

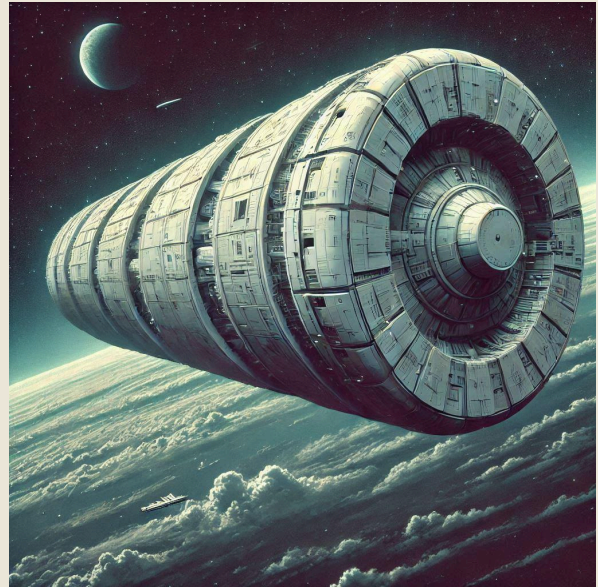
Generation Ship to Proxima b

Event-Setting created by Seal for PUM Companion

"Destiny" is a huge spaceship of the O'Neill cylinder type, which has already been on its way to the next star for several thousand years. But the approximately 10,000 people in the Utopia cities have changed.

In 2112, the Vatican secretly built a huge generation ship to colonize the next habitable planet, Proxima b, before any other nation. The generation spaceship has only been on course for 1,000 years and still has about 49,000 years to go. What once was a population solely composed of the Neospiritual-Jesuah community has fractured into many sub-religious sects, with some original believers renouncing or even forgetting their faith. Also, the people aboard have undergone strange mutations due to prolonged exposure to space radiation.

What role do you play on this vast spaceship? Are you a simple maintenance worker, a farmer, or a religious scholar with special abilities?



Setting tags: sci-fi, near future, mutations, cybernetic, no magic



Voice of Spirit:

*The **Destiny Security** group has seized control of the ship and continues to expand its power. *The situation is dire.**

Undercover intellectuals really think there has to be a way to reinstate the Neospiritual-Jesuah

***C.H.U.R.C.H** and the government of old, without formally triggering a civil war. Others think it is time to think differently.*

What did go wrong to end up like this?

1. The Plot Scope: A new hope

Destiny Security (D-SEC) group has seized control of the ship and continues to expand its power. The situation is dire. Undercover intellectuals really think there has to be a way to reinstate the Neospiritual-Jesuah C.H.U.R.C.H and the government of old, without formally triggering a civil war. Others think it is time to think differently. What went wrong to end up like this?

1.1 Increase Reputation

In this game, factions matter. Players are encouraged to belong to a faction and have strong beliefs. To gain your faction's support, you must build your reputation, depending on which faction you belong to:

- Catechists of the new Generation: Recruit new members and help recover the stolen relict.
- Ghost of Jesuah purists: Protect the farms and perform spiritual rituals.
- Helix Technocrats: Assist in researching new technologies to cure a rare disease.
- Psions of Mother Destiny: Support the maintenance and expansion of the ship.
- L.O.S.T.: Acquire rare resources and complete illegal contracts.
- Destiny Security: Protect the people and keep the peace.

1.2 Faction Secrets

- Investigate and uncover the secrets of other factions to understand their agendas.
- Figure out how your characters think about them, and what kind of conflicts span from their interactions with each other.
- Which one will achieve the highest influence in Destiny?

1.3 Ancient Relict

- An ancient Bible, the only physical book on the ship, was stolen from the great archives by the leader of Destiny Security. He intends to use it to establish a new ancient religion, positioning himself as the new Messiah. This relict is sacred to all believers and must be recovered.

1.4 Extortion and Manhunt

What you know, what people says on the street, or what the media are reporting:

- A top DEX drug cook on the ship has vanished without a trace. Only a handful of L.O.S.T. followers know the secret recipe, but they have been brutally murdered. The L.O.S.T. faction relies heavily on the sale of the drug, and without a cook, their community faces serious difficulties. Can you find and save the missing cook, or will you be too late?
- Meanwhile, one of the Technocrats' most skilled scientists is being blackmailed into collaborating with L.O.S.T. DEX cooks. Together, they are working to develop new DEX variants from mutation samples, including a version tailored for Destiny Security soldiers, granting them temporary special abilities.
- The leader of Destiny Security is also kidnapping individuals with special abilities, hunting them down mercilessly. Can you locate the secret, heavily guarded laboratory, or will you be captured and forced to escape first?

