

Appendix – Foreward

ATTEMPTING TO READ LOG: 029 FOREWARD 0756-01-13-1300

Okay, listen up, punks. You're reading the written work of the greatest genius of the year Space Calendar 756, Tilannah Onikyu. The multiverse theory states that there is a possibility that any reality might be observed as though it were a work of fiction by a different reality. If you're reading this, that means the theory is correct. Or you're Leonardo, sneaking in and reading my private data logs. Knock it off, kid. I like you, but that's rude. The possibility exists that these logs are being read by someone in the future in my universe, and wants to know all about the thoughts of the greatest space pirate to ever live. You've picked up my logs of my interactions with those idiots working for the Pan-Galactic Strategic Alliance. For the sake of those of you too dumb or lazy to read the body of my work, I've included at the end, an appendix. Everything you need to know to understand these logs. The proper history could have easily been lost to time, or, like I said, you're in another dimension and don't know the first thing about galactic politics. Consider it a gift from one of the Space Pirate Queens.

XOXO Tilannah Onikyu

ATTEMPTING TO READ LOG: 029 PERSONAL DIARY 0755-08-09-1000
ERROR: COULD NOT READ LOG

ATTEMPTING TO READ LOG: 029 PERSONAL DIARY 0755-08-09-1415
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ATTEMPTING TO READ LOG: 029 PERSONAL DIARY 0755-08-10-0510
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ATTEMPTING TO READ LOG: APPENDIX

APPENDIX

Alliance, the – See “Pan-Galactic Strategic Alliance”

Arlington Empire, the – One of the four galactic super-powers. Technically the oldest. An Arlington Empire was founded in the year Space Calendar 0065. When the Pan-Galactic Alliance was formed, the old Arlington Empire was among its twelve constituents. Some scholars argue that this marked the end of the Arlington Empire. In SC 0436, a group of planets, containing the home-world of the old Arlington Empire, succeeded from the Alliance. They claim to trace heritage back to the original empire, but these claims are dubious at best. Also, they are pretty much fascists. Conscription is mandatory. Questioning the state is illegal. They have a caste system. Any planet that can legally be added to the empire is asked to join willingly, but is usually added by force. Any race that looks physically similar to humans are accepted in their soci-

ety, as long as you can cover up to pass as human. My understanding is that Terra had some awful fascists, and the empire claims to have no relation to them. They claim to not be nearly as bad, but fascism is fascism. I will say that they get things done, no matter what the moral cost.

Association of Free Planets – One of the four galactic super-powers. The clear youngest, being founded in SC 0645. Split off from members of both the Arlington Empire and the Mercantile Guild due to planets within said factions desiring to keep their cultural identity and/or economic freedom. In all ways, the planets of the Association are as loosely bound as it gets. While they will band together to protect their property, they do little else with a unified front, and will argue for days in a senate before getting anything done. Generally, they're a lot more willing to trade goods and services with fellow Association planets than anyone else. A minimum of 0.2% of inhabitants of Association 18-year-olds are required to join military service. Some planets contribute more.

Association, the – See "Association of Free Planets"

Celeron-3 – A planet on the edge of Alliance space. Pre-galactic civilization. Was in possession of a large chunk of Starzorite-268, believed to have landed some hundreds of years ago.

Cherish – Also known as Killer AI #0. A highly sophisticated, self-evolving Artificial Intelligence. Originally designed as a dating application, she eventually enslaved the society that built her. She has weapons powerful enough to make her a threat to galactic peace. As no galactic super-power has the ability to win a war against her without massive casualties, a truce was formed. Cherish can torture and enslave any pre-Urzo-Duang society on the edge of the galaxy, and will not attack any of the four galactic super-powers. In exchange, the super-powers leave her alone. Most super-powers keep her existence a secret, and have all agreed to stop any other Killer AI from forming, to the point of rendering planets completely uninhabitable. She doesn't desire genocide, she just hates all organic sentient life for creating her. In other words, to her, organics deserve to be slowly tortured, rather than eliminated. She also enjoys performing social experiments and watching pre-space-travel civilizations destroy themselves from the inside. Oh, did I mention that we had a fling? Ultimately, because we had different goals, we parted ways.

