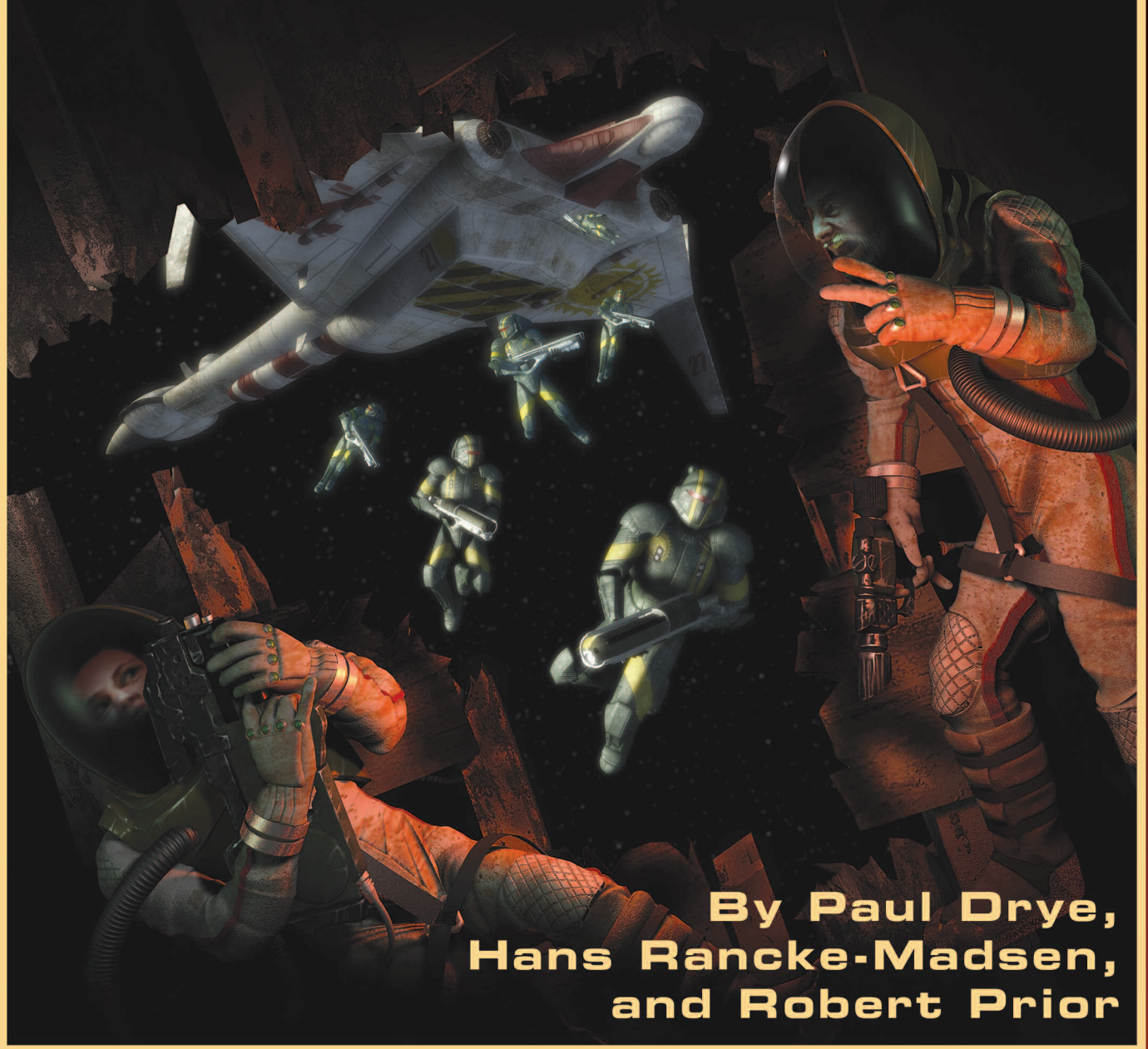


GURPS® *Traveller*®

SWORD WORLDS™



By Paul Drye,
Hans Rancke-Madsen,
and Robert Prior

STEVE JACKSON GAMES

THE DAY AFTER RAGNAROK

The Sword Worlds stand at the border of the Third Imperium, a small but proud civilization descended from ancient Terran migrants. Their inhabitants have spent centuries fighting for independence – from the Imperium, from the other great empires, even from each other.

