tovil-Toba is revered to this day by the Caldari for his assistance in freeing his people. If I had to guess, I'd say he wasn't quite as well-loved on Gallente Prime.



After Heuromont, the Gallente realized that MAYBE revoking basic liberties wasn't the way to solve a crisis that basically started by not allowing people enough freedom. The right-wing government was swept away, and the new president introduced [significant reforms](#) to the Charter and Constitution. The reforms brought the current three-branch system of government that we all know and love. Furthermore, the *de jure* capital was moved from Gallente Prime to Villore (with the *hideously* named Libertopolis being made the capital planet) to show that the Gallente were not meant to dominate the Federation. Oddly enough, they didn't quite notice that "Gallente" was in the name of the Federation, a fact that baffles experts to this day. Anyway, the new president, [Yiona](#), saw to the re-establishment of the rule of law in the Federation, and basically did her best to clean up the mess of the ultra-right-wingers.

The Caldari war of secession continued on for a number of years, with [a few detours](#) here and there. Despite the fact that the Hueromont attack threw the right-wing government from power in the Federation, peace was not yet to be found. The Gallente were just too hurt by the attack to forgive and forget in attempts to make peace. Rather, with the Caldari now established in their own proper space, the [war once again came](#) to a standstill, with neither side really gaining a permanent advantage.



The Gallente fleet was based on large, lumbering ships, so the Caldari developed a fleet of single-man fighters. The [fighters](#) took a heavy toll on Gallente ships, so the Gallente responded by developing the first set of [drones](#), an area where the Gallente lead technologically even to this day. In response to drones, the Caldari re-invented the wheel, apparently, by stumbling upon the idea of using frigates as anti-drone platforms. At this point, the climactic battle of the war

occurred in Iyen-Oursta; a 15-hour slugfest that resulted in both sides being able to say they won in some fashion. The Gallente held the system, but the Caldari lost fewer ships. After that, the war settled into a stalemate, and eventually ended in more of a whimper than a bang when the still-new CONCORD negotiated a truce between the two parties in 23248 AD. The Caldari were allowed to secede, but the Caldari in turn recognized that maybe having your capital planet in the middle of enemy territory wasn't the smartest thing in the world, and so they gave up their claim to Caldari Prime (Spoiler alert: not really).

But that's not to say that the war consumed all of the Federation's attention. Near the midpoint of the war, a Mannar exploration vessel [stumbled across](#) the Jin-Mei. The Jin-Mei were a culture unlike others they'd seen heretofore; despite being relatively advanced (to the point that they were able to field basic military space vessels), they maintained a strictly regimented, caste-based society. Despite the fact that the Federation required all member worlds to have a democracy-based system of government, the Jin-Mei were eventually allowed to join the Federation and simply opt out of those pesky "equality" rules (apparently the Federation was [Canadian based](#), who knew? Ok, seriously, I'm done with the poli sci geekery).



But by far the most notable event in the middling civil war era was the [discovery of the Amarr Empire](#), which ended up triggering a kind of [identity crisis](#) for the Federation. You see, the Federation had, since its founding, seen itself as the grand union of all humanity. It united all people peacefully, spreading democracy and free trade through the cluster. And then, suddenly, it wasn't the only representative of humanity out there. Indeed, it wasn't even the *largest*. The Amarr Empire was more populous, stronger, and practiced slavery. And it most certainly was NOT democratic. It took a while for the Federation to re-orient itself towards the idea that it wasn't just a grand union: it was a government just like the other major powers (it's this re-orientation that I think made the Gallente more willing to accept the Caldari peace accords eventually, since the Caldari would no longer be the only humans outside the Federation, but that's

just my own pet theory). Anyway, trade relations [were eventually opened](#) with the Empire, and the two powers found themselves in an uneasy truce, with neither willing to challenge each other directly.



Indirectly, however, the Gallente were [all over it](#). The plight of the enslaved Minmatar quickly became well known throughout the Federation, and significant chunks of the electorate felt that something needed to be done to take the yoke from their backs. And after the setback for the Amarr at Vak'Atioth, the Gallente eagerly pitched in to help with the new Rebellion. The advantages for the Federation were two-fold: first, they had a genuine interest in

eradicating slavery (yet couldn't commit to a full-scale war while still at war with the Caldari). Secondly, the Federation was eager to knock the Amarr back as a matter of morale for a Federation that was still re-adjusting to not being the only human government in existence. So the Gallente, along with the Jove, coordinated supply runs to help the Rebellion. While the Federation never officially acknowledged their role, the Federation press secretary might as well have been actually winking at the camera whenever someone asked about it.

As we all know at this point, the rebellion ended up succeeding. Given the heavy support that the Federation provided, you might have expected the newly formed Republic to join the Federation. But many saw this as simply impractical, both because the Federation could not afford the massive reconstruction effort (either in money or in manpower... that whole "Caldari War" thing was still going, you know) and they didn't want to risk antagonizing the Amarr more than they already had. So while the Federation and Republic grew to be close allies, they remained distinct governments.

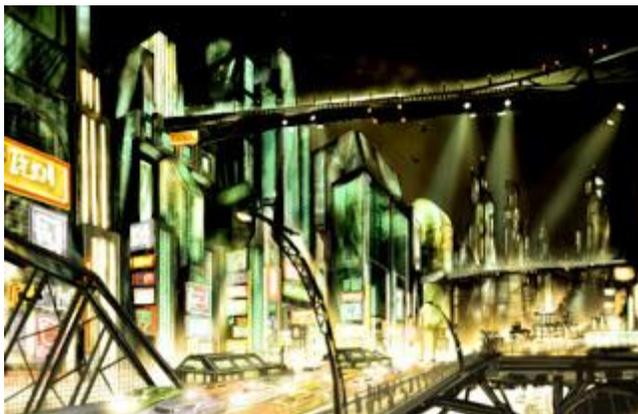
As the Caldari War dragged on in to later years, more and more of the younger generations began clamoring for peace. They had not been around for the horrors of Hueromont and Nouvelle Rouvenor; they just wanted this war to be over with. In fact, they wanted all war to be over with. The Federation had originally been formed to allow all humanity to air its grievances in a civilized fashion... if the Federation itself had failed in this task, might a new organization succeed better? The leader of the movement was a young Senator (and later, Federation President) named [Aidonis Elabon](#). The [fruits of his labor](#), of course, was CONCORD, and he somehow managed to get all the empires to sign on to the idea. Capsuleers and pirates have retroactively cursed his name ever since.

Since then, the Gallente have actually had few notable incidents (at least, incidents that aren't covered elsewhere in this guide). A [few flare-ups](#) with the Amarr occurred, as did a few attempts to set up [permanent collaborations](#) with the Caldari, neither of which resulted in anything particularly major (unless you count, you know, cloaking devices major). However, tensions came to a head again with the Caldari in YC 110. The Gallente, upon invitation to talks with the Ishukone megacorporation, sent one of their [most-respected naval officers](#) as representative to Malkalen. The naval officer ended up going rogue, and [crashing his Nyx-class supercarrier into the station](#), killing 420,000 as well as Ishukone's CEO (The novel *Empyrean Age* clarifies that a person known as [the Broker](#) had actually replaced the admiral to sabotage his reputation before killing him, but of course this is not known in an IC context). This acts as the catalyst needed to restart the Caldari-Gallente war.



Perhaps the most notable development in recent times for the Gallente are the steps the government has taken to crack down on civil liberties in some areas. President Foiritan's first major step in that direction was the very [public execution](#) of a Gallente defector, [Admiral Etrurrer](#), in full view of the public. The President also saw the creation of the [Black Eagles](#), headed by former political rival [Mentas Blaque](#), as a secret policing branch of the government, overseeing internal surveillance as well as acting as the secret ops branch of military intelligence. President Roden has seen no need to interfere with the Eagles since coming to office in YC 111.

Social Structure



As you might have guessed from the introduction, the [Federation government](#) should be familiar to any student of American government (I know I promised the poli sci geekery would end, but like most politicians, I LIED). You have the standard three branches (though the wiki somewhat adorably adds [the bureaucracy](#) as a fourth branch) – [executive](#) (headed by the Federation President), [legislative](#) (the unicameral Senate, with 903 members from 62 districts), and [judicial](#) (headed by the Supreme Court) – all of whom serve to check and balance each other to prevent any one branch from aggregating too much power. Each district (usually, a constellation) has its own district parliament that

serves in an advisory capacity. Below THAT are the various member states. These are not just states in the American sense, however. These are fully fledged nations. The federal government primarily concerns itself with free trade, peaceful expansion for member states, and promotion of [democratic governance](#). Additionally, the [Federation Constitution](#) guarantees a variety of rights such as freedom of expression, equality before the law, and the right to human dignity. Anything that isn't explicitly laid out in the Federation Charter or Constitution are left to the member states to sort out. Additionally, certain governments (notably, the Jin-Mei) are granted the power to opt out of certain provisions of federal law (rights? We don't need no stinkin' human rights). The wiki entry on Gallente government will tell you all you ever wanted to know and more on various aspects of Gallente governance, including how [a colony](#) becomes a member state, the [jurisdiction](#) of various governmental authorities, and even the [types of laws](#) that the Federation has (and if you want minutiae OVER 9000, check out the article on [classification of cities](#)).

[Culturally speaking](#), the Gallente are just as varied as a society based on the [celebration of the individual](#) would suggest. The Gallente love for finer aspects of life are well-earned; the Gallente are well known for their food, fashion, and [ability to have a good time](#). And given that the Federation is the melting pot of the Cluster, it shouldn't surprise you to learn that its rather difficult to classify anyone based on their racial backgrounds. Not only have almost all of the various races in New Eden found their way to the Federation at this point, but they've also interbred to a significant degree. Those looking to classify Gallente citizens in ANY way are more likely to find success by looking at a person's ideology than their racial background. Indeed, that is the biggest identifier of the various [voter blocs](#) in Gallente politics (along with an odd, but appreciated obsession with various birds).



That being said, there are a few primary ethnic groups to be found in the Federation. The [ethnic Gallente](#) take the stereotypical Federation love of all things individual and liberty to the extreme. Beyond them are the Mannar, who [rival the ethnic Gallente](#) when it comes to fashion expertise and trend setting, but are also known for their fierce nationalism and determination. They were the primary source of recruits in the Caldari civil war. The Jin-Mei are a bit of an outlier. In a nation that is renowned for its dedication to democracy and equality, the Jin-Mei maintain a strict caste-based system. Although the caste-system, under the agreements that the Jin-Mei made when it ascended to Federation membership, is not allowed outside of the Lirsautton system, the system still operates in full force within Jin-Mei society due to [Federation](#)

[concessions](#). Oh, and then there's the Intaki. But they're special enough to warrant an entire section (and NOT just because my character happens to be one).