This is all you may need to get to play. From here on, information about the universe is provided for your own use. The points below will also be included as Plot Nodes in the game, so you may zoom in into them as they appear or become necessary in your story.

The Universe of Generation Ship:

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2. Factions and Communities

2.1 Catechists of the New Generation (CNGG)

Faith: Descendants of the Neospiritual-Joshuah believers

Relationship to other factions: Individual and mixed

Number of members: 35% of the ship.

Political recognition: Yes

Appearance: Nothing special

Special abilities: None

Weaknesses: None

Description: The catechists of the New Generation are monotheistic believers, as they were when they left Earth. They have minimal genetic mutation, but face problems with fertility, leading to a ban on contraception.



Goals: They are trying to recruit members from all factions to form a large fighting force against Destiny Security and to re-establish the CHURCH government.

Rumours: They are secretly assembling an elite group to re-establish the CHURCH government after the fall of Destiny Security, but leadership will be restricted to Jesuah followers.

2.2 Ghost of Jesuah (GHOST)

Faith: Fanatical believers, spiritualistic

Relationship to other factions: Neutral to believers, contemptuous of atheists

Number of members: ~15% of the ship

Political recognition: Yes

Appearance: Simple light gray robe, white scarf, smaller stature

Special abilities: Very robust constitution, enhanced strength and trance communication.

Weaknesses: Completely vulnerable while in trance.



Description: Due to genetic mutations in previous generations and selective, forced intermarriage within their community, Ghost of Jesuah followers have evolved into a highly resilient human subgroup. They possess rapid healing abilities and are immune to almost every disease. Their bodies require significantly more energy (food), especially when recovering from injuries. Even severed limbs can grow back, though this requires a substantial amount of food intake and weeks of meditation.

It is strictly forbidden to marry foreign members. They live pacifistic and minimalist lifestyles, rejecting all forms of cybernetics. Much of their free time is spent meditating and praying. Within 10 minutes, they can enter a deep trance, enabling communication with each other regardless of physical distance. Most Neojoshuah followers are farmers.

Goals: To further strengthen and protect their own faction. They believe that they are the last true believers and the only ones who are truly privileged to settle on Proxima b. Their aim is to prevent The new planet from being "polluted" by non-believers.

Rumors: The holy leader Thea von Hildegard is apparently planning to modify the farms to render all other people infertile ensuring that only the believers can reproduce on the ship. The ultimate goal is for the faction to be the sole inhabitants of the ship within a few generations.

2.3 Helix Technocrats (HELIX)

Faith: Agnostic, scientific, non-believers

Relationship to other factions: Neutral towards all

Number of members: ~25% of the ship

Political recognition: Yes

Appearance: Augmented reality glasses, basically a thin blue film in covering the eyes.

Special abilities: High intelligence, very charismatic

Weaknesses: Physically weak, highly susceptible to disease, can only eat special purified food paste.



Description: Helix Technocrats are highly educated and occupy many high-ranking administrative positions on the ship. They have the highest infertility rate among all factions. Reproduction is not practiced, as it poses a great risk of disease transmission for them. Marriage is non-existent; if a couple has compatible genes children are conceived through artificial insemination and carried by surrogate mothers, mainly by L.O.S.T. members.

The couple assumes responsibility for raising the children. Surrogate mothers receive numerous privileges but are not granted full membership within the faction. They have the freedom to change households or leave the faction and relinquish their privileges altogether. All technocrats have a medi-tracker implanted behind their breastbone, which continuously monitors their health and location.

Goals: Their primary objective is to pacify the various factions and reinstate the CHURCH government, fostering peaceful coexistence among all people, regardless of faith.

Rumors: It is said that Scientific Director Miriam Puccini has discovered a method to transfer their brains into a DNA storage medium, a process that destroys the brain during scanning. This would allow Technocrats to preserve their minds until they reach Proxima b, where they could be transferred into human bodies adapted to the planet. However, the process would consume an enormous amount of the ship's energy, enough for only technocrats to benefit.