A decade ago, the Sword Worlds went to war against the Third Imperium. They lost. Today, the Sword Worlders are in search of a new destiny, in a universe where their fierce pride seems headed for an inevitable fall. **GURPS Traveller: Sword Worlds** brings this unique culture to life. Within these pages, you'll find:

- A history of the Sword Worlds as a whole, from the first colony to the last disastrous war with the Third Imperium.
- In-depth information on the present-day political situation, in which the Third Imperium, two Sword Worlder alliances, the Darrian Confederation, and other regional powers all vie for dominance.
- Detailed descriptions of the individual Sword Worlds – local history, geography, politics, organizations, and important personages.
- Extensive Library Data, covering the important concepts of Sword Worlder society.
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- Spaceships, vehicles, and technology specific to the Sword Worlds civilization.

Cling to honor and tradition in a universe turned upside down – live the Sword Worlds today!



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The **GURPS Basic Set** and **GURPS Traveller** are required for full use of this book in a **GURPS** campaign. The background presented here will be of great value to any **Traveller** campaign, and will also serve as a source of inspiration for other SF gamers.

THE SWORD WORLDERS:

Written by

**PAUL DRYE,
HANS RANCKE-MADSEN,
AND ROBERT PRIOR**

Based on the award-winning **Traveller** science-fiction universe by

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FIRST EDITION, FIRST PRINTING
PUBLISHED FEBRUARY 2004

ISBN 1-55634-725-1



5 2 6 9 5



9 781556 347252

SJG02695 **6631**

Printed in
the USA

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ISBN 1-55634-725-1

1 2 3 4 5 6 7 8 9 10

STEVE JACKSON GAMES

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Introduction

I had to walk from the mustering-out point at Arnefjell . . . Three days for 50 miles, after taking less time than that to come in from the 100-diameter limit on the transport ship. It was nearing sunset on the third day when I finally turned onto the beaten path that led to my estate. The long lines of stately poplars on either side were gone, some cut down, some burned, and some blasted to flinders. The house looked almost as bad: the west wing had been reduced to ashes, and the Great Hall looked like it had been used for mortar practice.

But Ilja was in what was left of the east wing, and had fixed up two intact rooms as a small apartment. She'd even juryrigged a set of pipes to draw some running water from the stream. We spent that night in celebration of being together again after all we'd been through.

The next morning I retrieved the few remaining hand tools from the shed in our former gardens and set to work. Some of the fallen trees I'd passed looked like they'd make good support beams for a new Great Hall.

A decade ago, the Sword Worlders were decisively defeated in the Fifth Frontier War. Besieged on two fronts by more-advanced navies and armies, their worlds have taken a beating from which they still haven't recovered. Half their planets have been sheared away entirely, annexed to the Imperium or added to a newly formed "Border Worlds" buffer state. The Sword Worlders are famously stoic and conservative, but this has been too much even for them.

Since the end of the war the Confederation has been in an uproar. Thousands of plans have been put forward to reconstruct, move on, and prevent anything like that from ever happening again. Some of the plans are good, some are not, and many are the products of crackpots – the difficulty is in telling them apart. For now, the Confederation is in the control of those who want to maintain the peace, while maneuvering toward the eventual return of the Border Worlds. Reconquest has never been explicitly ruled out, but this is more a way to pacify other factions than a realistic policy.

Meanwhile, the Imperium is working hard to make the Border Worlds a shining example of what happens when a state cooperates with them instead of opposing them. There are plenty of Imperial client states, but few have the importance of this one. Peace in an entire sector may depend on this strategy working.

The rulers of the Border Worlds, on the other hand, have different ideas. Though they rely on the Imperium to maintain their independence from the Sword Worlds Confederation, they envision a very different future for themselves. If all goes well, they will navigate a route between their dangerous neighbors, and become a power unto themselves. They plan to absorb the Sword Worlds and not the other way around.

The fighting may be over, but the Fifth Frontier War still continues.