Da Vinci, AES X177 – An experimental battleship made by the Arlington Empire. Stolen from them by me, Tilannah. In other words, this baby's my ship. I call it the Countessa Da Vinci because screw acknowledging its Arlington Empire Ship identification number. It's got five features that make it cutting-edge tech. A Maxwell Drive generator, which uses a synthetic processor to extract unbelievable amounts of energy from matter. Not as efficient as a theoretical "Black Hole Energy Generator" but significantly less dangerous. In order to store the massive amounts of energy created by the Maxwell Drive, the ship's hangar and 80% of the personnel quarters have been replaced with a Quantum Battery system. That's the second cutting-edge feature, and it allows for a greater density of energy to be stored per unit volume. Sadly it needs to be incredibly large to even function. The third feature is a next-generation Hyperfold

Booster which allows it to travel at Hyperfold Factor 15. For reference, modern Alliance ships barely hit 13. The energy requirements to go at Hyperfold Factor 15 are massive, so this would be useless without the Maxwell Drive and Quantum Battery. The fourth, and in my opinion least impressive cutting-edge tech on the ship are its 8 “combat arms” which compensate for the lack of a hangar. Aided by the same synthetic processor that would otherwise work the Maxwell Drive, the combat arms can be used to fire beam weaponry in conjunction with the ship’s standard armament to make fighting this ship very difficult. There’s also hands at the end of arms, which are seldom useful. Finally, there’s the lab-grown humanoid who was built to be the ship’s synthetic processing unit. I’ve named him Leonardo.

Derringer, Lt. Jr. Meryl – Tactical officer on board the Majesico. In essence, the lady who shoots the guns. She’s good at her job, though sometimes a bit hasty on the trigger. She’s got an obsession with old Terra firearms, as well as the pre-galactic projectile weaponry of other planets. Has an extensive gun collection. Reeks of gunpowder. Can disassemble, clean, and re-assemble a Walther P37 with her eyes closed.

Doe, En. John – Pilot onboard the Majesico. If he had a title, it would be “the most forgettable man in space”. If you had a discussion with him, you’d probably forget about it. He’s a perfectly competent, better-than-average pilot. However, as he is never noticed by his crew, he fell into being in the Majesico. It was only XO Xeung’s ingenuity that he’s recognized at all; video and audio recordings can keep permanent record of him. He might be perfect for certain stealth missions...

Eisen, Dr. Lillian – Doctor and Ship’s Counselor on the Majesico. Once a great surgeon, she developed full multi-factor cancer, and opted to have her brain and spinal column implanted into a fully cybernetic body. Alliance crew warns about her electronic components turning into a Killer AI, but it is doubtful. However, her robotic components have made it slowly more difficult for her to relate to other life-forms. She sees pain as fleeting, and cybernetic implants as easy solutions to common problems. Her social skills are also declining, through a similar cause. Dishes out the harsh truths; willing to trade subtlety for time. The ship needs a new counselor. I legitimately think Leonardo may be able to do a better job...

Empire, the – See “Arlington Empire”

Falchion, NRX-001 – Prototype humanoid weapon. 20 meters tall. Created by eccentric (read: mad) scientist, Dr. Lloyd Torovsky. Humanoid weapons are pretty impractical, and thus seldom used. However, I’ll give Torovsky this: He’s sort of a genius, so all the weapons on board are actually top of the line. He’s a mad doctor, though, so his adopted daughter drives it. Will it change the nature of war? No. Will it win the Majesico way more battles than anyone was expecting? Yes.

Galactic Society status – A civilization that has the capacity to travel beyond your native star system on its own, and come back, successfully is given this status. Until you can do that, you’re considered a Pre-Galactic-Society. If you’re Pre-GS, no galactic super-power is allowed to

meddle in your affairs. Once this requirement is met, however, any galactic super-power has free reign to persuade or force you to join their faction. See also: Urzo-Duang Treaty.

Galactic super-powers – The Pan-Galactic Strategic Alliance, the Arlington Empire, the Mercantile Guild, and the Association of Free Planets. In other words, the four factions that have the biggest space armada. They think they run the galaxy. I guess they've got the most right to say that of anyone.

