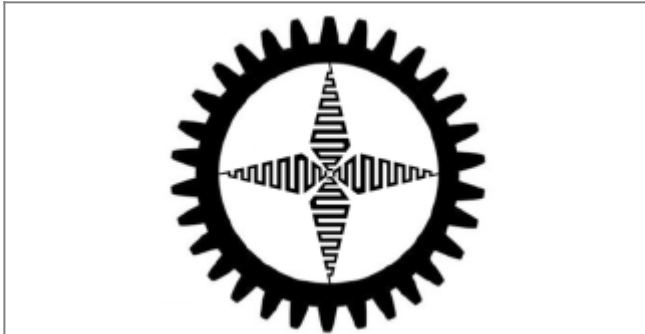


Freespacers

Nomadic, cyberpunk, pseudo-religious and quasi-human; The Freespacers are a thinly spread culture of cyborg merchants, hackers, pirates, and revolutionaries that intermingles within the borders of other races, just as much as they possess their own territories beyond commonly known space. Thanks to a vast and incredibly sophisticated network known as the polysentience, the true borders of their nation could instead be cyberspace, joining seemingly disconnected individuals despite light years of distance between them.



-*"The Allfolk Sigil", a common Freespacer motif-*

Being effectively anarchists as a whole, they have no longer have any one singular governing body, instead existing as one vast hydra of interconnected and yet varied organisations, with a variety of different viewpoints. Rather than see this as a weakness, they pride themselves on examples from the past, where throwing away the rule book has made them incredibly difficult to wipe out.

Strangers from other races are now welcomed into the ranks of the Freespacers with open arms, but, of course, such a life of true freedom is not always easy. Conversely, beings from this race are also free to work within many foreign organisations, such as the [Star Army of Nepleslia](#), too.

[Learn more about creating a Freespacer character here!](#)

Social Organisation



Use of [mindware](#) and the [polysentience](#) means that all Freespacers may vote on subjects instantaneously, traditionally making them a total democracy right down to the level of individual ships. Crimes and corruption are not unheard of, but information spread through this network means that individuals can generally expect a fair trial. Any punishments administered can thus range from light to very heavy handed, entirely depending on the size of the space station, the desperation of the citizens, and the wealth of resources.

They also have an incredibly high number of [robotic or android](#) members within their ranks, reaching as much as 75% vs organics in some groups. Lastly, there is also the subject of [Freespacer Types](#), a genetic holdover from when an older totalitarian organisation known as the *Free State* existed for many years in total isolation.

True to their name, Freespacers still vastly prefer permanently living in space stations, wandering spacecraft, and asteroid bases, but the nature of dealing with other species means they are often forced to walk planet-side in modern times, regardless.

Modern Freespacers often form themselves into large groups called *cadres*, though this is merely part of a strength-in-numbers approach to internal politics, and some may simply choose to remain independent.

Cadres

- [The Wire Guided](#)
- [Viridian Array](#)

- [Astral Locksmiths](#)

Culture

- [Freelancer Types](#)
- [Automata](#)
- [Freelancer Languages](#)
- [Freelancer Lifecycles](#)
- [Complete History of the Freelancers](#)
- [The Art of Never Again](#)

Territories

- [The Great Lighthouse.](#)
- [Arsenal.](#)
- [Planet 188604 \(The Throne Of Brass\).](#)
- [Null And Void.](#)
- [Port Hope.](#)
- [Freehold Factory.](#)
- [List of miscellaneous Freelancer territories.](#)

Treaties

- [Dion-Free State Protectorate Treaty](#)
- [1st IAC-Free State Aid Treaty](#)
- [Wire Guided Trade Agreements](#)

Unique Technology

Personal

- [Mindware](#)
- [Neplesian Mindware](#)
- [Polysentience](#)
- ["Finagle's Revenge" Recoilless Rifle](#)
- [Voidwalker Suit](#)
- ["Moondyne's Graft" Hackable Voidwalker](#)
- ["Pathless Journey" Polysentience Learning Node](#)

Artificial Intelligence

- [Junkers](#)

- [Liquid Ally](#)
- [The Swifts](#)
- ["Militant"-Series War Automaton](#)
- ["Partisan"-Series War Automaton](#)
- [Deathcrawler Auto-Tank](#)
- [Synthetic Intelligence](#)
- [StratOps](#)

Ships & Transport

- [Traveller Shuttle](#)
- [Phantasm Gunship](#)
- [Nomad-Class Solarfoil Corvette](#)
- [Don Quixote](#)
- ["Divine Comedy" State-Issue Ayame](#)
- [Gypsy-Class Industrial Ship](#)
- [Mothership "White Lament"](#)
- [Rift Generator](#)
- [Ley Lines](#) (A secret dimensional gate system used for rapid transport.)

Ship Systems

- [Starlight Cells](#)
- [Inertialess Drive](#)
- [The Grinder](#)
- [Automanufactory Module](#)
- [Freepacer Damage Control Kits](#)
- [Entropy's Shroud Electronic Warfare Suite](#)
- [List of Freepacer Starship Weapon Systems](#)

More About The Freepacers

- [Creating a Freepacer \(Old Version\)](#)
- [Freepacer FAQ \(Outdated\)](#)

Characters

Here is a list of freepacer characters:

A

- [Antibody Scarlet One-One 11-2189-8731](#)

B

- Battledancer Acubens Null Seven
07-2216-1119
- Bodytailor Orion 72-3933-9428
- Boostrunner Lance Zero Six 91-5312-0110

C

- Calvin "Cal" Kane
- Castellan
- Codebreaker 79-4288-1420
- Codebreaker Arccos Two Three 52-9683-7587

D

- Datajack Bootsector Eight-One 81-5102-9916
- Datajack Chance 65-8713-5510
- DJ ENTropic
- Druidess Dream Zero Zero 00-0018-2475
- Druid Vista Five-One

G

- Gearhead Michael Two Three 23-1659-2450
- Gearhead Quicksilver Nine Four 94-5182-5212
- Genesculptor Six Three 63-5262-8271

G cont.

- Groundbreaker Eight-Four 4242-4286

H

- Headdrain Aurora Six-Two-6396-8472
- Hex

L

- Linelayer Hammerhead Eight Eight 88 7026
1428

N

- Naffie
- Nightraider Piat Baker 95-1809-0103

P

- Phage Nine Two B 92B-4561-8893
- Polysentience Pratima Fourty Eight
48-0420-6262
- Prince Hassan
- Puppetmaster Crydix Zero Six 06-93810-1948

R

- [Rasalas](#)

S

- [SCUMCLEANSER](#)

T

- [Techhead Digi Eight Six 86-1873-0092](#)

W

- [Wayfarer Somerset Two One 21-5642-4864](#)
- [Widgethead Method Nine Five 95-3097-5137](#)

OOO Notes

Primitive Polygon completely revised this article on 2017/05/15 15:45. The old guide can be found at [Freespacers \(Old Version\)](#).

species	
Species Category	human
Nanomachines	Average
Symbiotics	Perfect
Pharmaceuticals	High

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