ABOUT THE AUTHORS

When Paul Drye was 12 years old, his parents took him on a long plane trip. To give him something to do in-flight, they took him to a “game store” beforehand and let him buy any one item off the shelf. In the dusty corner labeled “roleplaying,” he reached up and pulled down . . . *Champions, the Superhero Roleplaying Game*. Fortunately his brother had cut the same deal with his parents and he picked *Traveller*. This is all your fault, Stephen.

Robert Prior has played *Traveller* since it was first published. He has written for the Canadian Space Agency, Digest Group Publications, Heliograph, and Steve Jackson Games, including more *Journal of the Travellers’ Aid Society* articles than any other mortal. When not dreaming about the future he nurtures it, one mind at a time.

Hans Rancke-Madsen was born in Copenhagen, Denmark in 1956. On Christmas Eve in 1976 he got a small white box with the intriguing words *Dungeons & Dragons* on it. He visited England the next summer and for many summers thereafter, making friends among the roleplayers there. One day one of them gave him a small black box with the word *Traveller* on it . . . He regrets not having contributed to *JTAS* back then and is busy trying to make up for it today.



ABOUT THE LINE EDITORS

Loren Wiseman was one of the founding partners of GDW, Inc., original publishers of *Traveller*, and spent more than 20 years there as a game designer, developer, typesetter, and editor. After GDW closed, Loren freelanced for a time, and then came to SJ Games, where he is a Senior Editor and *Traveller* expert-in-residence.

Jon F. Zeigler has been a science fiction fan since the cradle (literally). He and his wife and two children live in Maryland, where he works as a computer security consultant. He has written several past books for *GURPS* and *GURPS Traveller*, and currently serves as the *GURPS Traveller* Line Editor for Steve Jackson Games.

JOURNAL OF THE TRAVELLERS’ AID SOCIETY

The long-running *Traveller* magazine is now online at jtas.sjgames.com. It supports all versions of *Traveller* with news, articles, discussion areas, and reviews. Subscriptions are \$20 per two years, for 52 biweekly updates and full access to archives.

The *Traveller News Service* is updated weekly, chronicling the life and times of the Imperium, and is viewable *free* at www.sjgames.com/gurps/traveller/news.html. The SJ Games *Traveller* links page (www.sjgames.com/gurps/traveller/links.html) links to the *Traveller* Web Ring, which includes most of the major *Traveller*-oriented websites. For information on subscribing to the *Traveller* mailing list, go to tml.travellercentral.com.

ABOUT GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources include:

Pyramid (www.sjgames.com/pyramid/). Our online magazine includes new *GURPS* rules and articles. It also covers *Dungeons and Dragons*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, and many more top games – and other Steve Jackson Games releases like *In Nomine*, *Illuminati*, *Car Wars*, *Toon*, *Ogre Miniatures*, and more. *Pyramid* subscribers also have access to playtest files online!

New supplements and adventures. *GURPS* continues to grow, and we’ll be happy to let you know what’s new. For a current catalog, send us a legal-sized or 9”×12” SASE – please use two stamps! – or just visit www.warehouse23.com.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are available on our website – see below.

Gamer input. We value your comments, for new products as well as updated printings of existing titles!

Internet. Visit us on the World Wide Web at www.sjgames.com for errata, updates, Q&A, and much more. *GURPS* has its own Usenet group, too: rec.games.frp.gurps.

GURPSnet. This e-mail list hosts much of the online discussion of *GURPS*. To join, point your web browser to www.sjgames.com/mailman/listinfo/gurpsnet-l/.

The *GURPS Traveller: Sword Worlds* web page is at www.sjgames.com/gurps/traveller/swordworlds/.

Page References

Rules and statistics in this book are specifically for the *GURPS Basic Set, Third Edition*. Any page reference that begins with a B refers to the *GURPS Basic Set* – e.g., p. B102 means p. 102 of the *GURPS Basic Set, Third Edition*. Page references that begin with CI indicate *GURPS Compendium I*. Other references are GT for *GURPS Traveller*, S for *GURPS Space*, T:FI for *GURPS Traveller: First In*, T:FT for *GURPS Traveller: Far Trader*, T:GF for *GURPS Traveller: Ground Forces*, T:H for *GURPS Traveller: Humaniti*, T:RF for *GURPS Traveller: Rim of Fire*, T:S for *GURPS Traveller: Starships*, and T:SM for *GURPS Traveller: Star Mercs*. The abbreviation for *this* book is T:SW. For a full list of abbreviations, see p. CI181 or the updated web list at www.sjgames.com/gurps/abbrevs.html.

them back to Gram. The cruiser disappeared on its return journey from Terra and its fate is unknown, but it did reach Terra first. With the help of the Wahtoi a tenuous connection was maintained for almost two centuries, and a few small ships actually made the trip from Terra. The connection was broken sometime around -200, when the Faoheirlyu rebelled against the Wahtoi and the honor-debt obligation ceased to apply.