2.4 Psions of Destiny (PoDs)

Faith: Scientific, religious, special, polygamous

Relationship to other factions: Neutral towards all

Number of members: ~15% of the ship

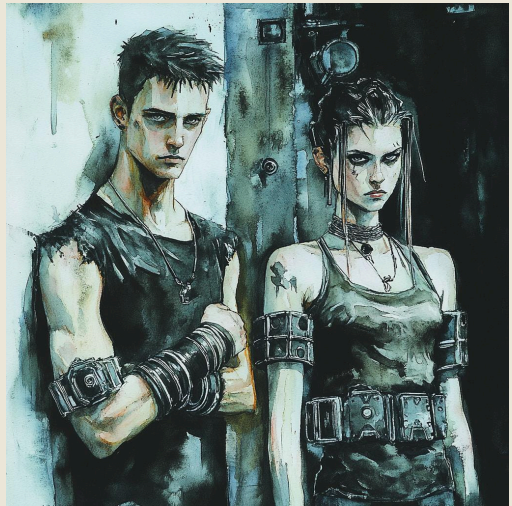
Political recognition: Yes

Appearance: Wide, long bracelets designed to resemble the generation ship *Destiny*

Special abilities: Highly sociable, practical and pragmatic

Weaknesses: Dislike solitude, lack abstract thinkers or theorists

Description: The followers of Psion view the ship as their new god and have no intention of leaving it upon reaching Proxima b. Cybernetics are widely embraced within this faction to symbolise their integration with the "mothership". They frequently build and utilise exoskeletons to enhance their efficiency and effectiveness in maintaining the ship.



Most PoD followers work in ship maintenance, research and development of the ship. Due to their low fertility rate, genetic tests are conducted after birth to identify several compatible partners for each child. As a polygamous community, they do not marry and often live unattached in communal group houses. Additionally, They are known for producing the best "space diesel" on the ship.

Goals: To Protect the ship *Mother Destiny* and continue expanding and improving it.

Rumors: They believe that all other factions will eventually destroy one another and are waiting for the right opportunity to take control of the ship. To hasten this outcome, they spread rumors and sow discord among the other factions, encouraging conflict.

2.5 L.O.S.T. - League of Outsiders, Seekers and Torn.

Faith: Partly non-believing, mixed, with many small and insignificant sects

Relationship to other factions: Suspicious of everyone, hostile towards CHURCH

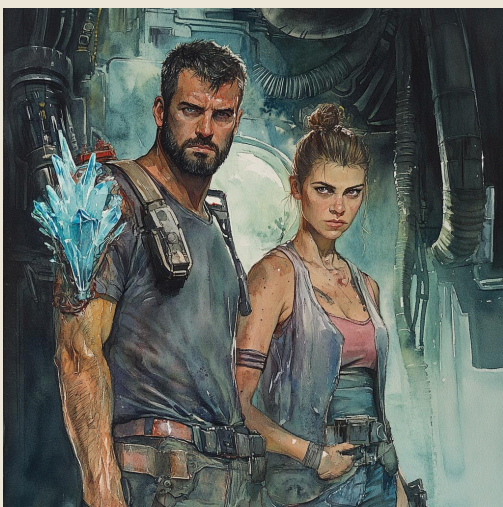
Number of members: ~10% of the ship

Political recognition: None; they are disapproved of, suppressed and exploited by other factions.

Appearance: No uniform appearance; possibly communicate using an unknown sign language

Special abilities: Possess various mutations, though none qualify as superpowers.

Weaknesses: Many mutations often come with disadvantages.



Description: The members of L.O.S.T. are descendants of the original stowaways and fight for recognition and admission into the CHURCH government. Most L.O.S.T. followers live in the outer hull, inhabiting dark engine rooms, shafts, recycling plants, where they have established numerous small settlements over the centuries.

Their genes exhibit the highest mutations on the ship, making them frequently exploited and abused by other factions for their own purposes. These mutations provide L.O.S.T. members with a range of unique advantages and disadvantages.

All L.O.S.T. followers are fertile, but their community suffers from a high infant mortality rate.

They partially fund themselves through the production and sale of the drug DEX, but their main income comes from offering their special abilities, which are provided as both legal and illegal services.

Their population also includes outcasts from other factions. Many L.O.S.T. members rely on expensive cybernetic implants, as their unique biology often requires such enhancements. However, they face significant discrimination, with official doctors refusing to treat them.

Goals: To achieve political recognition and gain acceptance into the CHURCH government.

Rumors: The L.O.S.T. mechanic Gabriel Gonzales is said to have developed a nutritional paste capable of feeding 20,000 people aboard the ship.