Roleplaying Tips

As you could probably guess, the Gallente like to, shall we say, "party hard." They are known for their, well, sex, drugs, and rock and roll, and most Gallente are proud of that fact. They also tend to be the most idealistic of the four races, frowning mightily from their ivory towers on the Amarr for their slave-holding ways and the Caldari for their unenlightened secession and subsequent war. They even can (though by no means do all people do this) look a little patronizingly on the Minmatar. Haughty might even be an appropriate term for the "stereotypical Gallente," and it's an oft-repeated criticism of the Gallente that they

believe their culture is the best and wish to gobble up all the others. Gallente by nature tend to be nosy and opinionated, and while their desire to "civilize" or "uplift" societies to Gallente standards may stem from good intentions (most of the time), it's backfired enough times to be clear that it's not always the right answer. But that doesn't stop people from trying anyway. Many RPer's tend to have a pet cause or causes to get worked up about. Gallente can also be the rather stereotypical hippies; indeed, there's a large environmental movement, hints of which can be seen in the Gallente COSMOS constellation in Algintal. Oh, and I should mention that there is a rather vibrant Intaki secession movement in some parts of the RP community. Some feel that the Intaki get short shrift (especially since Intaki Prime, the homeworld, is in the faction warfare zone between Caldari and Federation space and actually sat in Caldari hands for a good chunk of time back in the day), and would be better off striking out on their own. This is a continuing debate though, and I don't believe there's a clear majority one way or another.

The Caldari State: Nothing Says Love Like a Giant and Soulless Megacorporation



If it's difficult to describe the Minmatar without referring to the Amarr, it is impossible to describe the [Caldari State](#) without describing the massive impact the Gallente Federation has had on it. Having developed in the same system as the Gallente, the State was born in blood and fire, through their determination to not be governed by anyone. Any description of the Caldari as a people have to start and end with the concept of

[megacorporations](#): gargantuan corporate entities that control a person's life from cradle to grave. A person lives and dies by the grace of his corporate heritage. In some

respects, though, this has led to an even more equalitarian society than even the Gallente: the harsh realities of darwinian economics and corporate bottom lines have made the State an almost ideal version of a meritocracy, where anyone can make it far if they have the talent and are willing to work at it. Although there have been some attempts to centralize authority in the State in the recent past, the eight megacorporations still firmly control the levers of power within Caldari borders.

History

The early history of the State has made a lasting impact on the Caldari, moreso than the other races. The planet that would eventually be known as [Caldari Prime](#) was purchased by a megacorporation in 7993. Caldari Prime, unlike its sister Gallente Prime, was a harsh and cold world. Indeed, heavy terraforming would be needed to make it habitable, and the terraforming had only just begun when the EVE Gate collapsed. It would take another 250 years before the surface was habitable, and even then the air was thin and the soil fairly barren. Despite the harshness of the only minimally terraformed world, the Caldari managed to eke out an existence in the temperate regions near the equator. This harsh history ultimately led to the Caldari's well-known utilitarianism, and profound belief in the idea that the needs of the many outweigh the needs of the few (making Vulcan proud in the process). The Caldari didn't care how pretty something looked, it would kill you all the same if it didn't do something to help the people survive. Though they were never particularly centralized, the most notable of the nations that managed to rise on this cold and dreary world was the Raata Empire, which united the Tikiona continent in 17453 AD. The Empire survived for over 3,500 years before collapsing in 20998 AD. The myriad smaller states that followed in the Empire's wake eventually ended up organizing primarily around ethnic lines, with little cross-ethnic mingling.

This was essentially the state that the Caldari were in when first contact was made with the Gallente. I should probably note here that the term "Caldari" wasn't really in use prior to first contact with the Gallente (so sorry for lying to you above!). Rather, the term came in to use to distinguish the two homeworlds in Luminaire. I should also note that the evolution from traditional government to corporatocracy remains largely unexplored; frankly, CCP has never really delved into the subject in-depth (ironically, or perhaps fittingly, what little exploration into the subject is done through Gallente wiki entries). It's implied at times that the old government was too Gallente-friendly, and that it was only the megacorporations – strangled by Gallente interests – that were willing to take a stand. But just how the megacorporations seized control, and the resulting culture shocks that reverberated throughout Caldari society, remain one of the great unexplored mysteries in Eve.



Anyway, rather than rehashing the history of the Gallente-Caldari War again, I only want to touch on a few things about the impetus for the war from the Caldari's perspective. To understand the desire to secede, one has to understand that the Gallente were seen as, for lack of a better word, rather meddling. Almost from the beginning, the Gallente seemed to enjoy lording their sophistication over the Caldari, a culture that prided itself on its self-sufficiency, perhaps best epitomized through the fact that something called the ['Cultural Deliverance Society'](#) existed in the first place (though, fittingly, the CDS did [introduce the concept of "corporations"](#) to the Caldari in the first place... maybe Star Trek is something is on to something with that whole 'Prime Directive' nonsense...). Although information on the Society is somewhat sparse, given the name it wouldn't be a stretch of the imagination to say that it probably had the purpose of "civilizing" the Caldari. From there, the situation continued to worsen as the Gallente dragged the Caldari (essentially kicking and screaming) through the formation of the Federation. By then, the megacorporations had begun to assert themselves as the primary governing body of the Caldari, and they did not appreciate the regulations and rules the Federation put in place on them, again bumping up against that Caldari pride in self-sufficiency. It seemed that everywhere they turned, the Federation was ready to gobble them up. The Federation trying to assert jurisdiction over the hidden colonies was simply the straw that broke the camel's back, and things spiraled from there. Meddling lead to anger which lead to Nouvelle Rouvenor which lead to the blockade which lead to Hueromont. Neither party and both parties are at fault for the lead up to the war; it was just a situation where societies just don't mesh well with one another.



More recent history has been rather eventful for the Caldari. Starting in YC 110, a worker named Tibus Heth rose to national prominence after rising quickly from factory worker to CEO of [Caldari Constructions](#). After the aforementioned [Malkalen incident](#), Tibus was able to use the nationalist fervor to get himself appointed head of the newly formed Caldari Providence Directorate, essentially taking direct command over much of the Caldari State. This was an unprecedented consolidation of power when the megacorporations were known to have almost unilateral authority in many areas. Heth has changed this dynamic, getting de facto dictatorial powers over much of the State. He has used these powers to, among other things, gear up for another war with the Gallente and, more benevolently, re-establish the meritocracy that some felt had gotten lost in recent years.

After taking power, Heth was able to leverage the Elder fleet invasion to his own advantage. In a [daring lightning strike](#), Heth used the failure of CONCORD's rapid response capabilities (and with help from Admiral Eterrur, who sabotaged the Federation's early warning systems) to sweep through [Algogille](#) (the headquarters of the Federation Navy) and [Luminaire](#) to retake control of Caldari Prime. President Foiritan had little choice but to cede the planet back to the Caldari after he found

Luminaire blockaded and 20 million troops landed on the surface of Caldari Prime. The Caldari quickly took control of the planet and showed the flag by leaving *Shiigeru*, a [Leviathan-class titan](#), in orbit of the planet. This titan was eventually brought down in rather spectacular fashion, [leaving nothing but smoldering ruins](#) and a demilitarized Caldari Prime.

After losing *Shiigeru*, Heth reacted to the devastating strategic loss of leverage over the Gallente with poise and aplomb by immediately forcing the Admiral commanding the ship (a capsuleer) to [commit ritualistic suicide](#). You know, as galactic leaders do. Once the news of this broke, Heth's reign quickly spiraled downwards. Most of the Caldari mega-corporations had grown tired of Heth's centralization, and yearned for a return to the prior status quo. The news of the Tea Maker Ceremony (leave it to the Caldari to make ritualistic suicide sound like an afternoon with grandma) was the impetus the megacorps needed to boot Heth. Within a few days, Heth was on the run. First, he and his remaining followers [seized control](#) of a station in Haatomo. Since you can't exactly have the ostensible leader of your nation laying siege to your own stations, the Caldari Executive Panel [denounced Heth](#) and went so far as to [eliminate the position of State Executor](#). He was removed as CEO of Caldari Construction, and there are now [warrants out for his arrest](#). Heth's current whereabouts are unknown, but given that his lungs are [slowly turning into lumps of coal](#), we'll probably be hearing about his death soon enough.

Social Structure

A person's daily life in the State begins and ends with one of the eight megacorporations: [Sukuuvesta](#), [Nugoeihuvi](#), [CBD](#), [Ishukone](#), [Hyasyoda](#), [Kaalakiota](#), [Wiyrkomi](#), and [Lai Dai](#). These megacorps, through a nightmarish maze of subsidiaries, affiliates, and other corporate mumbo jumbo, owns something like 90% of all property within the State. Although the corporations each have their own agendas and ideologies, they generally fall into one of three philosophical blocs: the [Practicals](#) (consisting of Sukuuvesta, Nugoeihuvi, and CBD, whom are generally the most exploitative and the most supportive of Heth), the [Liberals](#) (Ishukone and Hyasyoda, whom generally are the most supportive of free trade and cordial relations with other nations), and the [Patriots](#) (consisting of Kaalakiota, Wiyrkomi, and Lai Dai. This faction is by far the most powerful, and advocates putting Caldari interests above all else; they're known for their fierce nationalism). A fourth faction, the Provists, had risen as Heth's primary power bloc before he, umm, went crazy. Needless to say, they're pretty much out of the picture with Heth's downfall, though he still has loyalists scattered throughout the State. However, all the blocs tend to be united by a martial pride; although it is the smallest of the four empires, the State often leads in military technology and strategy, allowing them to stay on par with the other empires.



Traditionally, the corporations were given extensive leeway to conduct their own business and affairs as they saw fit. Individual megacorporations run their own schools, have their own currencies (indeed, the Caldari financial system is so complex as to warrant two extensive [wiki entries](#)), and their own justice systems. Each megacorp even has their own police force and military. A contract between megacorporations is considered almost sacred: only the quasi-judicial [Caldari Business Tribunal](#) has authority to cancel contracts. The CBT isn't a traditional Supreme Court, however. It's only meant to settle disputes between the megacorps, even if they have extensive powers at their disposal to do so. For most traditional crimes and legal appeals, the megacorporation's own justice system is the first and last stop. Any executive action is exercised jointly by the megacorps through the [Chief Executive Panel](#), with each megacorp having a seat at the table. The CEP is what sets the national budget as well as runs the State's military apparatus (not to be confused with the individual corporate militaries).



Heth had attempted to centralize power in the State and remove much of freedom to act that the megacorps had previously enjoyed. For quite a while, the CEP was reduced to essentially a rubber stamp, blindly approving any and all of Heth's reforms with minimal modification, given his popularity with the Caldari masses. The one true outlier in the new system was Ishukone. Prior to

former CEO [Otro Gariushi](#)'s death, Ishukone was the leading corporation pushing for peace with the other Empires. They even managed to develop an antidote for Vitoc (explained in Part 4, but essentially the drug the Amarr use to help control slaves) which they were willing to give to the Minmatar. Even after Gariushi's death, his replacement as CEO refused to be cowed by Heth (as detailed in *Templar One*). With Heth out of the picture, however, the previous status quo is quickly reasserting itself.