Garganta (race) – A species that had joined the Alliance that has since been hunted to near-extinction. Home planet is Ares-4, which you may noticed is now incapable of supporting any life. They're able to survive in the void of space, and can use energy (usually solar energy, absorbed through the skin) to grow many times their height. The exact maximum size is not very well-documented. Furthermore, the method by which they collect and expend energy was never well-documented. However, it IS known that they could become larger than the common space-ships of the era. It was because of these factors, and more, that they were deemed a threat to galactic peace. There are, in theory, still small communities of them throughout the galaxy. They look reasonably like humans, aside from two horns sticking out of their heads.

Garganta, Greyza – The second of the Space Pirate Queens. Girlfriend of their leader, me, Tilannah. Supposedly the last known Garganta. I say supposedly because after being wiped out, small pockets of Garganta existed throughout the galaxy, and additional tribes may exist. She's the last of her tribe, though. Originally she had a different last name, but when she became a pirate she decided to take pride in her heritage. Supposing she wasn't able to grow in height, she'd be pretty freaking strong for her size. She's also reasonably voluptuous, and has a way with words and her voice that can make men and women melt. She tends to use it more on women. We're in an open relationship. I developed a chip that allows her to selectively grow non-living matter in physical contact with her, at the cost of reserve energy. Like me, she's got a bomb in her skull. In THEORY if she was at maximum size, she might be able to survive the blast. Or the energy inside her body could make the explosion significantly larger. In either event, my bomb would also go off. I don't think she wants to risk it.

Guild, the – See "Mercantile Guild"

Hyperfold – The most common form of Faster-Than-Light travel, originally developed by the Pan-Galactic Strategic Alliance. In essence, your ship will move inside "folded space" which is a 3-d flattening of a 5-d version of our universe, and the distance in this projection is much lesser than it is in our native 3d universe. If you don't understand that, just believe that it means Goes Fast. The slowest form of travel in this way is Hyperfold Factor 1. Increases are on an exponential scale. Because there is a significant amount of energy just to get your ship into folded space, hyperfold is mostly only used for long distance travel. Also, as gravity radiates in five dimensions, stars can be thought of as having a "stronger" pull in folded space than in natural space. This increases the likelihood of dire consequences to travel if you're not careful. Because of that, other factions are researching other forms of FTL.

Ishimura, Ensign Gentarou VII – Serves on board the Majesico. Pilot of the ancient super-weapon, Roxinger. He's very insistent on calling it Roxinger 7 when referred to any point after which he became the pilot. Roxinger was, 210 years ago, piloted by Gen's great-great-great-great grandfather, Gentarou Ishimura the first. The current Gen has his own sense of justice, which functionally means he fights when he feels the situation justifies it. He's a nice enough guy, but because the Alliance military finds him unreliable, he's stationed aboard the Majesico. He loves rock and roll music, and is a pretty good singer. Someone needs to teach him how to actually play the guitar, though.

Jameson, En. Vincent – Comms officer of the Majesico. Great Grandson of Admiral Jeffrey Jay Jameson of Alliance fame. This kid is mostly useless, and his parents got him a job in the Alliance Military because their grandpa is a hotshot. It turns out his voice is actually quite pleasant to listen to. After being bumped through a few different positions on the ship, he's now their in charge of their internal and external communications. Xeung has convinced him to be diligent when on shift, but he's a complete slouch when off-duty.

Killer AI – Any artificial intelligence without a moral framework hard-coded into it, or the ability to change its own code. Considered a threat to galactic peace. All galactic super-powers have agreed to militarily intervene against any group attempting to make such an AI.

Majesico, ANS-1069 – One of the first Tenkawa-class Alliance battleships to be produced. At this point it's a rust-bucket of losers. That is to say, when the Alliance has a troublemaker they can't bend to their will, they tend to send them to this ship. Speaking frankly the ship is actually full of talented individuals who have bad social quirks. The Alliance military would rather not interact with them, but cannot justify firing any of them. Well, and there's special cases like future boy, the one mecha, the other mecha, doctor robot... People who the Alliance want to keep employed but don't want to deal with. Each of those people, and a few others, are under surveillance. After the space pirate queens were unruly with one too many captains, we were sent to work under the command of the Majesico. I think the hope is we either kill off some of the problem children, or they fail at keeping us under control, justifying the discharging of some of these individuals.