2.6 Destiny Security - not a real faction

Faith: Drawn from all factions, mixed

Relationship to other factions: Mixed

Number of members: ~ Approximately 500

Political recognition: No

Appearance: Destiny Security uniform

Special abilities: Vary based on faction origin

Weaknesses: Vary based on faction origin

Description: Although not a proper faction or community sub-group on its own, the oath of being part of the Destiny Security is to many a sacred mission to be the peacekeepers. To others, they are just the police. And to some others, they are the annoying condescending pricks no one wants to deal with.

Goals: To prevent chaos and anarchy.

Rumors: Destiny Security leader Noah Nazred has maintained control of the ship for nearly a decade. In this time, he has expanded his small force from 120 to nearly 500 members to strengthen his grip on society. Noah is determined to maintain the state of emergency and further consolidate his power. To achieve his goals, he collaborates with organised crime, which carries out illegal and underhanded tasks on his behalf.

One rumor suggests he captured a L.O.S.T. member and coerced them into developing a new variant of the DEX-drug, designed to make Destiny Security soldiers stronger and more easily controlled.



3. Actors / NPCs

3.1 Noah Nazred

Noah Nazred is the leader of Destiny Security.

His mother was a L.O.S.T. surrogate for the Helix Technocrats. Instead of conceiving through artificial insemination, she became pregnant after being raped by the Technocrats. She died while giving birth to Noah's half-sister when Noah was eight years old.

His father worked at Destiny Security and became addicted to a special DEX variant. He was rarely at home and often subjected Noah to psychological abuse. Officially, he was reported to have died in an accident, but Noah knew the truth: he had died of an overdose.

At the age of 10, Noah was orphaned. He lived with foster parents from the CNG for a few years but fled after enduring several sexual assaults by their priests. He eventually found refuge with the Psions of Destiny and focused entirely on training at Destiny Security, where his intelligence and leadership skills allowed him to rise through the ranks quickly.

Strengths: Intelligence, leadership qualities, manipulative skills, charisma, persuasiveness, and an indomitable will.

Weaknesses: Traumatic past, lack of trust and fanaticism.

Mutation: His eyes allow him to see in the infrared spectrum, enabling him to detect temperature fluctuations, even through thin walls, and expose liars almost immediately. However, he cannot perceive colors and struggles to distinguish faces. Instead, he identifies people by their gait, voice and temperature distribution. His irises appear red-grey due to his mutations.

True Intentions:

He seeks to unite everyone aboard the ship under a new religion, viewing himself as a messiah. In his opinion, the current cultural and religious divisions only fuel hatred, envy, violence and oppression.

3.2 Miriam Puccini

Miriam Puccini is a Scientific Director of Helix Technologies.

She judges people not by their origin or gender but by their actions. Although an atheist, she has a deep interest in the origins of religion and its history. She prefers machines to people but finds equal satisfaction in repairing both.



At 42 years old, Miriam is still searching for meaning in her life and a partner. She enjoys disguising herself as other people and exploring the mechanical alleys and underground world of the outer cylinder at night. Under one of her alter egos, "Seraphina," she has gained a reputation in the underground for procuring illegal drugs and cybernetic parts for impoverished individuals.

Could her role as Scientific Director at the Academy of Science simply be another of her many alter egos?



Strengths: Self-taught, highly skilled at disguising herself within minutes and convincingly assuming another identity.

Weaknesses: On the autism spectrum (Asperger syndrome), struggles to interpret or recognise the emotions of others, and rarely understands irony or sarcasm.

Mutation: Foley Artist Voice and dynamic skin, allowing her to slightly alter her facial appearance.

3.3 Thea von Hildegard

Thea von Hildegard is the Holy Leader of Ghost of Jesuah.

Although she appears to be around 30 years old, her true age is unknown. Some believe she has lived for several centuries. She enjoys working in the grain fields, meditating and praying. Her greatest passion is raising small children, which is why she is often surrounded by them. However, she carries deep concerns about the future of humanity.



Strength: Possesses an exceptional memory (“elephant’s memory”), is highly convincing and knows every Ghost of Jesuah member.

Weakness: Short stature and a strong dislike for unbelievers.

Mutation: Ages slowly. Can communicate with all Ghost of Jesuah members simultaneously while in a trance but is unable to have children.

3.4 Gabriel Gonzales

He is not a leader but a steadfast pillar of support for the L.O.S.T. community through thick and thin.