Bloodlines tend to play an odd role within the State. Although meritocratic in nature much of the time, an odd strain of racial purity runs through some aspects of the corporate Caldari culture; indeed, one of the factors that controls whom a Caldari may marry (as determined by the aforementioned corporate overlords) is similarity in physical appearance. The



The megacorps are trying to maintain the Caldari 'look' across the generations. As such, a look at the various bloodlines is a necessity. First there is the [Deteis](#), who are seen as hard-working and efficient. Often the face of Caldari leadership, they truly believe in society-above-self. The [Civire](#) tend to be quick thinkers, and handle themselves well under pressure. They seem to genuinely enjoy being constantly busy, and they always strive for excellence. Finally, and as a bit of an outlier, we have the [Achura](#). Unlike the Deteis and the Civire, the Achura were not a founding member of the State, but were absorbed about 300 years ago, and they followed the Caldari in their secession from the Federation. Spirituality appears to feature more prominently in Achura life, but

unfortunately the [details of the main religion](#) appear scant in the literature. Suffice it to say that the Achura are more introverted than the others, but more renowned for their intelligence.

Roleplaying Tips

The Caldari are probably best known for being fiercely nationalistic, and proud both of their state and their parent corporation. Given that the corporation has essentially raised their members since birth, their views on various affairs are likely to closely match their parent corporation when it comes to foreign affairs or Tibus Heth. The Caldari are also fiercely proud of their meritocratic system, and tend to look harshly upon slackers or those who do not pull their weight. Although clearly highly disciplined, the Caldari, like everyone, need to let off steam now and then, and the State enjoys a thriving gambling and sport culture. Finally, they tend to be fairly utilitarian, caring little for how something looks if it's able to get the job done. They tend to mirror the Amarrian's view of their alliance: it's more one of convenience than of any particular ideological similarities, as is their view of the Minmatar. Obviously, their hatred for most things Gallente can be well-explained given their history.

CONCORD: Policeman of the Skies



[CONCORD](#), short for CONsolidated COoperation and Relations commanD (they were stretching a bit, but frankly let's just be glad that the Amarr didn't somehow name it AMARR), was [originally the brainchild](#) of a young Gallente senator named [Aidonis Elabon](#), with heavy and discreet backing from the Jove. Devised as a way for the empires to maintain the peace, CONCORD was given

broad authority over many interstellar affairs. CONCORD is charged with maintaining the status quo between the various empires. Perhaps the most useful tool in CONCORD's possession in the pursuit of this mandate is Directive [Alpha-Gamma 12](#), which allows CONCORD to seize any technology that could alter the strategic balance, and auction it off to the highest bidder in each of the other three empires (AG 12 strikes again, though not by name, in *Templar One* with the newly developed mercenary technology). CONCORD's secondary mission is to keep us rambunctious capsuleers in check. To that extent, the [Jove have equipped CONCORD](#) ships with specialized weaponry that prove far more deadly to capsuleer vessels than they do to regular vessels. Their specialized weaponry keeps pod pilots in check (at least theoretically), while also keeping CONCORD from growing too big for its britches, so to speak.

Originally formed in 23233, no one was originally sure what CONCORD would do with its new found powers. It



took a while for it to get into its stride. Indeed, it wasn't until 15 years later, when it negotiated the end of the Caldari-Gallente War, that anyone really took it seriously. From there, it slowly grew its base of support, and today it is self-sufficient from the taxes it earns from capsuleer transactions (those wonderful sales taxes we all must pay) and other revenue. Indeed, CONCORD no longer needs to rely at all on the empires for financial support, and it has used this newfound independence to [advance its own agenda](#) independent of the empires.

[CONCORD](#) is headed by the [Inner Circle](#), consisting of a delegate from each nation and the five department heads in CONCORD. The Inner Circle appears to hold significant sovereignty over the empires: after the YC 110 attacks, the various empires were unable to form capsuleer-controlled militias until CONCORD [passed](#) the [Emergency Militia War Powers Act](#). From there, CONCORD breaks down into a number of divisions. The most well-known to the capsuleers would be the [Directive Enforcement Division](#): they're the ones who blow you up when committing a CONCORDable offense in space, acting as the policemen of the stars and protecting many a pilot in high security space (I know, I know CONCORD doesn't protect, it punishes, yadda yadda yadda). They have special tools and weapons from the Jove that only affect capsuleer ships. The other agency that us capsuleers have the most direct interaction with is the [Secure Commerce Commission](#): they're the ones that take your taxes and regulate trade between the empires.

Frontier Organizations

Minor Powers, Mighty Aspirations

For most video game companies, the four major empires, with their expansive backstories, would have been quite enough for their content teams. They could rest on their laurels for a job well done and some information to put in their tiny instruction manuals (remember back in the day when they gave a ton of background? I miss that), and carry on with their lives. Fortunately for us canon geeks, CCP is NOT like most video game companies. Beyond the four major empires, the Jove, and CONCORD, there are a rich number of smaller factions that, while you can't necessarily play them as a bloodline, fill in more of the tapestry of New Eden (and let people get their yarr on in quite a few different ways). I won't be spending nearly as much time on these smaller powers as I did for the major empires, but each of these have their own unique storylines that deserve at least some mention.

Ammatar Mandate

I've actually mentioned the [Ammatar](#) before in the sections on the Amarr and Minmatar. Originally known as the [Nefantar](#), they were the only Minmatar tribe to accept the Amarr invasion with something like open arms. Indeed, this was something of a political

decision made by the heads of the tribe to ensure the Nefantar's survival. Eventually, the rest of the tribe came to embrace the Amarr way of life, including their religion. The Amarr, eager to promote such views, lavished money and [gifts](#) on the tribe in their home constellation of Ani, while savaging the tribes who were less, shall we say, multicultural in that respect. The contemporary Amarr emperor even granted the Nefantar limited autonomy over Ani. This led to a somewhat inevitable schism between it and the rest of the tribes.



But all was not well between the Amarr and the Nefantar, at least in the higher levels. The largest break came when the Amarr [bombed Starkman Prime](#) into ash. Even the Nefantar couldn't take such a direct assault on one of the Tribes. And so they began one of the greatest cover ups in New Eden history. Almost all known Starkmanir slaves were transferred to Nefantar authority through either forged documents or coercion, hiding the remnants of the tribe in plain sight. It was by no means a perfect solution, but it was the best possible under the circumstances. But, of course, the Nefantar leadership couldn't exactly brag about their accomplishment. Although they apparently had the blessings of the Minmatar Elders, one of the greatest rescue missions in known history had to remain a secret for hundreds of years. The Ammatar leadership now claim that rescuing the Nefantar was their primary reason for siding with the Amarr during the Rebellion, but given the strength of pro-Amarr feelings even prior to the Starkman apocalypse, that explanation has a bit of a "revisionist history" feel to it.

During those hundreds of years, of course, the rest of the tribes rebelled and pushed out the Amarr from their space, along with their apparent lackeys, the Nefantar. The Amarr, in consideration of the support received even during the Rebellion, granted the wayward tribe some space (conveniently, and completely coincidentally I'm sure, located to act as a buffer zone between the newfound Republic and the Empire) and set up the semi-autonomous Ammatar Mandate. The Mandate has its own nominal Amarrian governor (currently the Heir [Yonis Ardishapur](#)) and its fleet is under the control of the Empire, but they also have several direct links to Jamyl's Imperial Court to ensure Ammatar concerns are heard.



As noted, the Ammatar's hiding of the Starkmanir came to light only in the past few years. During the [Elder Fleet](#) Invasion of [YC 110](#), the Elders made a stop in the Mandate to pick up most of the Starkman survivors as well as any Nefantar who wanted to return to the Republic. Even the head of the Mandate encouraged the Ammatar to return. Today, the Mandate still stands in a bit of a state of shock as it tries to regain its footing. After the previous Mandate governor resigned to return to the Republic,

Empress Jamyl placed the Mandate under the stewardship of Heir Yonis Ardishapur. Although many Nefantar decided to return, the Mandate itself survives and many have chosen to remain under Empire protection.

Angel Cartel



One of the more established of the pirate factions, the [Angel Cartel](#)'s main base of operations is in the [Curse](#) region, though they seem to have tendrils just about everywhere. Little is known about their history or structure, other than that there are four main divisions of the Cartel: the [Dominations](#) (the command branch of the Cartel), the [Archangels](#) (the main combat arm of the Cartel), the [Guardian Angels](#) (whose sole purpose appears to be guarding [Serpentis](#) assets), and the [Salvation Angels](#) (maintenance and repair division). The leading theory is that the Cartel originally formed from a loose group of pirate groups, but frankly that's a boring theory and I would prefer to think that pirate space kittens have something to do with it.

The Cartel has extensive holdings throughout the Empires, but mainly focus on the Minmatar regions, where they gain most of their recruits. Many Matari that join are disaffected by the Republic, but recent changes (most notably the recovery of the Starkmanir and the Elder Fleet invasion) have noticeably slowed recruitment efforts. Still, this hasn't yet seemed to harm Angel holdings, which include significant control over the Caldari "grey market" (bringing in illegal, competing products to the megacorporation's own enclaves). They've also been known to work with the Sisters of EVE (described below) in humanitarian missions (per *The Burning Life*). There are even some rumors saying that they've managed to acquire examples of Jove technology to integrate into their ships, but for obvious reasons the Dominations haven't chosen to divulge that information. Given the fact that [Curse](#) is the home of the First Jovian Empire, however, such rumors may not be all that far off-base.

Blood Raider Covenant

It might surprise you to know that there is an even darker side to an already dark religion that allows and even encourages slavery of sentient beings. An offshoot of the mainstream Amarr religion [dating back](#) to the pre-space-flight days, the [Sani Sabik](#) (some call it a religion of its own, others call it a cult) agree with the main religion that some people are born great, while others must serve those born to greatness. Where the Sani Sabik differ, however, is the use of blood in many of their rituals in order to obtain either physical or spiritual immortality. Rituals vary from sect to sect, but the more "mainstream" portions of the religion tend to use [blood](#) donated willingly by its own members. Other portions believe that only blood taken from the [unclean and unperfected](#) will do. The Sani Sabik have been exiled



a number of times from Amarr space (one such exile [apparently leading to the creation of the Takmahl](#), so think about THAT next time you're in Araz), but like any good pest, the Empire seems incapable of eradicating them completely.

The more militaristic of this subset of a subset of a minority join the [Blood Raider Covenant](#), though I'll note that Source uses Sani Sabik and the Raiders fairly interchangeably (and dives into other considerations quite a bit more). These raiders ply the spacelanes, mostly focused on getting the blood of capsuleers (though they will not turn down a passing unarmed ship) for their rituals. This, oddly, is actually a step up, as before the advent of capsuleers, the Raiders focused primarily on children as their targets. The Covenant, and the Sani Sabik in general, have long had friends in the upper levels of the Amarr imperial court. Most recently, the former [Court Chamberlain Dochuta Karsoth](#) scandalized Amarr Prime when, after the Elder Fleet invaded, he ran to the Covenant for protection. A long history of collusion was discovered, and Karsoth was eventually captured and executed on Empress Janyl's order. Since then, the Covenant has been set back on its heels a bit, but the Covenant and the Sani Sabik sect continue to have small, but significant support throughout the Empire. It probably shouldn't surprise anyone that the Covenant excels at the bio-sciences and human anatomy. There are also some suggestions that the Covenant excels at selective breeding and other metabolic manipulation, leading to very robust and physically fit soldiers.