One of the largest groups of Terran newcomers to come through the Wahtoi "pipeline" arrived in -321, settling on Caladbolg. The expedition knew of the pipeline through a Dane whose grandfather had been one of the Firstcomers, but it was mostly composed of Anglic speakers. Though many Sword Worlders subsequently moved to Caladbolg, the world never fitted comfortably into the Sword Worlder culture.

POPULATION GROWTH

The pattern of population growth among high-technology societies in the *Traveller* universe does not resemble the one we know from Earth's history.

Instead of having as many children as nature allows and scrambling to find the means to support them, high-technology societies are able to limit the number of children to as many as they feel they can support. Exactly where that number lies is, of course, very much a matter of opinion and ideology. Thus there are worlds where the population has grown as quickly as possible into the billions. But on most worlds population growth has been much slower, and is often limited by the growth of local wealth. For a world with a stagnating economy this can mean a stable or even falling population.

One of the most common patterns in the *Traveller* universe involves more or less rapid growth to a population level somewhere between 50 and 500 million, followed by a deliberate policy of population stability. Such a policy does not always cause a complete stop to population growth, but it can easily lead to growth rates of only a few percent per century.

GETTING BACK INTO SPACE

By -300 Gram had a population of over 400,000 and the four colonies had about 30,000 among them. Driven by their ideology, the Grams diverted considerable resources into their space program. Within two years, they began refitting the old escorts and embarked on a program of colonizing the remaining worlds in the region. Eight years later they built their first new jump-capable ship, the *Genfoedsel* ("Rebirth"). For most of a generation Gram sent much of its population increase off to settle Durendal, Dyrnwyn, Excalibur, Hofud, Sacnoth, and Tyrving. Strangely enough, Beater (at that time called Galatine) did not receive any permanent settlers, though a fuel station was constructed in the system and several surveys of the planet were made. It is generally believed that the Gram leadership was reserving the world

for its personal use, but no explanation has ever been found in the records.

ALIEN CONTACTS

In -292 the Zhodani contacted Gram and began trading with the Sword Worlders. The contact was tenuous and the trade never amounted to much. This was partly because of the distance between Gram and the closest Zhodani world, and partly because the Grams feared that the Zhodani might overwhelm their culture with too much contact.

In -265 an exploration ship from the Darrrian world of Mire came to Tizon. At that time Gram had a population of 600,000, the four "First Colonies" had 200,000 among them, and the six "New Colonies" had 400,000, of which the lion's share had gone to Sacnoth. Mire alone outnumbered all of them put together, and as with the Zhodani the Sword Worlders feared that too much contact might overwhelm them. Consequently they did not encourage trade or any other interaction. However, the knowledge that a rival interstellar power was emerging in the neighboring subsector did cause Gram to divert resources from the settlement program to build some military ships.

