

PROCOPIA

Astronavigation Data: Procopia system, Tapani sector, Outer Rim

Orbital Metrics: 343 days per year/27 hours per day

Government: Great Council

Population: 480,000,000 (Human 90%, Other 10%)

Languages: Basic

Terrain: Island chains

Major Cities: Estalle (capital)

Areas of Interest: Estalle Island, Lalos Island, Destato Island, Davla, Crispo Isle, Shey Tapani University, 3 Imperial-Class Spaceports

Major Exports: None

Major Imports: All

Background: Procopia is a verdant world of warm oceans, and thousands of large islands of grassy plains and small woods. The weather is mild throughout most of the year along most of the island chains (except for those close to either pole). Though there is a rainy season along the equator which runs through most of the winter.

Davla is Procopia's one proper continent. Located on the southern pole, it is pummeled by gale-force sub-zero winds through most of the year - when it isn't being buried by molten lava from the hundreds of active volcanoes seething across its surface. Needless to say, few people live there all year around, though numerous lodges dot the coast in areas least likely to be buried in volcanic ash. In the brief summer months, nobles and politicians travel here to hunt the elk-like baranda and to fish (or at least pretend to while hatching plots and alliances).

Large urban centers are built upon many of the islands. Many are private preserves owned by houses; residential zones for the house nobility when they stay on Procopia. Others are devoted to government or the service industries which surround government.



Procopia culture is dominated by politics. Everywhere one goes, one sees statues, marble halls, great shining spires, and noble museums that serve as a constant reminder of Tapani's great glories.

TRADITION AND POLITICS

By ancient tradition, Procopia is neutral territory - no house quarrel or feud can be pursued through violent means while on the capital world. This means no duels, no poisonings, and no assassinations (even common fist fights among nobles are frowned upon here, and may mean social ostracism for weeks or months for the participants).

This edict is strictly observed, and woe to the noble who violates it - his own house may disown him. In a sector where house relations are so delicate, no one can afford to have government disrupted by blood feuds and house wars. Of course, there are those who break the taboo, but they take extreme care to avoid detection.