The Covenant is currently run by the person responsible for its recent rise in power and sophistication: [Omira Sarikusa](#). Around him are a close inner circle of theological and legal advisors, mostly given the ominous title of "Bleeders."

Equilibrium of Mankind



A minor player in a host of minor players, the [Equilibrium of Mankind](#) nonetheless has a notable role playing contingent, as well as a surprisingly well-developed backstory. The order, like the Blood Raider Covenant, is a split off sect of the Amarr religion. The sect was started by Ocilan Ardishapur, the brother to the [Ardishapur Heir](#) at the time. Ocilan's sect split off about [2,000 years ago](#), however, when ancient texts were discovered. These texts had a profound effect on Ocilan. The texts spoke of the downfall and doom of humanity should it decide to remain where God has forbidden it (meaning New Eden, of course). Only those who help to reconstruct the "pathway to Heaven" can be saved from God's wrath, as this was the only path to salvation. The texts were quickly declared apocryphal by the main Amarr church (the irony, of course, being that this probably refers to the destruction that befell New Eden after the collapse of EVE Gate and an attempt to rally people to reconstruct the gateway home), but Ocilan (a wealthy

and charismatic fellow) managed to gather a substantial following, calling itself the Equilibrium of Mankind. The main Church, worried at his surge of popularity and uncomfortable with his message, exiled him from Ardishapur Prime. They established a new colony, and Ocilan, originally thought assassinated, declared war against all who didn't join him in Equilibrium. Since then, the EoM continue their war against the rest of the cluster in obscurity, though they apparently have been making a comeback in recent years.

Guristas

The [Guristas Pirates](#) are perhaps the one pirate group that like to yarr for the sake of yarring. Founded by [Jirai Laitanen](#) and [Korako Kosakami](#) in YC 86, the Guristas have a bit of a colorful backstory.

The two met each other while members of the 37th Squadron (apparently, the Octopuses) of the Caldari Navy. Within the span of a week, Laitanen was passed over for a promotion (despite having an apparently promising career) and Kosakami was blamed for a fatal crash landing. These "injustices" (ok, maybe Kosakami had a valid complaint) were the catalyst needed for the two friends to steal a pair of Condor-class frigates and desert the Navy, heading off to the lawless lands between the Caldari and the Gallente. They quickly set up their own pirate organization, and have been spreading terror under their nicknames: [Fatal and the Rabbit](#).



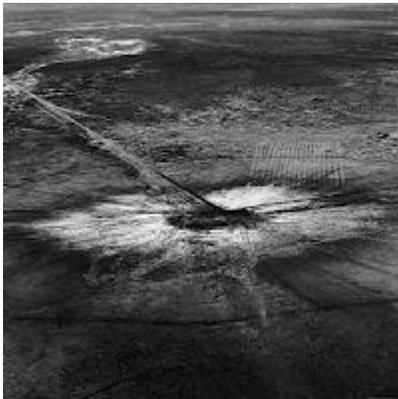
These days, the Guristas are known for being one of the few pirate organizations willing to hit colonies in civilized (high security) space. They are also known for [creating civilian mining colonies](#) and protecting them with their own security forces. Like the Angels, they have a sizeable share of the Caldari grey market under their control, and also run an illegal currency exchange. The Guristas also played a major part in the collapse of the [Crielere Project](#), a joint Caldari-Gallente research initiative that, among other things, produced the basics for cloaking technology. Tensions between the State and the Federation rose to such a degree that, after it was revealed the Caldari had pilfered some of the blueprints, both sides quickly withdrew protection and funds from the Project. From there, the Guristas swooped in, raiding the station not once, but twice. They made off with the two top researchers, who eventually perished.

Intaki Syndicate

The [Intaki Syndicate](#) runs the largest black market in New Eden. [Headed](#) by [Silphy en Diabel](#) (a former member of the Sisters of EVE who quickly rose through the ranks through some cunning and ruthless strategies), the Syndicate was originally formed by Intaki exiles from the first Gallente-Caldari war who, like the Caldari, wanted to secede from the Federation (a strain of thought that continues to this day in some portions of the Intaki populace). Today, the Syndicate takes care of much of the peacekeeping in and around Intaki space since they happen to run quite the crime, ah, syndicate, if you didn't get that from the name. They also excel at establishing [market](#) and [banking](#) services for anyone who can't get what they need legally. The Syndicate also serves as a back channel for diplomatic relations between the major empires, which is why the Federation hasn't seen fit to close it down despite its notoriety.



Intaki Culture



This seems as good a time as any to do a brief sidenote on [Intaki](#) history and religion. The Intaki were originally discovered by the Gallente in 22794 AD, about 330 years prior to the founding of the Federation. A primitive culture at the time, they quickly caught up to the Gallente technologically, and were one of the Federation's founding members. However, relations with the Federation have not always been smooth. As noted above, a sizeable fraction of the populace sympathized with the Caldari when they seceded, and the Federation did not hesitate to exile those who showed such sympathies.

Two later events did not help Federal relations with the Intaki. First, in [YC 108](#), there was a [massive explosion](#) on one of the Intaki's main agricultural colonies on Reschard V. Despite being Federation territory, the Federation barely responded, leaving it to the Sisters of EVE and Mordu's Legion (both discussed below) to coordinate rescue efforts that took almost [seven months](#) to complete. Investigations showed that the explosion was probably caused by a [titan](#) detonating a doomsday device in low orbit, although neither the Sisters nor Mordu were able to discover who caused it. Some suggest CONCORD has the answer, but they have refused to release it.

Another event that hurt Intaki-Federal relations was the start of the Empyrean War. Intaki had long been considered low-security space (though [they originally asked](#) for minimal protections, they have come to resent the minimal defense in recent years), and the Federation has never committed significant assets to its protection. This showed when, a few months after the new wars started up with the help of capsuleer

militias, [Intaki fell](#) to a concerted Caldari offensive. The system was eventually auctioned off by Caldari authorities to Ishukone. The literature suggests that there were some backroom deals between Ishukone and unknown third parties to set up a protection scheme for Intaki itself (though that is generally not very well known by the public). Still, Intaki in the Federation took the system's fall hard and this has only enlivened the secessionist debate.

One of the more unique aspects of Intaki culture is that of its religion, [Ida](#), meaning "to consider". The Intaki see life as just a continuous cycle. Life leads to death leads to life. Followers of Ida strive for moderation in all things, as that is the best way to continue the cycle uninterrupted. Interestingly, they also believe in the rebirth of souls. Through the use of rituals and technology, the Intaki have found a way to ensure that souls from some dying individuals are able to be transferred to newborn babies. These so-called Reborn are given a place of respect among the Intaki, though the title of Idama is only reserved for those who are Reborn without the use of technology.



InterBus



A joint project between the four empires, [InterBus](#) was created to ensure some mode of personnel and cargo transportation throughout the Cluster. Despite being a governmental creature, it has striven to remain above the partisan fray and stay neutral to all parties (major empires or pirate gangs) to ensure that their shuttles can make it through to any system or station. While InterBus has highly accurate maps and data, they are a [closely guarded secret](#) to anyone outside the organization. They also recently participated in the [buyout of all CONCORD owned customs offices](#), although that may not have been the best deal for them. On a more interesting sidenote, it seems that CCP originally intended InterBus to allow limited cargo ferrying between systems for a fee. Clearly, that feature never quite made it to the game, but it's something that is brought up now and then anyway.

Khanid Kingdom

Another pseudo-Amarr protectorate, the [Khanid Kingdom](#) came into existence about 300 years ago. As you may recall from the discussion on the Amarr, the losing Heirs are all required to commit [ritualistic suicide](#) after the [succession trials](#). I mentioned at the time that there were 5 royal families: the Sarums, the Kadors, the Kor-Azors, the Ardishapurs and the Tash-Murkons. However, prior to 23041 AD, the Khanids were actually the fifth Royal Family. In that



year, the succession trials were underway, eventually being won by Emperor [Heideran VII](#). This meant that the other heirs, including one Garkeh Khanid, were expected to commit suicide. Garkeh was a young Heir, however, and had only recently ascended to Heir status. He apparently was rather loath to give up the status, so instead of following ritual, he decided to secede from the Empire rather than kill himself, crowning himself [Khanid II](#). He was briefly opposed by his brother, [Dakos](#), who wanted to return to the Empire, but Dakos was assassinated before he could mount serious resistance. This left a bit of a bitter taste in Garkeh's mouth, however, and he apparently remains a [tad](#)



[paranoid](#) regarding his family and whether they are plotting to overthrow him. Khanid remains a separate sovereignty to this day (and the [Tash-Murkons](#) were elevated to the status of an Heir family), even taking an inversion of the [Amarr seal](#) to show their independence.

For being separate, however, the Khanid Kingdom today takes many affects from the Empire. Khanid II maintained the general structure of the Empire, including Holders and slaves. Indeed, since the whole "we don't want to be part of your empire anymore" business, they've actually cultivated fairly close relations with both the Empire and the Caldari State, to the point that Khanid even [has a seat](#) on the Empress's [Privy Council](#). The Khanid are seen as a little more progressive, however, since they need to rely on outside trade and new technological development to survive much more so than their Amarr counterparts.

Mordu's Legion

As with most primarily Caldari organizations, the roots of [Mordu's Legion](#) can be traced back to the Gallente-Caldari War. As I have discussed already, there was a sizeable fraction of Intaki who [sympathized with the Caldari](#), to the point where they wanted to defect to the State. Many of these defectors had significant military experience. In response, the fledgling State military command put all the veterans in one squadron, under the command of [Muryia Mordu](#). They quickly became one of the most successful units in the war. Afterwards, many of the Intaki settled in the Caldari system of Kamokor. However, radicals and xenophobes soon took control of the colony and drove the Intaki out. In desperation, they called Muryia for help, who was happy to oblige. They quickly retook the colony, and from there, Muryia decided to constitute the Legion. Today, the Legion stands as the premier mercenary squadron in New Eden (take THAT, Pandemic Legion). Indeed, the Legion is so well-regarded that they were called upon by Ishukone and the Gallente senate to act as a [neutral police force on Caldari Prime](#).



The Legion has cultivated close ties with the State, despite not being controlled by them. As such, the State often gives Mordu access to cutting edge technology. However, Mordu (as seen in *Templar One*) is willing to assist anyone, and he alone decides which contracts the Legion will take up. He's a bit of an oddball, and is well-known for his odd sense of fashion, but he's still very much revered by the Intaki veterans and others who have joined the Legion since. The Legion provides no training, and expects those who want to join to be well-versed in combat already.