SACNOTH TAKES THE LEAD

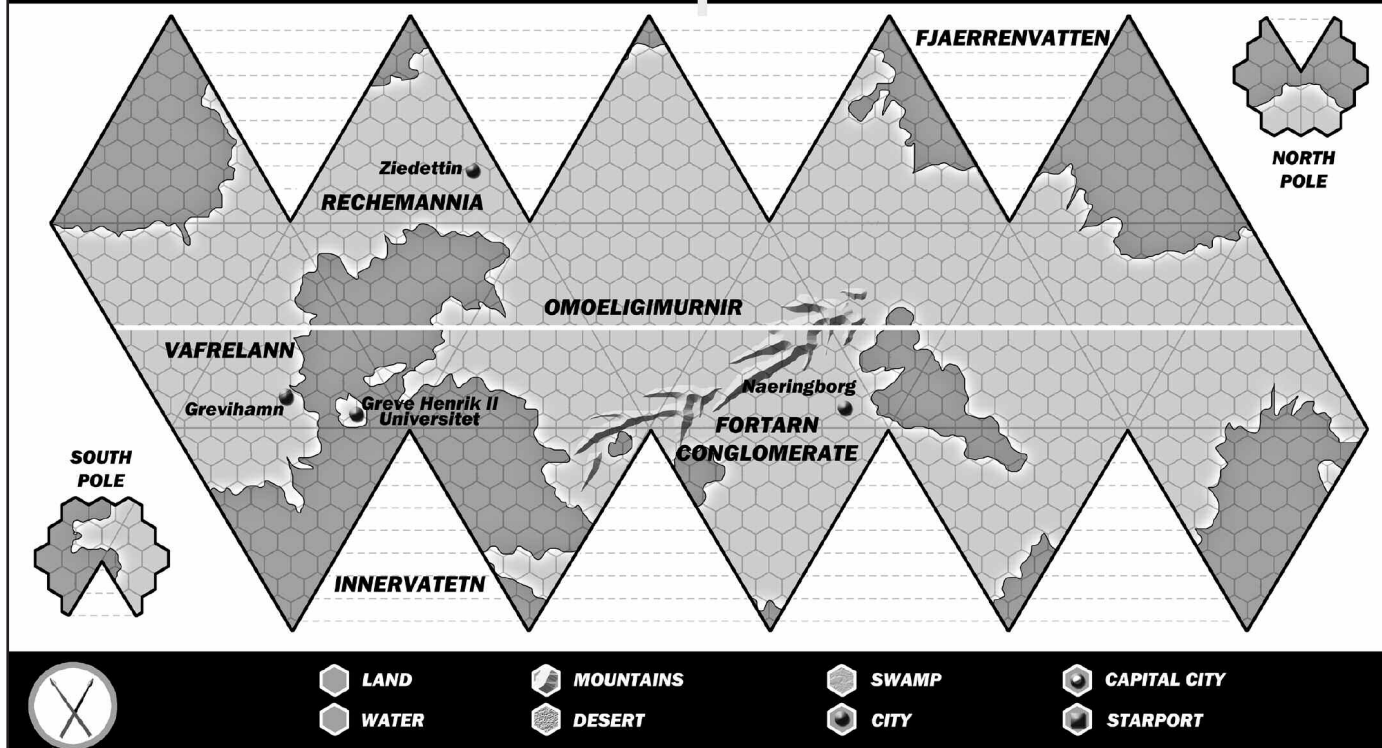
The period from -265 to -232 was a time of consolidation. Gram's economy was suffering under the government's tight central control and from disruption caused by *Umbaetur*, a political movement demanding greater freedom. No new colonies were created, but emigration from Gram to the most pleasant of the other settled worlds continued apace. This was especially true for Sacnoth, which grew strong while Gram stagnated. In -232, when Sacnoth built its first starship, the total population of the Sword Worlds was 2,400,000, of which Gram had 800,000 and Sacnoth 500,000.

A new wave of colonization took place in the last three decades of the century. Narsil, Anduril, Orcrist, Sting, Biter, and Beater were all settled from Sacnoth in this period. These names were not legendary or mythical; all were taken from the works of a popular prestarflight Terran writer, whose works had been carried on the *Gram* and had by then achieved legendary status on the Sword Worlds.

Three more planets were settled in the period from -200 to -186. Morglay (Gungnir) and Haulteclere (Mjólnir) in the Sword Worlds subsector and Isenfang (Margesi) in the Vilis subsector were all settled from Gram.

THE SACNOTH DOMINATE

From -232 to -187 Sacnoth's economy grew by leaps and bounds, overtaking Gram and establishing Sacnoth as the region's leading power. This was followed by a two-year conflict, in which Sacnoth defeated Gram and emerged as the head of the Sacnoth Dominate, the first interstellar government of the Sword Worlds.



1221 GUNGNIR

Divided into a bewildering array of states by biology, Gungnir is the Sword Worlds in miniature. There's always a war of some sort going on, and recent upsets have turned the heat up on planetary tensions.

The Planet

Gungnir is a small planet, and its surface is divided into correspondingly few continental plates. The largest one circles the equator of the planet like a girdle, and became "locked up" early on as small Gungnir cooled. This has prevented the oceanic plates at each pole from mixing.