Gabriel had a wonderful childhood with his mother, who worked for the technocratic family "Puccini". Many years ago, a young Miriam Puccini secretly taught him medicine and cybernetics, as L.O.S.T. followers are denied access to academic education. Today, he operates an illegal hospital and a laboratory for L.O.S.T. community in the deep machine rooms of the outer cylinder of *Destiny*. Now over 60 years old, he is searching for a successor. In his free time, he enjoys developing food pastes with a variety of flavours.

Strengths: Unselfish and self-sacrificing, dedicates himself entirely to his L.O.S.T. community.

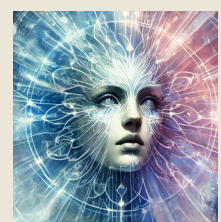
Weaknesses: Overly compassionate, suffers from oneirophobia, and is addicted to a heavy sedative variant of DEX.

Mutation: Possesses a photographic memory and requires only 3 hours of sleep. However, he can only walk with the assistance of an exoskeleton permanently attached to his bones, making him dependent on a caregiver.

3.5. Voice of Spirit

The Holy Spirit is an AI archivist who records all activities on the ship and preserves them for posterity.

May the universe be with you, may the spirit watch you, may the voice guide you.



4. Locations

4.1 Santa Madre Maria (short: San Maria)

The main settlement of San Maria is constantly being expanded, including its underground areas.

A. At its centre stands the enormous church called Basilica Maria, surrounded by other connected church buildings.

B. The CHURCH government has its headquarters in one of the adjoining church structures.

C. Many educational institutions and living quarters for the clergy are integrated into the vast building complex. The settlement is inhabited by members of all factions, especially the believers.

D. Residential complexes, offices and shops surround the church, creating a bustling community.

E. To the south lies a huge greenhouse building with a large blue dome, surrounded by research fields for developing new types of vegetables and grains.

F. Southeast of Basilica Maria is the circular research complex, *Campus Petrus*, which includes a hospital and many laboratories.

G. The huge archive of Saint Simon is located southwest of San Maria and is modelled after the cylinder shape of the *Destiny* ship.

H. To the northwest is the Church of Saint Nathanael, a Neospiritual structure with large halls but otherwise minimalistic and spartan furnishings.



I. To the northeast is Petrus Dome, the headquarters of Destiny Security and their academy.

4.2 San Jakobus (short: Jamestown)

San Jakobus is an industrial settlement and a vital hub for the destiny ship. It houses numerous factories and machinery essential for the ship's operations. This is where drones and various means of transport are produced and maintained. Additionally, it features a large area dedicated to the development and manufacturing of field machines and robots.



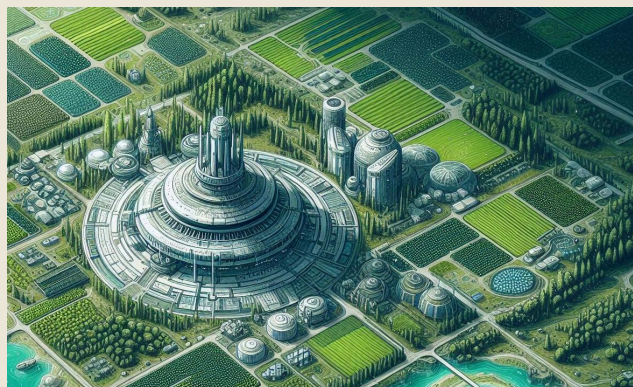
The academy for mechanics, toolmakers and managers is located here, offering extensive living spaces for many working families. Most residents are Helix Technocrats and Psions of Destiny supporters, though some L.O.S.T. members have also secured less-than-legal accommodations within the settlement.

San Jakobus never rests, with as many people active at night as during the day. Deep beneath the settlement, some companies and businesses have ventured into illegal operations, making it a potentially dangerous place for newcomers.

4.3 Village Michaels Wings (short: Wings)

Michael Wings is a relatively young settlement, established only 200 years ago. It is inhabited exclusively by Ghost of Jesuah members and various smaller sects with the majority of Neospiritual residing here.

The settlement is surrounded by numerous algae farms for oxygen production, as well as fields for growing fruit and vegetables. Most of the buildings are white and furnished in a minimalist, spartan style. There is no nightlife, few leisure opportunities, and no business or industrial districts, but the settlement features many parks and gardens.



A strong emphasis is placed on living without reliance on machines and robots.