Outer Ring Excavations (ORE)



Miner RPer's out there can rejoice: even YOU can RP thanks to [Outer Ring Excavations](#)! The biggest mining consortium in New Eden, ORE (see what they did there?) was founded back in YC 91 when its founder, [Yani Sar Arteu](#), broke away from the Gallente mining consortium Astral Mining. Arteu decided to strike off into the outer regions of New Eden, making his home in [Outer Ring](#) and Cloud Ring. Until then, those regions had only been considered of moderate value, and not particularly worth the risk of mining out there. However, that was before the discovery of [noxcium](#), a rare ore that forms only during a supernova. The ore is vital for, among other things, building capsules. Once the importance of the ore was discovered, ORE became a massive and wealthy company almost overnight. Rumor has it that they had discovered a small moon worth of the stuff, giving them a massive market share in the new mineral. Although the various empires (notably the Gallente) tried to demand the location of the large deposit, ORE kept the location secret and built its market share. Today, ORE is well known for developing top-of-the-line mining ships and equipment. It was originally close to Mordu's Legion, but that changed when Serpents (discussed below) bought a majority share in ORE.

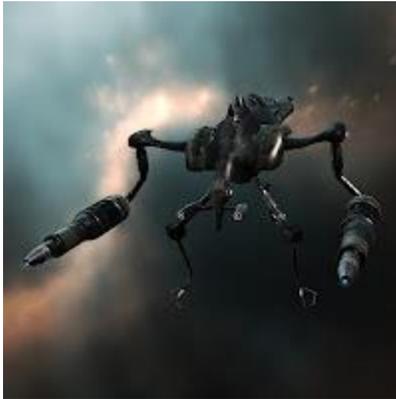
Rogue Drones

[Rogue drones](#) are a bit unique. They're not quite a faction, but they're significant enough to warrant their discussion here (not to mention being the focus of [significant research projects](#)).

As might be expected given their reliance on drone technology, [rogue drones](#) had their start in Gallente military research. There was a continued drive to put more and more weapons on bigger and bigger drones that were getting smarter and smarter all the time (you can probably see where this is going). Some of these drones were even equipped with warp drives: they were ships with everything except a human in command. Well, the inevitable happened (as it tends to do), and the drones at some point gained sentience and realized that they didn't particularly enjoy being bossed around by ugly bags of mostly water. They soon went on a rampage, escaping from



their labs. The incident prompted CONCORD to issue directive [Omega-One-Five](#), banning all research into creating self-aware artificial intelligences.



The now-escaped drones began to act as many living things do: making their homes in space, mining for minerals, and attacking other living things (read: ships) in order to appropriate their resources. The drones next popped up when the Gallente discovered a few new regions. During [Operation Spectrum Breach](#), they began colonizing the new systems in YC 88. About 4 months into the process, however, the drones under Gallente command went berserk, killing hundreds. This happened simultaneously across dozens of systems. The Gallente quickly locked down the regions (now known,

appropriately, as the [Drone Regions](#)). When CONCORD discovered the new colonies and what happened, they immediately took jurisdiction over the gates and continued the lockdown. They initiated a review of Gallente actions in the [Code Aria Inquiry](#), documenting what the investigation found in their [report](#). The report suggested that the Gallente and CreoDron had violated Omega-One-Five under a project codenamed [Orphyx](#) and created more self-aware drones in the process. The report was kept top-secret, and apparently not even released to the four empires. The Gallente were highly embarrassed about this, of course, and halted their expansion programs.

The Drone Regions were cut off from the rest of New Eden for the next 20 years, and CONCORD seemed to have every intention of keeping them locked down. The situation changed dramatically however in [YC 108](#) when the gates to the Drone Regions re-enabled themselves. CONCORD was unable to lock the gates down again. Around this time, the Code Aria report was leaked to the public, prompting outcries from both the [public and governments](#) alike. However, the damage was done and the Drone Regions remain open to this day.



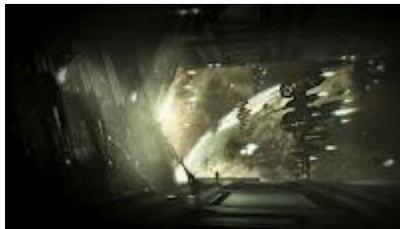
Sansha's Nation

Zombies have long been a part of popular culture (and apparently growing in popularity in recent years, vampire craze notwithstanding), so it only makes sense that a cyberpunk version of zombies made their appearance in EVE. They make their appearance through the pirates known as [Sansha's Nation](#). Founded by [Sansha Kuvakei](#), the Nation originally started as a way for Kuvakei to fulfill his utopian ideals.

He and his Caldari family had grown rich through arms manufacturing during the Gallente-Caldari war, and he struck out in YC 4 to settle what would eventually be called the Stain region. Out there, he set out to build his empire, preaching his utopian ideals. His nation and his beliefs earned great praise throughout the Cluster and he soon found himself on the front edge of galactic politics. Unfortunately, Kuvakei had a bit of a megalomaniacal streak to him, and all the praise went to his head. He began to seriously believe himself as a kind of deity (or perhaps he was always crazy), and believed that others should serve him. If they did not want to willingly serve him, he would make them serve him. He began experimenting with the recently-gifted capsuleer implant technology to create so-called [True Slaves](#): people who have lost their own free will and are under the direct control of Kuvakei (the Amarr, in [their infinite kindness](#), gave Kuvakei a number of Matari slaves to experiment on in hopes of gaining better slave control technology). A "lucky" few are allowed to retain some degree of free will: these are known as True Citizens, and often serve in leadership roles. Kuvakei's command and control scheme is quite extensive, utilizing direct linkups from each drone into a kind of hive mind (if he starts calling himself the Borg Queen, I'm leaving again). Despite these experiments, the empires either truly didn't know the extent of his experiments or chose to ignore the obvious [slavery](#) implications.



However, the full extent of his experiments came to light in [YC 34](#). Despite the monstrous experiments, they did have one positive result: it led to the creation of the first (and, to my knowledge, only) offensive that was coordinated among all four of the major empires, lead by the Gallente. They swept through Stain, wiping out all known colonies and presumably killing Kuvakei himself. The remaining small cadre of Nation officers was left to drift for several decades. They eventually managed to re-organize, and [reappeared in the galactic scene](#) in YC 105, attacking the Amarr Empire and the Angel Cartel for a while. However, they seemed to be of no particularly major threat to anyone, and despite some talk of a major offensive to wipe them out again, nothing happened, and the Nation soon drifted into obscurity again.



Unexpectedly, the Nation [returned with a vengeance](#) in YC 112. After almost 4 years of near silence, the Nation suddenly began invading the heart of empire space, raiding planets and [abducting millions](#) from the surface, presumably for transformation into True Slaves. Sansha Kuvakei has also apparently re-emerged, although not everyone is convinced that this is actually Kuvakei instead of a replacement of some kind. Capsuleers soon came to the rescue when it became clear that Empire navies and CONCORD were unable to deal with the coordinated, lightning swift assaults that soon became the Nation's hallmark (these attacks, not to be confused with incursions, are known as live events. Generally lead by one Sansha member played by a CCP employee, he'll bring hundreds of ships into one system and players are expected to

respond and defend the colonies. These live events (of which there are other kinds, but this has been the main kind in recent years) can be very entertaining, and a great way to dip your toe into RPing if you're looking for a way to get started, though they tend to be somewhat few and far between these days). Things grew more ominous when it was discovered that the Nation had discovered how to create their own wormholes to invade any system they chose, and even MORE ominous when pictures suggested that the Nation had conquered at least [one Jove system](#) to serve as a base of operations. The only response from the Jove was a terse message explaining that they had retaken the station in question. That message has been the last that anyone has heard from the Jove.

These days, the Nation has for the most part abandoned its single-system strategy after a climactic battle in Yulai near the end of YC 113. The Nation now favors constellation-wide [incursions](#), where they attempt to disrupt life as much as humanly possible. Kuvakei's rhetoric has also been tweaked in recent days. Although he continues to speak of [unity](#), he has also taken [special interest](#) in capsuleers, trying to [rally](#) them specifically to [his cause](#). What the future holds for Sansha and his Nation at this point are anything but clear, and the Empires have shown no particular desire to repeat the sweep of YC 37.

Serpentis

The major drug runners in Eve, [Serpentis](#) was originally created as a legitimate biochemical company in the Federation. Founded by [Igil Sarpati](#) back when [neural boosters](#) were legal throughout New Eden, the company quickly degenerated to the darker side of biochemistry by investing heavily in the drug and booster trade after boosters were outlawed (for SOME reason the empires thought dying a terrible and painful death was a *bad* thing).



Today, the company is a broad-based high-tech R&D company with a core competency in biochemistry (that's a fancy and corporate-speak way of saying that they make drugs). The current CEO, [Salvador Sarpati](#), Igil's adopted son, moved the corporation out to the Fountain region, and even bought himself his own system: [Serpentis Prime](#). The [Sarpatis](#) continue to run Serpentis out in the depths of null security space: the only exception is Salvador's sister [Santimona](#), who is currently head of the Sisters of Eve. Serpentis continues to research and produce boosters and other illicit drugs for capsuleers and the public alike, though they do their best to cloak their actions in running a legitimate corporation. As mentioned above, the Serpentis have cultivated a close relationship with the Angel Cartel, particularly their [Guardian Angels](#), who guard their research assets.

Sisters of Eve



CCP prides itself on showing humanity's darker side in EVE Online. But even in EVE, there has to be SOME force for good. That force mostly manifests itself in the Servant [Sisters of Eve](#), a humanitarian aid organization universally recognized for its neutrality and dedication to helping any and all who need it (think of it as the Red Cross of the EVE universe). Originating in the depths of the Caldari-Gallente War, the Sisterhood prides itself as the leading humanitarian aid organization in the Cluster. Since its formation, it led relief missions during the Minmatar Rebellion as well as the brief Amarr-Jove War. Today, it has established a number of sanctuaries for weary travelers or those seeking safety, most of them just outside of empire space, though some refugee camps are established within empire space [as necessary](#). The head of the Sisterhood, known as the Reverend Mother, is currently [Santimona Sarpati](#). She is the sister to the CEO of the Serpents Corporation, though the two organizations (and siblings, for that matter) are in no way close. Beyond the Sisterhood itself, it also runs a food relief program known simply as [Food Relief](#).

Beyond its humanitarian mission, however, the Sisterhood is also a religious order. Another division of the Sisterhood, known as [the Sanctuary](#), [focuses its work](#) on the study of what it calls a '[relic from God](#)': the [EVE Gate](#). Headed by the High Priestess [Harna Durado](#), the Sanctuary is the premier research institution that studies the Gate. What, if anything, they've found in the Gate has remained a mystery to the general public, but they are known to keep a ship stationed as close the Gate as it can get without being ripped apart by the [intense turbulence](#) (the Gate, alas, is located approximately 3 lightyears outside of the New Eden system, and is inaccessible to us capsuleers). High Priestess Durado has decreed that research continue, however, since they believe that the Gate is key to getting access to heaven.



There have been some indications of an ulterior agenda for the Sisters, however. Although publicly the Sisterhood has distanced itself from the current unofficial head of the Intaki Syndicate, [Silphy en Diabel](#), there are [some indications](#) that the Sisters and the Syndicate have worked together to use unwitting capsuleers as part of its research projects. A few years back, all capsuleers received a limited edition shuttle known as the [Zephyr](#), designed by the Intaki polymath [Valsas en Dilat](#). For unknown reasons, there does appear to be some indication of collusion with the Syndicate to use the Zephyrs, which are apparently invisible to Sleepers (meaning that they can fly around any Sleeper site in w-space without getting attacked by the drones... players of course are another matter) to collect data for the Sisters. Obviously, this isn't known to the general

populace (indeed, only Silphy and Santimona appear to know anything about it), so it should be considered off-limits to characters, but it's an interesting subplot nonetheless.