Life on Gungnir

With two separated oceans, life evolved twice on Gungnir, once at its south pole, using Earth-like left-handed amino acids, and once at the north, using the opposite type. The world is over four billion years old, but for much of this time Gungnir was entirely iced over, and the two oceans developed their own multicellular life around thermal vents. When its star, Bevis, finally grew luminous enough to melt the ice, both oceans underwent an analog of Terra's Cambrian explosion, invading the land in short order.

Since then the two types have stayed more or less in balance. Competition between the two ways is muted because each type rapidly evolved proteins that caused severe allergic or even poisonous reactions to the other. They now leave each other alone in a blended ecology.

For Humans colonizing Gungnir, the problem was learning to avoid the more alien type of life; the "right-handed" life forms cause swelling when eaten or even touched. Over time, the colonists have cleared the alien life from the

civilized areas, but 80% of the planet's surface is still mixed. In these areas, visitors wear filter masks and biosuits to avoid problems.

The People of Gungnir

The planet's ecologically enforced balkanization makes Gungnir the most culturally diverse planet in the subsector; some argue it is as diverse as the rest of the Sword Worlds combined. Certainly it is impossible to pin down any common thread that runs through every Gungnir's life. For example, most citizens strive hard to push back the alien half of the ecology, but a few look for ways to accommodate. Many states are laissez-faire, but Valfrelann is a totalitarian dictatorship that keeps its people locked in by a wide swath of untamed wilderness around it.

SEARCHING FOR CONNECTIONS

One odd social ritual that has sprung up on Gungnir is the mutual search for connections that two strangers always go through when they first meet. Beginning with family members and slowly expanding through friends and other acquaintances, the two try to find a link between them, no matter how tenuous, before carrying on with their conversation. It sometimes comes down to something as obscure as "My third cousin Lars worked in the same factory as your father's best friend," but it's considered a disappointment if no link can be found. The remainder of their relationship will be cooled by such a misfortune.

SPEAKING SAGAMAAL

In the 1000+ years since the founding of the Sword Worlds, Sagamaal has simplified considerably from the highly inflected language first spoken on Gram. The following is a sample list of words and modifiers.

Modifiers

en- : “A,” used as a prefix for the word to which it relates. *Enman* = “a man.”

-en: “The,” used as a suffix for the word to which it relates. *Manen* = “the man.”

-i: Indicated that a noun is being used as an adjective. *Blodi* = “bloody.”

kin-: A general negator, used in situations where un-, dis-, anti- or im- would be used in Galanglic. Also used to mean “not,” or “no,” though it is a separate word instead of a prefix in this case. *Kin Roekning* = “No Smoking.”

-nir: Makes a noun plural. *Mannir* = “Men.”

-s: Indicates the possessive. *Holgers* = “Holger’s.”

Robert the Bruce: A 20,000-ton *Rob Roy*-class cruiser, which accompanied the *Gram* on its epic journey through the Aslan Hierate. In -388 it was sent back to Terra in an attempt to establish contact with the families that the Founders had been forced to leave behind. It disappeared on the return journey, and has since become the subject of the Sword Worlder version of the legend of the Wandering Free Trader. In this version the ship is trying to return to Gram, but like the Free Trader is doomed to wander the stars forever. It is said that the *Bruce* will appear in a star system shortly before some horrible disaster is due.

Sacnoth Confederacy (-102 to -99): A short-lived successor state to the Sacnoth Dominate, consisting of Sacnoth, Tizon, Narsil, Anduril, Orcrist, Excalibur, Tyrffing, Caladbolg, and Beater. It was founded in -102 after the defeat of the Sacnoth Dominate in the Battle of Excalibur. Continued warfare with the Gram Confederation exhausted the Confederacy and it broke up in -99 when Tizon, Narsil, Anduril, and Excalibur jointly refused to further contribute to the war effort.

Sacnoth Dominate (-187 to -102): A former interstellar state consisting of all the Sword Worlds. See p. 9.

Sacnoth Dominion (-2 to 104): A former interstellar state centered on Sacnoth, which claimed to be the lawful successor to the Sacnoth Dominate. However, its hegemony during this period was restricted to three other systems: Beater, Excalibur and Orcrist. The Dominion was dissolved in 104 when Sacnoth was balkanized.

