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Subject: Religion, skills, Homeworlds, etc.

The Exodites are a Yazirian religious group that believes Yazirians were the subjects of an unidentified insectoid race who ruled the Yazirian's homeworld. According to Exodite teachings, a female Yazirian named Anarla Erkon heard the "voices of the stars", and led the Yazirian people on an Exodus to the Frontier. In addition to insectoid Overlords, Exodite theology also speaks of one-eyed demons whose purpose was to hunt and kill Yazirians.

(The Overlords are Klikks and demons are heliopes, from SF 3. This one ties into some complex campaign background I was working on, namely what the Homeworlds were like.)

The Family of One is an offshoot of the Exodite Church who believe that the planet Hentz is the divinely appointed home of the Yazirians, and that the only point of the Exodus was to bring them to Hentz. All members of the Family consider themselves related and use the terms Brother and Sister to address each other. All members of the Family must live on Hentz (although they may visit other worlds) and wear uniforms denoting name, age, profession, rank in the church, etc.

The Family of One owns the Galaxy Overall Development Company, a terraforming megacorp. Although they consider Hentz the true and perfect creation of God, the Family of one sees all other worlds as open to terraforming. Other religious groups have disagreed with this stance and formed a new cult, the Defenders of the Divine Will, to oppose terraforming.

(The Family of One gets mentioned in Alpha Dawn & Zeb's Guide, GOD Co, in ZG, and the Defenders in a Dragon article.)

The Warrior's Path is an ancient Yazirian religion that holds there is a hierarchal structure to the afterlife, with varying levels of paradise spread around a Worldtree. Those "who follow the warrior's path" believe only in the traditional forms of life-enemies, rivals or opponents that one endeavours to destroy. The Warrior's afterlife shows this; the highest level of the Worldtree is for those who destroy their life-enemy. The succeeding levels are (in descending order) for those who die fighting their life-enemies, those who die for other reasons without defeating their life enemies, and for those who never pick a life-enemy.

Followers of the Warrior's Path often use archaic melee weapons. Non-Yazirians are allowed in this cult, and many Humans, Hummas, and Saurians have begun to join.

(Sorta inspired by Viking mythology.)

The Vrusk Church is an ancient social institution of the Vrusk people. It holds that a divine entity (referred to as the Divine Imperatrix), rules the cosmos and decides the final fate of each soul before it is placed on the mortal plane. The Vrusk also

believe that this final fate is foreshadowed by its success in life, meaning Vrusks successful in business are destined for Heaven. (For the most part, this allows Vrusk to be as ruthless as necessary in their business dealings, as they try to prove they belong in Heaven. Furthermore, the belief that they don't control their own fate allows them considerable latitude to create codes of behavior, because they do not fear offending the Imperatrix.)

(Have mixed feelings about this one myself. Mostly I was trying to invoke a sense of extreme "capitalist Protestantism". The idea of giant capitalist insects strikes me as very Social Darwinist, but I've never been able to work it out to my satisfaction.)