Society of Conscious Thought

As with anything Jove-related, the [Society of Conscious Thought](#) is best described as a mystery wrapped in an [enigma](#) wrapped in a person-with-a-genetic-deformity-that-will-lead-to-death-by-depression. Founded about 300 years ago now by [Ior Labron](#), the Society was originally founded as a spiritual institution and an attempt to discern the meaning of life, based partly on [the teachings](#) of Ior's mentor, [Gorda Hoje](#). Though the Jove are not generally a spiritual people, those that do look faith look with zest. Although it had its start as a religious institution, the Society soon took on a political dimension, gaining quite a bit of clout within the [Jovian Directorate](#) and in many respects acting like a shadow government. Eventually, the clout became too much, and the Society was kicked out of the politics business. Thoroughly chastised, the Society withdrew from political life, and various splinter groups of the Society settled in remote regions. These settlements, named [kitzes](#), were self-sustaining enclaves where research continued apace. They also established schools that quickly became well-respected throughout the Cluster.



The Society is not without its [darker side](#), however. It came to light a few decades ago that some kitzes were apparently working with Sansha Kuvakei to help develop his [True Slaves](#). This again rocked the Society back on its heels, and in an attempt to repair relations with the Cluster, the Society opened its renowned schools up to all races. It also set its sight on a new, seemingly more benign area of research: the social sciences. The Society soon realized through its research that it was possible to individually tailor educational programs to a specific child based on that child's tendencies, and that these programs could even help curb detrimental tendencies in a child. This in and of itself was nothing new in education, but as usual, the Jove took things a bit too far when it combined these new programs with its research on mood enhancers. What many people would call a form of brainwashing, the Society called its [Hyperconsciousness](#) agenda, and it's been used on the children admitted to its schools for quite a while now (the extent of the program is not known publicly).

More recently, the Society has focused its efforts on technology that helps its social sciences studies, including an amnesiac agent. Much of its effort in recent years, however, has been focused around the Book of Emptiness. The Book, in reality a small machine named



after a lost Amarr [holy book](#), was an attempt to cure the [Jovian Disease](#) by removing all negative thoughts and emotions. Unfortunately, it had the unintended side effect of reducing its users to slobbering idiots. Needless to say, it was rejected as a cure for the Disease, but the Society has focused its research efforts on it in recent years regardless, even if its agenda is not known publicly. Indeed, publicly, the Society and its kitzes are still held in very high regard as the premier educational institutions in New Eden.

Technology



For a game that takes place 21,000 years in the future, technology actually plays a fairly secondary role in the lore. That is a testament to CCP's content writers who avoid, as much as possible, the whole "technobabble saves us all" approach to conflict resolution (much as it pains me to say this, my beloved Star Trek is particularly bad at this). Still, it'd be ridiculous if CCP didn't lay down SOME background knowledge on the technology that makes our lives in space possible. I'm only going to be covering the big ones here, but there's a [LOT of lore](#) out there for anyone who's interested in the more mechanical

side of things.

Capsules

Ah, the capsule. The pod. The egg. As particularly bad trolls try to say in help chat now and then (feel free to say hi to me in there if you see me), some think it's a sign that you've leveled up when it first appears. The [capsule](#) is the singular achievement that separates us players of EVE Online from the general unkempt masses. The deep history of the capsule is, to my knowledge, completely unknown to us, in game or out. What we do know is that the Jove (for reasons unknown) [offered Ishukone](#) capsule technology in 23224 AD, shortly before the battle at Iyen-Oursta. In exchange, Ishukone handed over significant amounts of cultural and social information.



The capsule offers a pilot complete and unfettered access to a ship using only one's mind, while cocooning the body in a hydrostatic fluid containing oxygen and nutrients that dampens undue stresses (and means that we breathe and eat liquid which is just WEIRD). Connections are made directly to the pilot's nervous system that allows them to feel each time a ship gets hit, to move the ship as one would move a muscle, and to see out of a ship's [camera drones](#) as if it were their own eyes. The ship's computer even creates sounds to feed into a pilot's auditory cortex to help the pilot situate



himself in space. This direct connection to the ship drastically lowers a ship's [crew requirements](#), while also dramatically decreasing reaction times. The end result is a faster, leaner ship that has even more capabilities than a ship with a crew twice its size. This, incidentally, is the theoretical reason why we players are able to kill rats as easily as we do. Capsule-piloted ships are so much more efficient as to be able to take on ships its size or even

above with nary a scratch. Obviously, when a pod-piloted vessel explodes, one of its last orders of business is to safely eject the pod from the dying ship (the rest of the crew may or may not be as lucky).

But the capsule is not without its risks. Beyond the risk that a potential pilot doesn't have the proper [genetic makeup](#), the biggest risk to the average would-be capsuleer (ignoring the apparently painful process of adapting your body to the capsule; you know, holes in your spine, parts of your skull peeled away to make way for implants, etc...) is something known as "[mindlock](#)." It apparently occurs when the brain isn't able to "shrink" itself back down to a mere human body. It got accustomed to controlling the pod and/or ship, and once unplugged, it couldn't re-engage its connection to the much more frail human body. In the chronicle I linked here, it's quite clear that a mindlocked pilot is still fully conscious and aware of what's going on around him, just unable to move. However, even the Jove apparently didn't know at that time whether a person was still conscious in a mindlocked pilot. It's still not clear where the state of research is on mindlock in modern times. What IS clear, however, is that the incident rate of mindlock is very low today, thanks to better training techniques, so it's not a big deal these days.

Even if you meet the minimal requirements, however, becoming a pod pilot is a time consuming endeavor. Potential candidates have to be in perfect physical condition and basically a genius (fun fact: you need an advanced degree to become a capsuleer, so congratulations on all you new Space Doctors out there!). After that begins a five year physical and technical training program, which includes such fun activities as 10 days of sensory deprivation, shock simulations, and other grueling physical tests to accustom your mind to the concept of thinking of the ship as its body. The last step in the training program is submitting to voluntary euthanasia to clone yourself to your new body (so sorry to all of those high sec people who say they've never been podded before).

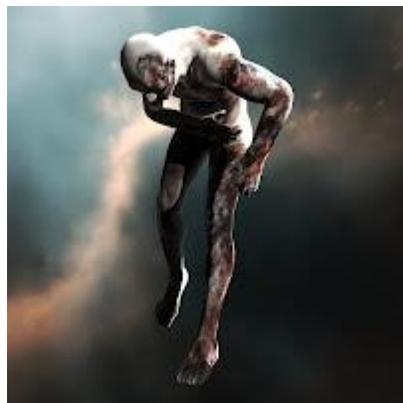
Cloning

While the capsule alone dramatically increases a ship's effectiveness, the thing that truly makes us pod pilots truly immortal is the joining of a capsule with cloning technology. Cloning has been around in New Eden for a while (a business prospectus of one cloning company, Cromeaux Inc., can be found [here](#), which describes the basic process). But this isn't modern real life cloning, where your DNA is taken and a clone is

grown like a child would be. Rather, biomass of some kind (usually, human cadavers in the high quality clones (yes, [it's made of people](#)), but apparently any kind of biomass will do) is used to create a human body with functioning organs. These generic humans are then seeded with a customer's DNA and stem cells, so within a few months the body is made up mostly of a customer's own actual DNA. Tattoos, skin coloration, and piercings can be applied as the process continues. The one organ missing is the brain.



The brain is instead grown individually after a cloning contract is created. When a person becomes a clone company's customer, a brain scan is taken to get the brain's shape and major nerve clusters positioned appropriately. This scan is used to create a gel model that eventually leads to neuronal growth that matches the customer's own brain structures. This new brain is seeded with receptors attached to an FTL communication receiver (we'll talk briefly about that in a bit). If that's a bit too technobabble-y for you, the process is essentially that a person's personal brain is created from the scan, it just doesn't have any power to it yet.



At the moment of a customer's death, a snapshot of the brain is taken using a [transneural burning scanner](#). This scanner is able to see, down to individual neurons, the exact state of a person's mind at the time of death. The scanner has the somewhat unfortunate side-effect of completely destroying the original brain in the process of producing the mental state (with a quick-acting neurotoxin injected, just to be sure), but it is able to then transmit the brain's state via FTL communications to the new clone, where the brain patterns can quickly be almost precisely duplicated using the aforementioned receivers. The almost is key: the quality of the scan and how well it's copied to the new clone at the moment of death can vary. As you learn more, you need a higher quality of clone to make sure the more complex information is transferred properly to the new clone, which is why you need to upgrade your clones now and then to hold more skills. The whole process of transferring consciousness can be completed within moments.

Unfortunately, modern burning scanners are somewhat large contraptions that require a person's head to be in precise alignment at the moment of death. Because planning death this precisely can be difficult, cloning and transfer never quite gained wide traction throughout the cluster, remaining the province of the rich for the most part. This changed, however, [when engineers realized](#) that there was a significant and

growing population who would always be in the same position when they were most likely to die: pod pilots. The two technologies were successfully combined in YC 104, with the neural scanner now tied directly to a pod's structural integrity system. When the pod detects a breach of any kind (since the chances of surviving a pod breach are minimal anyway), the scanner is automatically activated and that body is instantly killed, with the consciousness of that person transferred to the new clone body (Soul? We don't need to know what a stinkin' soul is). CONCORD quickly authorized (and, indeed, required) the use of cloning technology in pod pilots in YC 105 (conveniently, the game year that EVE Online starts in). The age of the pod pilot had begun.

DUST 514 Technology



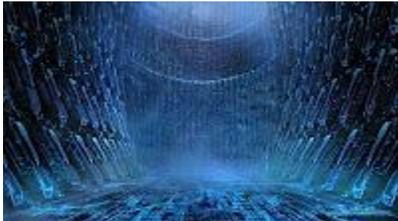
DUST 514 will be adding some new technology that, while it technically won't have much of an effect in our game, will certainly affect the game universe. The most important of the new tech involves the mercenary implants, which takes the aforementioned cloning technology to a new extreme. I mentioned above that normal cloning scanners require the head to be precisely positioned in order to properly scan and download a pilot's neural patterns. However, in Templar One (if you haven't figured it out yet, you may want to consider reading this book if you have an interest in deep EVE lore... but if you're looking for a (very) brief over, see [this video](#)), a new conscience transfer technology is discovered.

Found in Sleeper ruins, the new implant offers the same basic functionality of the old-style (I use the term loosely for something that humans won't invent for another 21,000 years) transneural burning scanner, but with a number of important differences. Perhaps the most important one is the range limitation. Pod pilots, when killed, have their neural data sent via quantum entangled atoms (I discuss the tech in greater detail below). Because quantum entanglement has no obvious range limitations, a pod pilot can be killed anywhere and still be resurrected, as long as they are within their pod. Given how the mercenary implants work, however, such a range is impossible. Thus, DUST mercenaries must be within a few thousand kilometers of their Clone Reanimation Units (where the merc respawns after death) in order to ensure that the data is transferred correctly. But the changes go beyond that. As noted above, when pod pilots die, their entire neural profile is transferred at the moment of death and recreated in a new brain.