Sacnoth, Federated States of: See *Federated States of Sacnoth*, p. 84.

Sagamaal: There are two meanings for this word. The first is the original common language of the Sword Worlds dating to the first colony on Gram, and the second is the language spoken by Sword Worlders in the modern day. The two are related to one another, but considerable differences have developed between the two in the 1,500 years between them.

The original language, usually called “Old Sagamaal,” was a reconstructed language intended to be much like Viking-age Icelandic – the language of the sagas, hence the name. In the 10th century pre-Imperial, the Cultural Roots Revival affected many Terran-derived cultures. Sagamaal was reconstructed at this time, developing many new words for post-Viking technologies and concepts, and was taught to most Scandinavians. Among the mixed nationalities of the original Sword World colonists, Sagamaal was the single language

A SAGAMAAL-GALANGLIC DICTIONARY

<i>Alt:</i> Old	<i>Fjarr:</i> Far	<i>Land:</i> Land.	<i>Ost:</i> East	<i>Svaerdverdeniren:</i>
<i>Alv:</i> River	<i>Fjernt:</i> Far away	<i>Lille:</i> Little	<i>Planet:</i> Planet	The Sword
<i>Atte:</i> Eight	<i>Forbund:</i> Association	<i>Ljus:</i> Light	<i>Plante:</i> Plant	Worlds
<i>Avbryt:</i> Break up		<i>Luft:</i> Air	<i>Reikistjarna:</i> Planet	<i>Syd:</i> South
<i>Bedrif:</i> Enterprise, accomplishment	<i>Fraende:</i> Kinsman	<i>Mana:</i> Many	<i>Roed:</i> Red	<i>Thing:</i> Legislative body
<i>Berg:</i> Mountain	<i>Furetag:</i> Company, enterprise	<i>Mark:</i> Field	<i>Rumhamn:</i> Starport	<i>Tiu:</i> Ten
<i>Bistand:</i> Help	<i>Fyra:</i> Four	<i>Mat:</i> Food	<i>Seks:</i> Six	<i>Traed:</i> Tree
<i>Bistar:</i> To help	<i>Gaard:</i> Farm	<i>Metal:</i> Metal	<i>Sju:</i> Seven	<i>Trae:</i> Wood (material)
<i>Blae:</i> Blue	<i>Groen:</i> Green	<i>Naera:</i> Near	<i>Skov:</i> Forest, Wood	<i>Tre:</i> Three
<i>Bok:</i> Book	<i>Haen:</i> Hand	<i>Namn:</i> Name	<i>Sol:</i> Sun	<i>Tve:</i> Two
<i>Borg:</i> City	<i>Herre:</i> Gentleman, Master	<i>Nat:</i> Night	<i>Spring:</i> Jump	<i>Upp:</i> Up
<i>By:</i> City	<i>Hr:</i> (pronounced “herr”): Mr.	<i>Ned:</i> Down	<i>Staat:</i> State	<i>Vaen:</i> Friend
<i>Dag:</i> Day		<i>Ni:</i> Yes	<i>Stjarn:</i> Star	<i>Vaext:</i> Plant
<i>Djur:</i> Animal		<i>Niu:</i> Nine	<i>Stor:</i> Big	<i>Vatten:</i> Water
<i>En:</i> One	<i>Hus:</i> House	<i>Norr:</i> North	<i>Svart:</i> Black	<i>Vest:</i> West
<i>Faa:</i> Few	<i>Huvud:</i> Head	<i>Nul:</i> Zero	<i>Svaerdbo:</i> Sword	<i>Vit:</i> White
<i>Farkost:</i> Ship	<i>Kort:</i> Short	<i>Ny:</i> New	Worlder	
<i>Fem:</i> Five	<i>Kvaell:</i> Night	<i>Oega:</i> Eye		
		<i>Oel:</i> Beer		

GENDER AND THE SWORDIES

Men are the winds: full of energy, moving in fits and gusts. Women are the sea: deep, moving in slow currents. Our society is a ship . . . Without wind to fill its sails, a ship goes nowhere, but without the sea, a ship has no purpose.