4.4 Underground village Last Hope

The underground village Last Hope is located in the outer hull of *Destiny* and is home to most L.O.S.T. members. This sprawling settlement experiences heightened cosmic radiation, to which all L.O.S.T. members are immune. However, outsiders can only survive here with protective suits or special mutations.



The settlement is a labyrinth of makeshift buildings, impoverished slums and countless small workshops. Despite its harsh conditions, many residents of the inner cylinder venture here to find rare, technically advanced, and illegal treasures. The settlement is also known for its supply of the highly popular DEX drug, available in countless variations.

Destiny Security rarely descends into *Last Hope*, typically only when searching for specific individuals or engaging in their own illicit activities.

4.5 Complex engine rooms

The complex engine rooms of the *Destiny ship* are located in the outer hull. Work in this area is conducted in multiple shifts, with workers wearing protective suits. Most of the workforce consists of convicted criminals or undocumented labourers from the L.O.S.T. faction, as the job is highly dangerous. It is not uncommon for repairs to be performed outside the ship.

Rumors suggest that rodents exposed to centuries of cosmic radiation have mutated to the point of being unrecognizable. There have even been instances where workers have vanished without a trace.



4.6 Archive Saint Simon

Saint Simon's vast archive contains seeds and genetic material from all of earth's flora and fauna. Part of the archive also serves as a museum and art exhibition, with rare Neospiritual relics stored in various secure vaults. The ground floor of the building houses a large theatre.



Due to frequent thefts from the archive in the past, it is now heavily guarded by Destiny Security. However, rumors suggest that Destiny Security is looting the archive for their own secret purposes.

4.7 Fields of Elijah

Nearly all workers in Elias' fields are Ghost of Jesuah believers. The fields produce a large variety of fruit and vegetables, and aside from irrigation and harvesting systems, heavy machinery is rarely used. Farmers often establish test fields to develop new, high-yield crops, frequently requiring repairs and modifications to the irrigation system.

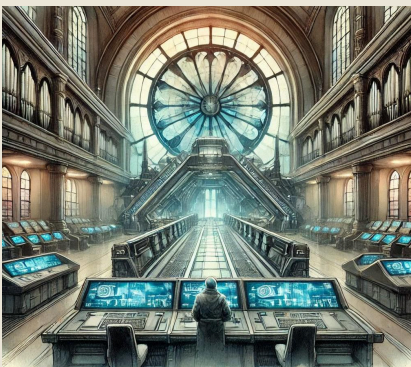
Although insects play a vital role in pollination, some have mutated due to cosmic radiation and often destroy part of the harvest. Farmers avoid using chemical pesticides, as these would contaminate the recycling cycle for food and water. Harvest residues are repurposed in insect farms, where they are processed into protein paste for human consumption.

Rumors suggest that the Neospiritual followers are secretly experimenting with mutated insects, though their intentions remain unclear.



4.8 Ship Bridge

All essential systems are controlled from the ship's bridge. The CHURCH government appoints several ship commanders each year, but since the state of emergency, the bridge has been under the control of Destiny Security.



Systems such as energy management, propulsion, navigation, shielding, life support, recycling, water treatment, oxygen filtration and asteroid capture missions are all managed from this central hub.

Directly beneath the bridge lies an asteroid processing plant, where hydrogen isotopes for the fusion reactors and various metals are extracted.

Rumors suggest that a new rare metal has recently been extracted from an asteroid.

5. Potential Obstacles

- Destiny Security soldiers make your task more difficult
- A large asteroid threatens to destroy the ship's shield
- An important facility needs to be repaired
- An underground organization wants to recruit you
- An important item is stolen from you
- The ship's hull needs to be repaired
- You witness a crime and must react

6. Useful Findings

- A plan for a special drone companion
- A loyal human companion that you must rescue first
- A special exoskeleton
- An unexpected help from a faction
- A special equipment weapon that requires batteries
- A special and rare DEX variant with advantages and disadvantages
- A special implant to improve your skills
- A recipe for a boost liquid

7. Roll tables by Squishyjellyfish

Roll Tables by Squishyjellyfish, which you will find in this setting at PUM Companion App and Discord.

8. Government system and society

8.1 General laws of C.H.U.R.C.H.

(Council of Holy Union, Reconciliation, and Community Harmony)

Religion and legislation are deeply intertwined, although the government operates from its own building. Each recognised faction provides 10 members to CHURCH. Laws require a majority of at least 75% to be passed. A simple police force, known as Destiny Security, enforces the laws, while a court made up of elected CHURCH members oversee legal proceedings. Cybernetics are permitted as long as they do not modify or influence the brain. However, research into higher AI and genetic modifications are strictly forbidden, as only God is deemed capable of creating new life.