There was, however, something wrong with the implants. Well, not so much wrong as much as they [were still occupied](#). The Amarr first stumbled across these implants while investigating Sleeper ruins. They found intact, but seemingly dead, bodies and took them in to study. They eventually discovered the implants discussed above, and what they were able to do. However, the Amarr were unable to reproduce the implants

themselves. Faced with this unprecedented military technology, they did what any God-fearing society would do: they resorted to grave robbing. They soon culled hundreds, if not thousands, of these implants and used them for their own purposes. The other empires (with a little help from CONCORD and good ol' Directive Alpha Gamma 12) soon caught wind of these programs, and set to work on their own research initiatives, following the same grave-robbing techniques the Amarr first pioneered.



The problem, of course, was that the Sleepers they were culling the implants from weren't actually dead. They were simply living up to their names: they were sleeping. The implants, apparently, not only serve to transfer a conscience to a new body; they also help connect that conscience to the Sleeper mainframe, as it were. When the implants were removed from the Sleeper bodies, at least parts of the Sleeper conscience remained in the implants. And it turns out they didn't much appreciate being ripped out of their own bodies and used for the designs of us lesser civilizations. They would briefly take over the new mercenary soldiers, making them speak in tongues and have strange visions.

The Amarr eventually recognized what was going on (indeed, Templar One implies that the Empress is dealing with her own Sleeper conscience, take from that what you will) and, with massive effort, managed to create their own functionally equivalent implant technology. Seeing that harvesting more of these implants could incur further wrath from the Sleepers, Empress Janyl [authorized each of the empires to have access to her alternative](#), Sleeper-less implants. And thus, we head into the launch of DUST 514 with each empire having their own sets of immortal infantry, and apparently free of the terrifying visions that hampered previous incarnations of soldiers. Despite obvious advantages, it doesn't look like capsuleers will be gaining access to this technology anytime soon. Oh, and I should mention that I believe the same strict compatibility requirements for capsuleers apply to the new implants.

Beyond that, the technology in DUST revolves around [guns, guns, and more guns](#) (along with vehicles that carry aforementioned guns). EVE Online players should recognize some of the guns as miniaturized versions of our beloved space pew pew modules, but there are sure to be new things out there. The Art Department seems to have done an excellent job with keeping the themes of each race. Gallente merc technology has that green, organic feel to it, while at times it looks like Amarr mercs are clothed in pure gold. I haven't seen much to indicate that, beyond the implant technology, there will be much to revolutionize EVE technology. Still, the ability to bombard planets back to the stone age from orbit ought to put a smile on anyone's face.



One final note before I move on: CCP has made it clear that DUST 514 refers to something, but what specifically hasn't been quite spelled out yet. I would guess that DUST (which, according to CCP, is meant to be capitalized as such) is an acronym for something. And the [514 chronicle](#) states that each soldier with the Sleeper implants had terrifying visions. Visions of the number 514 written in blood... (Cue the Twilight Zone music...)

Faster-Than-Light Communications



FTL communication was actually developed significantly after the development of FTL travel. Strangely, after FTL travel was developed, a ship became the fastest way to spread information, a situation not really seen since the great Age of Exploration on Earth before the development of radio. As the interstellar community grew, some form of communications proved necessary to allow communications across the hundred light-years of New Eden. Many attempts were made to solve the problem, and it was such a problem that even the ancient civilizations seemed to [have their own problems](#) with the concept. Some had hoped that the idea of entangled particles (quarks and atoms that, through some quantum mechanical wizardry, instantaneously respond to a stimulus on one of the entangled particles, regardless of how many light years apart the two particles are) would solve the problem. While this line of research seemed promising, no data seemed to be able to be transmitted through entangled particles; only [random noise](#) made it through the gauntlet of quantum statistical probability.

The breakthrough came from a young Gallente scientist, Li Azbel, although she might well have been Minmatar given her solution. Her solution is [complicated and filled with technobabble](#) that would make a Trekkie proud, but it essentially comes down to using that random noise to her advantage. Rather than transmitting data bit by bit, she discovered she was able to modulate the amount and frequency of the noise itself, which lead to being able to transmit data. With this breakthrough (using useless junk to piggyback data onto), engineers were quickly able to construct fluid routers made up of entangled particles. These routers were soon joined into a [massive communications network](#) that today spans the cluster, and allows us now to contact any person anywhere.

Stargates

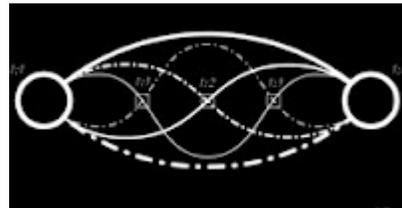
[Stargates](#) are the backbone of New Eden, shaping the cluster and its politics as we know it. The gate network snakes throughout New Eden, and today lets us cross over 100 light-years in just a few hours. Conceptually, jumpgates are actually fairly easy to

understand: they're artificially created wormholes that take you from one system to another. It's their construction that mucks things up a bit.



As I mentioned during the Empires section, our modern stargates are based on the wrecks and ruins of stargates originally built during the first colonization of the Cluster (while we know the reason for the fairly rapid colonization of the cluster, ingame scholars apparently [continue to debate](#) the reasons for it). The Amarr were the [first to discover](#) the near-perfect ruins of a gate in Amarr Prime, which let them fairly easily reverse-engineer the working principles. The problem that they ran into was that a single gate is not enough: it needs a partner. So before the Amarr could activate the gate in their own system, they had to send out ships filled with crews in [cryogenic suspension](#). The ships would travel on their own for years or even decades until coming to the new star system, at which point the crews are woken up and they construct the companion gate. While most of the time these journeys ended well, there have been some [very close calls](#). The discovery of jump drives only came about recently, and even today there are dozens of ships heading out into the unknown to try to construct the next set of gates.

Stargates can only work in certain locations. The artificial wormholes are created at points of [gravitational resonance](#) (essentially, where gravity waves can cancel each other out, like at Lagrange points for the more scientifically inclined, or when you create a [standing wave](#)). At these resonance points, the gravitational shear is so intense that it becomes easy to just poke a hole through space-time. The hole doesn't necessarily connect to anywhere at first, but if two gates are near each other and told to activate at the same time, they Technobabble their way into opening a wormhole between the systems every time you jump. CCP made me a very happy camper by retconning that these stable gravitational nodes can now be found on the edges of solar systems or near planets of sufficient mass (originally, a stargate could only be in a binary system and since that concept doesn't appear to exist in New Eden astrography, it caused a bit of a headache for us lore nerds). There's more maths and technobabble involved in the article linked to in this paragraph for the people interested as well as *Eve: Source*, but suffice it to say that using a gate can be an uncomfortable experience since, even with modern technology, you're still being stretched along a pretty steep gravitational gradient.





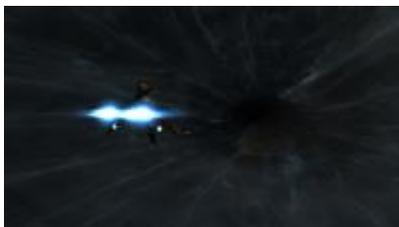
Today, the technology of stargates have been miniaturized enough that capital ships are able to create their own wormholes capable of carrying themselves to nearby systems without the use of stargates, though the use of a jump drive (this [jump drive](#) should NOT be confused with the jump drive mentioned in the interstellar travelling article I've been linking. That 'jump drive' seems to be referring to what we now call the warp drive). The

general principle of the jump drive seems to be the same as stargates, only now the use of cynosural beacons allows the forming wormhole to easily latch onto something in the destination system. Jump bridges work on a similar principle.

Warp Drive

While on the notion of interstellar travel, I would be remiss if I didn't mention the [warp drive](#). Formally known as the Sotiyo-Urbaata drive for the two Caldari scientists that developed it, warp drives are the things that allow us to zoom around the solar system at

multiple astronomical units per second (as a reference guide, it takes light approximately 8 minutes to travel 1 astronomical unit, so traveling at the standard 3 AU per second is quite speedy indeed). First developed in the year 22821, [the drive](#) was built to solve the problem of how to quickly travel between Caldari Prime and Gallente Prime. Even though developed over 600 years ago, the Amarr and Minmatar took a while to catch on (the Minmatar had independently developed acceleration gates for their intra-system travel needs, the Amarr apparently just enjoy rocking back and forth and slowness).



The warp drive works through the magic of "[depleted vacuum](#)." Even empty space generally has SOMETHING in it, be it atoms here or there or even just random particles that pop into existence only to be annihilated mere moments later. So even the vacuum of space is never truly "empty." The warp drive works to create full, "depleted" vacuum, so there is literally nothing in it. No specks of dust, no [virtual particles](#), no energy or matter of any kind. Such an empty place, according to the game lore, has special properties. Rather than being affected by friction, it actually has anti-friction: things (including light) actually move faster in this kind of space, rather than slower. By creating a depleted vacuum and expanding the field to cover the entire ship, the ship then slips into faster than light speeds as it [tunnels through space](#). Navigation at FTL speeds isn't easy; the ship can only detect gravitational sources at warp speeds. When the drive is activated, it locks onto a sufficiently massive object (even stations can do) that acts as a beacon, so the drive knows when to cut out. The need to lock onto a gravity source to activate the drive is the nominal reason why you can't just pick a random direction and warp off, but doesn't quite explain how we can just warp to

bookmarks in the middle of nowhere (but WHATEVER). Furthermore, you can blame your warp core (essentially, an [aneutronic fusion reactor](#) coupled with the depleted vacuum generator) for creating "[four dimensional drag](#)" that pulls your ship to a halt (this is ostensibly why we play submarines in space (from a physics model perspective), as opposed to the Newtonian motion that we would see in real life).

Vitoc



It's hard to control slaves. They tend to not enjoy the experience. It was a lot easier to control slaves before they learned to read (since reading allows radical ideas like "hey, let's not be slaves anymore" to be easily transmitted throughout a slave community), but in order for most slaves to be useful in this day and age, the ability to read and write is basically required. So as time

went on, the Amarr had to develop more advanced techniques to control their slaves. One of the more devilish techniques they developed was the use of vitoxin and its antidote, vitoc.

The methods have varied over the years, but the underlying concept is the same: inject the slave with a [toxin](#) that will kill the slave (in, of course, the most [gruesome and painful way](#) possible) unless an antidote is injected every day or two. That antidote is vitoc. To make matters worse, vitoc was also created to be [extremely addicting](#), producing intense states of euphoria after it is injected. Thus, even if there were a way to remove the toxin from the slave, they'd still find themselves intensely addicted to the substance. In the modern era, the Amarr have swapped to using a virus that ultimately produces the deadly vitoxin. The Amarr use this to control their slaves, threatening to withhold the vitoc if they do not follow orders.