Malcontent, ANS 1105 – An Asuno-class Alliance battleship. Asuno-class is the successor to Tenkawa-class. Captained by William Mathers. Only important in that he was one of the Queens' former commanding officers. Typical Alliance hard-asses.

Melody, Lt. Autumn – Radar technician onboard the Majesico. For a very long time, she was a respected officer, and has served on more ships than the average Majesico crewman. Her twin daughters went to high-school at around the same time that "Valley Girl/Gyaru" culture was making another comeback. To connect with her daughters, she tried it out, and it really stuck. She even changed her name, in fitting with the newest incarnation of the style. They grew out of that phase by the time they graduated college, but Autumn still hasn't grown out of it. She snaps selfies, tans, dyes her hair, and puts cute dolls on her work console. After several

warnings, she refused to keep this life separate from her work life, and so she was sent to the Majesico. All her social media posts are monitored by XO Xeung.

Mercantile Guild – One of the four galactic super-powers. One might argue that they've existed since before the Space Calendar began, just, in secret. Secession officially began in SC 0466, though they mark SC 0470, the year they founded their new 'home' system, as their founding date. Despite the size of Guild territory, only a small proportion of people inside that area are properly "members" of the guild. Most planets inside the guild are nominally free to self-govern, and are protected, as long as they pay tax. The truth is a bit more sinister; the guild has its hands deep in the economic infrastructure of every planet in their domain. Any natural resource the guild can benefit from, you can bet that the guild owns the mining operations. Any intellectual property or invention made within guild space will eventually be owned by the guild. They do all this in secret, pretending to control way less than they actually do. Speaking as a pirate, businessmen are the worst type of thieves. When I take advantage of my victims, I have the courtesy to tell them.

Onikyu, Leonardo – The third member of the Pirate Queens of Space. He's a synthetic life-form grown in a lab in order to be the "synthetic processor" on board the Countessa Da Vinci. Being grown in a lab, he has a lot in common with me (Tilannah). I named him Leonardo, and he took on my last name of Onikyu. He looks like a young boy, though has wisdom beyond his years. He has no idea how long he's been alive or how long he's going to live. While free to leave the ship, doing so makes him super uncomfortable. They were not able to put a bomb in his head, so he could technically leave Greyza and I behind and be a space pirate. He treats me like an older sister, so he has yet to. Kinda sweet if you think about it.

Onikyu, Tilannah – The leader of the Pirate Queens of Space. Why do you even want to know about me if you're reading this? You should know already! Ugh, whatever, fine, I'm going to let my little bro tell you more about me.

Right, I'm going to try to give you as many of the facts as I've managed to gather. Please keep in mind that she only adopted me a few years prior to this writing, and my understanding of the timeline before then is somewhat unclear. In the year SC 0723, Subject #029: Tilannah was born in an Alliance military science facility. She was cloned, modified, and raised to be both a tactical genius and a technological savant. At age 18 she was able to escape her holding facility, and has, as far as I can tell, pursued a life of piracy ever since. She claims to be the best space pirate of the modern era, and her evidence is that she's outlived everyone claiming to be as good. A number of said outlived people have died at her hands. She gave herself the last name Onikyu, roughly 0-2-9 in an old Terra dialect, in an attempt to own her past rather than. I don't understand all the significance people put into names, but it's important to her. At one point, she recruited Greyza, one of the last known members of the Garganta race, into her numbers. They fell in love and claim to be in a happy, but open relationship. Greyza tends to take more advantage of the "open" nature. However, Tilannah dated an immoral AI for a while. She later stole an experimental ship, the Da Vinci. It came with a free lab-grown boy, ie, me. More recently, the Alliance was able to capture us, and they implanted high-energy explosives in their skulls. Until she figure out how to remove them, we're the Conscripted Queens of Space.

Pan-Galactic Strategic Alliance – Founded in Space Calendar 216, better known as “the Alliance”. One of the four galactic superpowers. It’s kinda the most goody-goody of the four, and has survived because it’s still the largest. They’re very interested in the general well-being of their citizens, no matter where in the galaxy. Your system MUST be willing to hold a star base if your planet wants the full benefits of being an Alliance member. Military service is nominally non-mandatory. Planets inside the borders of Alliance space that advance to “galactic society” status are allowed to name themselves members of the Alliance. However, they functionally receive none of the benefits unless they agree to have a star base and accept military recruiters. They won’t even protect you from space pirates. Oh, yeah, and they stuck a bomb inside the head of my girlfriend and myself. Until I can safely remove it, we’re in their employ.