8.2 Education and labour

A rotating labour system ensures minimal unemployment. Each faction operates its own school system. After finishing school, all humans go through the so-called cognitive years, during which they work as trainees for one year in almost all areas. Following this, they must apply for three fields of work and undergo specialised training, the duration of which depends on the complexity of the field: (approximately six years for doctors, engineers, and teachers; four years for food production and maintenance; and two years for security roles.)

8.3 Medicine and cybernetics

Healthcare for physical illnesses is advanced, with many organs and body parts replaceable with cybernetic implants. Mental illnesses are often treated through virtual group therapy. However, both are not accepted by all factions. Due to the various gene mutations from the past, new illnesses are challenging to treat and infertility is widespread among the population.

8.4 Food

Large-scale plant and insect farms provide the primary food supply. Fruit and vegetables are cultivated extensively, while protein needs are primarily met by processed insects, such as insect patties or energy bars. Every home is equipped with a hybrid fridge containing a built-in food printer. These hybrid fridges are loaded with various food cartridges and can print a wide range of nutrient-rich meals.

8.5 Security and punishment

Destiny Security is omnipresent and has taken control of the ship since the gas-attack. Their standard equipment includes batons and long fighting staffs with built-in stun shockers at the ends. Bracers equipped with small crossbows that fire electric shock bolts are also part of their arsenal. Printed carbon armor serves as protection. Projectile weapons with long range and high impact force are prohibited, as they pose a risk of damaging the ship's hull. Small crossbows, harpoons and long staff with stun shockers are commonly used underground and among criminals. Prison cells are designated for criminals and they are often forced to undertake dangerous space missions, such as repairing the ship's hull or recycling irradiated materials.

8.6 Further properties

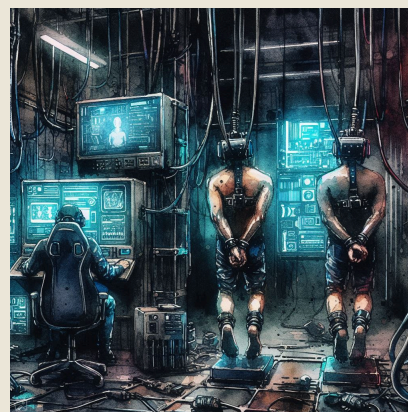
All small pets are robotic and behave like ordinary pets, connected to the intranet, they are often used as advanced companions (phone, search engine, music system). Communication takes place via wearable transponders worn on the ear and smart tablets. Paper is entirely obsolete, with everything fully digitised.

8.7 DEX (Drug: Deep Enhancement eXcelerant)

This drug induces hallucinations and euphoria, creating the illusion of being back on earth. The production process involves a machine that pulverizes the blue fungus-infected grains, which are then centrifuged and dissolved into a liquid along with other psychoactive substances.

When consumed, users wear special contact lenses that gradually release the active liquid into the brain through the eyes. To prevent harmful wandering while under the drug's influence, users shackle their ankles to the wall or strap themselves into a virtual simulator. It is often used recreationally in combination with immersive virtual worlds, such as the Stone Age-themed "*Mother of Origins*."

While intoxicated, users are also well-protected against the intense cosmic radiation. Originally, the drug was developed by L.O.S.T. followers as means of shielding themselves from cosmic radiation in the ship's outer cylinder. Over time, mutations rendered them permanently immune to radiation and the drug itself, making it unnecessary for their survival. To make the drug more marketable, they modified the formula into the version widely known and used on the ship today.



9. About Generation ship DESTINY

Design: Two O'Neill cylinders rotating inside each other, creating artificial gravity. The outer, rotating and completely enclosed cylinder serves as a protective shield against cosmic radiation and houses most of the ship's engines. The inner cylinder, which rotates in the opposite direction, is a huge habitat for flora, fauna and people. The two cylinders are connected at the ends by a main shaft, which is rigid and passes through the centre of both cylinders. The main shaft, where the solar and weather generators, as well as the command bridge are located, operates in zero gravity.