Unlike Imperial culture, which has virtually eliminated gender roles, the Sword Worlds still differentiate between men and women in society. To many outsiders this looks like oppression: women are relegated to *kinder* and kitchen. This is a profound misunderstanding of Sword Worlder culture.

Sword Worlder society is built around the household – the hearthfire. Semimystical in its significance, the hearthfire is a very real thing: even the meanest apartment has a small hearth where the goodwife tends the hearthfire, always keeping it burning. Men willingly tolerate discomfort and danger, secure in the knowledge that their hearthfires – and their families – are safe. The hearthfire is the only witness to the strongest oaths, those between man and wife, and the secure refuge where a man can admit his doubts and fears – and listen to wise counsel. The hearthfire is home, family, and honor.

The hearthfire, or rather the woman who tends it, is the voice of reason. A man may be bold and daring, given to heedless promises, but he has a “safety net.” Aric may declare he’ll raft down the Brandi River at flood, but if his wife reminds him of what will happen to his children if he’s killed he has a face-saving reason for canceling the trip. No true Sword Worlder man needlessly neglects his responsibilities to his hearthfire; likewise, no true Sword Worlder woman intervenes except in truly important matters, and even then only in private.

The functions of tending the hearthfire and providing counsel extend beyond the household. Sword Worlder women form informal social networks, in contrast to men’s more formal organizations, exchanging information and guiding their menfolk. A man listens to his wife; a man who does not is scorned.

This setup has implications beyond the Sword Worlds. For example, Sword Worlder diplomatic affairs are very formal, with none of the “back channel” communication expected by Imperial diplomats. Women conduct the informal communication; while the ambassadors are negotiating, their wives are chatting at social functions.

PRIDE

Sword Worlders are frequently characterized as proud. This is true on two levels. First, a Sword Worlder takes pride in his ancestors, who colonized a subsector with virtually no resources. Second, a Sword Worlder takes pride in his accomplishments.

FORMALITY

Sword Worlder society is more formal than its Imperial counterpart, although not nearly as formal as that of the Aslan Hierate. There are definite rules governing behavior. As responsibility is such a large part of Sword Worlder culture, many of these rules deal with claiming, granting, and accepting responsibility and authority. While an experienced Sword Worlder knows that outsiders won’t follow these rules, they are so deeply ingrained that he still reacts

to violations as rudeness. Inexperienced Sword Worlders usually assume that rudeness is a deliberate slight – which it would be, from a fellow Sword Worlder.

Paradoxically, formal rules make Sword Worlders much more relaxed among themselves; everyone knows how to behave and what a particular action means. Members of an informal society that lacks clearly articulated rules are forever guessing. Sword Worlders aren’t.

This relaxation becomes obvious when Sword Worlders are in their home communities. Families often remain in the same neighborhood for generations and socialize with their neighbors. A *Thingman* may live beside an old school friend who became a janitor; both men can relax together and remain friends – social rules may limit the subjects of their conversations, but no rules prohibit their friendship. Sword Worlders do not understand the Imperial notion that socializing with poorer people is somehow “beneath” the wealthy.

MILITARISM

Sword Worlder society is viewed as, and often is, militaristic. For example, defense of the community is the duty of every Sword Worlder male, and membership in regional self-defense units is almost universal. Most men also enlist in the regular armed forces before moving on to their adult occupations.

Yet the “militaristic” label applies even to civilian organizations. The original colonists were in various military units; in the transition to a civil society, various aspects of that culture crossed over. Personal responsibility is a part of the Sword World psyche, and Sword Worlders feel uncomfortable when there is no clear chain of command. While “responsibility” in the Imperium frequently means “accepting the blame” without having any

actual control, in the Sword Worlds the responsible person *must* have the authority. Sword Worlder managers thus tend to be more autocratic, with clearer responsibilities and obligations than their Imperial counterparts, but they also accept blame for failures as well as claim credit for successes.

REPUTATION

The combination of responsibility and “love of community” produces Sword Worlder “touchiness.” Reputation amongst peers is paramount, and a Sword Worlder will do whatever it takes to maintain and enhance his reputation. Many Sword Worlders like to believe that their courage is an intrinsic quality that other Human cultures don’t have. In reality, most Sword Worlders act the way they do out of fear how they would be treated if they acted in a disreputable manner. In many ways, this is an extension of a military

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