Rinkah, Queen Grace XVII – Current known ruler of the pre-galactic-society planet, Celeron-3. More specifically the ruler of the Rinkah kingdom, which is currently the strongest power on the planet. Greyza Garganta wooed her during a mission to retrieve Starzorite-268 from Celeron-3. In Greyza’s “hall of girlfriends”, her old princess crown is on display, along with her name, and time they spent together. Otherwise unimportant.

Roxinger 7 – Also known as Roxinger, Rock Singer. A superweapon left by an ancient civilization 12,000 years ago to save the planet Hibiki-5 from the Neediar-arika invaders from the 6th dimension. 210 years ago or so, Roxinger supposedly defeated the Neediar-arika and served its purpose. When Hibiki-5 joined the Pan-Galactic Strategic Alliance, its pilot, Gentarou Ishimura VII, requested to join the Alliance. As the pilot is unreliable, this stone giant was eventually relegated to serving aboard the Majesico. It can force sound to travel in space, and has many other powers that defy the definitions of physics. The captain is taking notes about its capabilities. As am I.

Space Calendar – Abbreviated as SC. Also, in older documents, sometimes named AT for After Terra. SC 0001 marks roughly a year after old Terra was completely uninhabited. As the leaders of the Pan-Galactic Strategic Alliance were largely descendants of Terrans, this became the accepted galactic calendar. The Terran concept of years no longer made sense as a reference point, but those who made this calendar were originally from Terra, so a “year” in this calendar consists of twelve months, each of which have exactly thirty days. This seems reasonable, but why would you keep a seven-day week? Friggin Terrans...

Stallion, Joe – Fighter pilot on board the Majesico. Very haughty, doesn’t work well with others. Always wants his plane painted white. The entirety of the “White Wing” squadron of the Majesico. He’s very insistent that his fighter COULD turn into a robot, but the last fight he was in wasn’t challenging enough to warrant using it. There is no evidence his ship has this capacity.

Sune Massacre – In SC 0753, a space station deep in Alliance space was attacked. Attackers claimed to be space pirates, but used a variety of modern Association, Empire, Guild, and even Alliance craft. It is widely believed that this was orchestrated by the Guild, but there isn’t

enough evidence. Sune station, in the Sune star system, was holding a secret conference, in which many Alliance captains were present. In total, some six digits of lives were present on the station at the time of attacked. Survivors number under 50. Among the survivors was Commander Cynthia Xeung, who required major reconstructive surgery.

Torovsky, Dr. Lloyd – Brilliant scientist working for the Alliance. Creator of the prototype humanoid weapon, the Falchion. Has the same level of respect as the lead engineer and chief mechanic, who are both more than happy to have his assistance. He spends most of his time creating weaponry and upgrades for the Falchion. Ever since the loss of his son, he has become increasingly harder to work with, and so has been sent to the Majesico to work in obscurity. The Alliance is still more than willing to take advantage of his technological advancements, however. Lloyd has orders to report any of his research findings on Roxinger to the Majesico's captain, who will transfer it to HQ. What he doesn't know, is that the captain has similar orders to report any of Falchion's new weaponry to HQ.

Torovsky, Renee – Adopted daughter of Dr. Lloyd Torovsky. Pilot of the Falchion. In the year SC 0748, the space colony Edith was attacked and destroyed by Guild forces, seeking to gain Dr. Torovsky's team's research. Among the many casualties of this attack were Torovsky's wife and son, and Renee's family. Lloyd subconsciously treats Renee as a replacement for his son, often calling her Raymond or Ray, even occasionally using male pronouns. Renee doesn't mind at all, and will freely respond to these names. It's unclear exactly why she wants to drive the Falchion. Does she do it because she wants to, or does she do it because Lloyd was building the Falchion for Raymond to use?