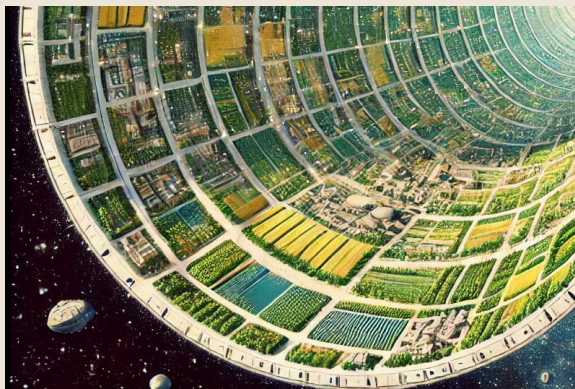
Dimensions: Diameter 2,200 m (7,218 ft), length 7,200 m (23,622 ft).

Energy supply: Fusion reactor. On the way to Proxima b, asteroids and interstellar dust particles are collected to extract hydrogen isotopes for the fusion reactor.

Modules: Beryllium front shield for cosmic particles, Magnetic Ion shield for cosmic radiation, recycling-system, oxygen-farms, water-cycle system.

Armament: Harpoons for collecting small asteroids, A small missile battery to blow up larger asteroids, and small space shuttles equipped with long robotic arms for hull repairs.

Facilities: Living quarters for 10,000 people distributed across four large settlements, each with different districts, resembling those on Earth. Fields for grain, fruit, and vegetables; artificial rivers;



functional fauna; and a self-sustaining ecosystem.

Apart from small birds, insects and small fish, there are no large land animals. Parks and meadows provide space for leisure activities and an artificial day-night cycle. A vast archive of genetic material from Earth's flora and fauna is preserved. The transport system is simple but effective: small autonomous drone shuttles, autonomous magnetic rail systems and e-bikes.

Oxygen is primarily produced in algae farms. A local intranet (D-net), similar to Earth's internet, ensures communication and information sharing.

The generation ship has been traveling for hundreds of years, and society aboard has completely transformed during that time.

10. History and Timeline

10.1 History

In the year 2112, the generation ship *Destiny* was launched and departed from the solar system, marking the beginning of a new era, D.L. (Destiny Launch). Shortly after the launch, a smallpox outbreak-likely caused by a stowaway-claimed the lives of several hundred people.

In 43 D.L., the crew lost contact with Earth. Since then, there has been no reply, and no one knows what happened on the home planet.

By 89 D.L., several malfunctions in the magnetic ion shield, which protected against cosmic radiation, led to widespread genetic mutations in plants, animals and humans. It was not until 132 D.L. that engineers succeeded in constructing an improved magnetic ion shield, but by then, the genetic mutations had already taken hold across the population.

Later, it became clear that the Neospiritual-Joshuah community aboard the ship would eventually

fracture. This came to pass in 202 D.L. with the first schism. Predictably, the Neospiritual community resisted and in 267 D.L., the smaller religious sects that had broken away were violently eradicated. To prevent further divisions, a radical religious leadership was established the following year, introducing strict laws to enforce unity.

In 374 D.L., a revolt against the theocratic dictatorship began, marking the start of the second schism. This uprising escalated into a civil war, which destroyed part of Destiny's biome ecosystem. As a result, the following year brought widespread famine and a collapse of the medical infrastructure. Over the next 100 years, the population recovered and the infrastructure was fully restored.

In 512 D.L., following several societal upheavals, the free factions were founded, along with the establishment of a common administrative leadership known as the *Council of Holy Union, Reconciliation, and Community Harmony (C.H.U.R.C.H.)*

Strict birth control measures had to be reintroduced in 716 D.L., as the ship could not sustain a population exceeding 10,000.

In 991 D.L., a poison gas attack during a CHURCH meeting killed many faction leaders. In response, the leader of Destiny Security declared a state of emergency to prevent chaos and anarchy. The identity and motive of those responsible for the attack remain unknown. Rumours are widespread, with many suspecting that Destiny Security orchestrated the attack, although making such claims is punishable by law.

It is now the year 1000 D.L., and the state of emergency remains in place as the free factions continue to struggle to agree on a unified leadership. Meanwhile, the military leader has expanded his power and is gaining more and more influence. Crime, violence, corruption and underground organisations are on the rise. In fact, the situation has devolved into what is essentially a military dictatorship. The free factions must try to resolve their differences in order to restore the CHURCH government; behind the scenes, each faction pursues its own vision for the ship's future.



10.2 Timeline Diagram

TIMELINE

(SP = Ship population)



11. Credits

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