Various attempts have been made to [fight vitoxin](#) and vitoc addiction over the years. One of the most promising cures, [Inсорum](#), was developed by Ishukone. [Otro Gariushi](#), Ishukone's former CEO, gave the antidote's formula to the Minmatar free of charge (apparently enraging the mysterious [Broker](#) in the process, who had been bidding on it), and it is now part of the standard treatment regimen. However, research into other cures, both scientific and holistic, continues. One of the primary centers for vitoc research can be found in Yrmori, at the [Forlorn Hope](#) institute (which is

admittedly not the first name I would have picked for an optimistic "yes, we can beat this thing" research institute), though a full cure for the toxin and addiction have yet to present themselves.

Miscellaneous

There's just a few things left that I want to touch on, and then I PROMISE I'll stop writing. These are things that either seemed to fit either everywhere, or nowhere at all, so I figured it would just be easiest to separate them out into their own little category.

Calendar



I realize that I swap a lot between saying years in the traditional AD system and in the newer YC system, but I'm working off of what the timeline gives me. It's easier to keep it set that way rather than referring to YC - 18,000, which just seems silly to me. In any case, I just wanted to make a brief note on the timekeeping system used in New Eden. [YC](#) refers to the Yoiful Convention, a timekeeping system established aboard the Jove ship *Yoiful* in 23236 AD. The new calendar, which is used to transact all space-based business, was established to simplify things when time is of the essence (since each

empire had developed their own calendars based on each planet's own length of year and length of day). Through complete accident (I'm sure), one of the few things Amarr scripture [preserved from the very early days of settlement](#) just *happened* to be our classic Gregorian calendar, down to what day corresponds to January 1, leap years, and when midnight happens. Those crazy Amarr.

When the time came to negotiate a universal time system, there were a [number of factions](#) advocating different calendars. Some wanted a completely physics-based calendar, based on some celestial source. Others wanted to set the clock to the human body's natural 25 hour clock. And the last set, known as the traditionalists, wanted to align New Eden's calendar with the ancient timekeeping systems that researchers reconstructed.

Obviously, the traditionalists won out in the end, and YC 0 was celebrated throughout New Eden on January 1, 23236 AD. We continue to use the system to this day. As noted in the introduction, the real life year of 2012 corresponds to the in-game year of YC 114.



Naming Conventions / Languages



One of the things I wanted to touch on was how to set up appropriate names for the bloodlines. Most of the bloodlines developed on completely separate worlds, and as such, they developed their own languages through the Dark Ages, and they continue to use those languages today. Of course, from an in-game perspective, the use of different languages doesn't matter thanks to the development of [translation software](#) in our ships (though why local remains untranslated remains an open question). Regardless, crafting appropriate sounding names is an important aspect to most RPer, so I've included a brief review of most in-game languages and names. I should mention that most of this research was done by my host Seismic Stan in the course of preparing his excellent in-character website at [Tech4 News](#), which is dedicated to covering news from a non-capsuleer perspective, though there are [other excellent player-researched sources](#) out there.

Before I dig into these, I want to again mention that these should only be seen as very general guidelines. In modern day New Eden, cultures are mixing like never before, meaning that there is no particular reason why a Gallente couldn't have an Amarr sounding name, or vice versa. And, of course, given that our own planet has developed hundreds of languages over the course of human existence, these rules are by no means the only ways to create names.



Amarr: Little is known about the native [Amarr language](#), and what little we do know can seem at times contradictory (though that hasn't stopped some intrepid players from attempting to put together a [more comprehensive language](#)). Still, it appears that True Amarr names often have a Persian or even Farsi feel to them (somewhat oddly, given their Catholic origins), while Khanid seems to have a more Mongolian background to it. I unfortunately wasn't able to find any information on the Ni-Kunni.

Minmatar: Given the tribal background of the Minmatar, it should be unsurprising that language probably varies from tribe to tribe, though since they all developed on the same world (originally), there's probably also a unified Matari language. That being said, there's still some patterns apparent in the various tribal names. The Brutors tend to have a Maori feel to them, while the Sebestior (somewhat randomly) seem to be derived from Nordic names. The Vherekior seem to derive from Urdu names.





Gallente: As might be expected, the Gallente language and names seem to derive mostly from French roots, with perhaps a Gallic influence to them. The Jin-Mei, meanwhile, seem to have Chinese-derived names. The Intaki language, derived from Indian origins (though with obvious French influences), is a bit special. The language has been surprisingly well-developed by RP groups to the extent that [entire pages](#) have been dedicated to the language. To my knowledge, no other in-game language has been developed to such an extent, but if that's incorrect, please feel free to let me know.

Caldari: We've only seen snippets of the [Caldari language](#) in the Prime Fiction (helpfully aggregated [here](#)). What little we've seen suggests a combination of Finnish and Japanese influences, however.



Seyllin Incident/Isogen-5

There's one last topic to discuss before concluding. It's a slightly odd topic, in that it is both integral to the overall EVE storyline these days, but also somewhat self-contained compared to the rest of the story. I'm talking, of course, about wormholes and the fateful day that they first opened to us citizens of New Eden.



[March 10, YC 111](#) started as an ordinary day, but it certainly didn't end like one. Before the day was out, 10 separate Class-O stars across the Cluster simultaneously suffered what astronomers have rather boringly termed "[main sequence events](#)." In reality, these "events" were massive explosions, creating coronal mass ejections that were powerful enough to destroy the first planets in these systems. The broken husks of these [shattered planets](#) can be seen even today in these various systems (Rhavas has done an excellent and in-depth study of all known shattered planets in his [Shattered Planet Datacore](#)). Of course, anything merely man-made had little chance of surviving events that could destroy planets. While a number of systems were thankfully uninhabited, we do know that an Intaki Syndicate station was destroyed, as well as a Thukker caravan in the Great Wildlands.

These losses pale in comparison, though, to the loss of life in Seyllin. Seyllin was a small but successful Federation mining colony housing roughly 500 million people on it. Troubles first arose when the local [solar monitoring satellites](#) dropped out of contact, followed by the colony itself a few minutes later. This was due to the massive electromagnetic pulse that essentially flash-fried any inhabitants on the sunward side of

[Seyllin I](#). However, a significant number of citizens were on the dark side of the planet, protected from the pulse by the planet's sheer bulk. It took a while for both the Federation and others [to figure out precisely what was going on](#), wasting precious moments that could have been used to evacuate citizens from the doomed planet. Finally, the Federation Navy, assisted by the Sisters of EVE and other factions, managed to begin lifting some citizens, but not nearly enough. Only 843,000 out of a population of 500 million were ultimately saved from Seyllin I.

After such an event, of course, governments and scientists alike were eager to determine just what caused these "events." Eventually, the signature of a rare substance known as [Isogen-5](#) was found at the site of each explosion. Isogen-5, a rare isotope of the somewhat more common [Isogen](#), is an extremely unstable substance (if that wasn't obvious from the, you know, massive explosions it caused). We're not entirely sure who or what placed the Isogen-5 near the stars, but [there's at least one proven case](#) (though not one that's known publicly, to my knowledge) where rogue drones were hoarding the substance for unknown reasons. In that case, however, rogue drones were hoarding the Isogen-5 apparently under the command of Empress Jamyl (who had yet to make [her return](#) to Cluster politics following her apparent death), to power the Terran superweapon that she used to devastating effect in the [Battle of Mekhios](#) against the Elder Fleet. Prior to her return, she tested her superweapon once on a [Blood Raider fleet](#), with a similar result. There is at least [some evidence](#) that the March 10 detonations were, in fact, an accident. Under this theory, one of the Isogen-5 caches made by the drones under Jamyl's command accidentally detonated, which set off a chain reaction amongst the other Isogen-5 caches. However, that theory doesn't quite explain why some shattered planets are found in wormhole space (where New Eden rogue drones couldn't possibly have traveled to before the wormholes opened), so the question of who created the caches in the first place is still very much up for debate (as is the question of rogue drone motives for creating their caches).



In any event, the Isogen-5 detonations did more than just kill a few hundred million people. The explosions were so severe that they ripped holes in the fabric of space-time. Apparently random [wormholes](#) soon appeared throughout the cluster. Intriguingly, out of the trillions upon trillions of stars in the universe that the wormholes could lead to, they all lead to about 2,500 that are inhabited in some capacity by the Sleepers (the reasons for why wormholes only lead to these select systems is unknown). These systems, known as [Anoikis](#) (Anoikis and w-space are equivalent terms, but I believe there's a slight preference in RP circles to call it Anoikis), are located in an unknown area of space (though *Templar One* does mention that the only identifiable objects in Anoikis are quasars, which would make Anoikis incredibly distant from New Eden). However, within hours of the first wormhole opening in [Vittrauze](#), the Gallente were sending ships through. Soon, the empires and CONCORD all [agreed](#) to buy certain items taken from Sleeper salvage at a

standardized rate. Sleeper salvage led to a number of technological advances, including Tech 3 strategic cruisers and the technology needed to create the immortal soldiers in the soon-to-be-released game Dust 514. Needless to say, research on Isogen-5, Anokis, and related areas is [still ongoing](#) (including a [project](#) by yours truly!). How all these pieces truly fit together may never entirely be known, unfortunately.

Conclusion

Well, that about wraps it up. I confess that after writing all of this, I'm ironically not entirely sure of the best way to conclude. Some grandiose statement on the interconnectedness and depth of New Eden's story seems appropriate, but it turns out that Seismic Stan already said everything I could on the subject and more in his excellent foreword. But one of the things this project has taught me is that the best way to learn the lore is to really dig into it yourself. I took pains while writing this to cross-reference to the bigger articles on the lore, but there's still so much out there that I just didn't have time or room to talk about. Dig into it, and you can see the kind of story CCP has built for Eve. At the risk of sounding cliché, there's a universe worth of stories out there to discover.

I will say that EVE has a fantastic backstory though, and the best part is that it's still being written. Whether it be the political intrigues of New Eden's null security alliances, discovering more about our past history, or the next scandal or crisis to hit the empires, the story of EVE lives and grows every day. It's one of many great things about a great game, and I had a blast putting this guide together and digging back into the lore.

I'd like to thank Seismic Stan for letting me take over his blog for a few days to post the blogpost version, as well as instigating this guide in the first place. He acted as a constant sounding board whenever I needed it (much to the detriment to his sleeping schedule), and his suggestions and editing proved invaluable. And all of that says nothing of the promotional help he gave or how he dealt with me making hundreds of updates to the Guide. I can't possibly thank him enough. And I must thank Morwen Lagann for acting as my second set of lore-familiar eyes on this, making sure I didn't commit some grievous RP faux pas. I'd also like to thank the EVE Content Teams, past and present, that really made this possible. Without dedicated lore people such as CCP TonyG, Abraxus, Dropbear, and the others on the Lore team, this kind of project never would have been possible (nor, for that matter, would a 13,000 entry wiki). This Guide was as much a way to showcase their painstaking work on this as it was to summarize it, and I can't give them enough credit for the fantastic universe that they've created.

If you guys have any questions or comments, don't hesitate to contact me in game or out of game. My [contact info](#) can be found on my [website](#), and I check [twitter](#) constantly. Thanks again, and I hope it you had as much fun reading it as I did writing it!