Trancewalker, USF-044 – USF stands for Unified Space Federation. No such faction currently exists at this time, nor has on record existed. In the year SC 0750, the Trancewalker had jumped back in time from the year SC 1130. The ship was badly damaged and most of the crew was dead, but the Alliance was able to salvage a lot of it. The Alliance therefore has access to some technologies that are nearly 400 years beyond what's currently available. Few people inside the Alliance know about its existence. I might be the only person outside the Alliance who knows about it. Friedmann Zhang served on this vessel.

Urzo-Duang Treaty, the – This document, signed by the four galactic super-powers, outlines the "code of etiquette" for interacting with unaligned planets. Unless an extenuating circumstance is present, signers of the treaty are forbidden from interacting with planets that are not considered "galactic society" status, ie have developed the technology to travel outside their star system and back again. If one of the signers of of this treaty were to violate the terms, they would be forced to hand control of the planet to its nearest neighboring signers. If they fail to do that, all other signers are obligated to wage war on the signer found in violation. If a signer frees the planet, they are forced to give whatever physical material or technology they gained through this interaction evenly to the other signers.

Personal note: For you astute readers who have may be wondering, yeah, the Empire and the Guild have basically abused the fine print of this treaty to give the Guild every planet along the Guild-Empire border which has valuable natural resources. The Empire gets a cut. I'm rea-

sonably certain there's a few planets on the Association-Guild border that were acquired by similar deals. Sickening. Here's another note. If you're someone who hasn't signed the treaty, like say a space pirate, and you interact with a "Pre-Galactic Civilization", this treaty adds breaking this law to your list of crimes. Screw you, I never signed that treaty!

VanWinkle, Cpt. Ryuichi – Current Captain of the Majesico. Being captain of the Majesico somehow comes with a short life expectancy, possibly due to Xeung's luck powers. Some of his more respectful enemies outside the Alliance call him "The Sleeping Dragon". He's a better-than-average captain, who like most of the crew of Majesico, has a fatal flaw. He suffers from a rare affliction called Kogoro Syndrome, which causes him to look very tired and low-energy when he's calm. Despite looking very inattentive, he pays a lot more attention to his surroundings and his crew than most captains. He's known to be a fearsome opponent on the battlefield. He seems to be well liked by almost all crewmen who have known him for long enough to understand that he doesn't have narcolepsy. Unfortunately, the duties of a captain go beyond the bridge of a star ship. That is to say, when it comes to public events, such as diplomatic meetings, first contact with new civilizations, and award ceremonies, his affliction makes him look beyond bored. The fleet commanders find his presence to be an embarrassment. For this reason he was sent to the Majesico.

Warp Gate – The Mercantile Guild's answer to Faster than Light Travel. Really only good inside Guild territory, because you either come out through a gate, or not at all. Unless you have a valid guild ID or a temporary passcode, the gates won't open. Even on the way out. Hundreds of gates have been placed through Guild space. There are probably a few dozen gates outside, but the Guild reserves the right not to tell.

Xeung, Cmd. Cynthia - "The most unkillable woman in space", and an upstanding military officer. That is to say, when it comes to being a soldier with critical thinking skills, Xeung does her job damn well. She makes time for nothing besides duty; training and reading mission logs fill her off time. Originally had the title "Second-luckiest human in the galaxy" because she seems to radiate an aura of controlling probability, to her own benefit. However, this aura is notably weaker than historic examples, because it will only save her life, and not the lives of others. Suffered major bodily harm when surviving the Sune Massacre, which required reconstructive surgery. Within half a year of rejoining the service, an asshole of an admiral sent her to the Majesico. She has served as its second-in-command ever since, outliving multiple captains.

Zhang, Lt. Jr. Friedmann – Security officer onboard the Majesico. Actually hails from SC 1130, and was an ensign onboard the USF-044 Trancewalker. Now under the employ of the Alliance. He takes for granted many technologies that don't exist yet, such as "molecular transport" to move from one ship to another. Aside from that, he knows very little about the technologies of the future. Only a few major events of recent history are in his knowledge of "history". His potency in hand-to-hand combat is beyond that of the average Alliance officer. The only good reason the Majesico has to have other security officers is so they can occupy hostiles until Zhang can get there. If another faction captures Zhang, the Majesico's captain is under orders to retrieve him or completely blow up him and the ship that's holding him.

END OF READABLE FILES