

defined and appointed by members of the compact. In the province of Southern California, the Free Protectors Network is the primary approved source of help in a crisis, and the Independent Investigators Network is the primary approved investigative body. Signatories set their policies at annual conferences through similar democratic systems as most institutions.

The compact does not supersede the broader law, so a signatory can still be arrested and tried if caught committing an illegal act by a non-signatory. Additionally, signing the contract does not prevent a signatory from breaching the terms of the compact, for instance by calling on the broader legal structure if they choose to. Doing so will simply violate the terms of the compact, and require a hearing to determine if the offender can remain a member of the compact.

Members frequently congregate and associate among themselves. Often a part of town or a building or set of floors in a housing tower will be known as a Lib area, just as members of many religious or social identity groups congregate. The membership of the group can include a surprising mix of right-leaning libertarians, left-leaning anarchists as well as counter culturalists, non-affiliated political radicals, and members of historically marginalized groups such as immigrants and refugees who have low trust towards the government-run system of law.

Journalism

In many ways, journalism is practiced similarly to how it has been done historically, with the major distinction of being freed from the financial coercion of advertisers and wealthy owners. News media institutions exist as co-ops within which journalists have broad freedom. Journalist characters can be affiliated with a variety of institutions, including legacy organizations and new ones.

The Los Angeles Times is the widely read mainstream chronicle of news for and about the Los Angeles region. The Times has a staff of over 1800 professional journalists and roughly as many regular non-staff contributors. The cooperative is managed by a board of twenty-nine members in which twelve seats are chosen by the staff, twelve by the subscribers, five by the other twenty-four board members. The Times maintains bureaus on every continent, as well as on Luna, Mars, and in Med Earth Orbit. They have a subscribership of 2 million and reach a weekly audience of nearly 20 million people.

Characters affiliated with the LA Times are typically somewhat old-fashioned in their dogmatic neutrality and adherence to conservative views on reporting. They are generally thorough and competent investigators with strong connections, but may be beholden to their need to protect access.

The Santa Monica Times, The Orange County Register, and The Long Beach

Press-Telegram are each smaller traditional news operations that cater to the readership tastes of their specific city. They're each between half and a tenth the size of the LA Times, but their editors operate under an implicit expectation to present views that augment and challenge the coverage of the LA Times. As additional mainstream media co-ops with an

attachment to tradition, the differences in culture may be modest, but they take their mission to provide readers with diversity in coverage seriously.

Characters who contribute to any of these may be typical professional journalists. They may perhaps be less professionally successful than the reporters for the LA Times or possibly possessing an iconoclastic disposition despite an otherwise old-fashioned attachment to journalistic tradition.

La Opinión is the second largest media co-op after the LA Times. It has a subscriber base of 1.4 million and a weekly audience of 12 million. Though La Opinión publishes in a dozen languages (like most media), it retains a policy of using Spanish as the language of drafting to maintain the qualities that historically distinguished it as the largest Spanish language print news daily in the United States.

Characters who work for La Opinión are straightforward mainstream journalists who do good work with a less reverential and self-mythologizing attitude than many writers for the LA Times.

KNOCK LA is known as one of the most dogged independent news outfits in SoCal. Their subscriber base of 600,000 supports a staff of 900, not just financially but with participation in one of the most well-organized citizen journalism networks in Pacifica. KNOCK takes pride in relying more heavily on whistleblowers and embedded mid- and lower-level staff sources than on contacts with positions of influence in order to relentlessly uncover abuses of power and other misbehavior of public interest.

Characters who work for KNOCK are likely to be counter-culturalists and political radicals who prefer making the powerful uncomfortable more than making themselves comfortable.

Pasadena Community College Media (PCC Media) is the student-run media network of Pasadena Community College. PCC Media's newsroom and broadcast studio has a higher turnover of contributors than most media co-ops due to its majority student staff, but it's known for elevating the voices of many early career journalists alongside many respected seasoned journalists. It has a reputation for presenting news and culture within the mainstream of its audience, which is slightly younger and more progressive than the average of Southern California.

Community Posts are small citizen journalism networks that are usually organized by neighborhoods and cities (such as the Koreatown Community Post, the Inglewood Community Post, etc.). Community Posts rely on networks of thousands of amateur contributors to provide the fastest on-the-scene coverage, often of hyperlocal events like downed power lines or traffic accidents. The tone of coverage is far less professional, and overall quality varies greatly between local chapters, but the near universal placement provided by so many contributors make Community Posts a recognized and valuable component of the media landscape.

Characters who are a part of a Community Post are likely not full time journalists, though they may still have years of experience. If they're a part of any guild, it is likely the Union of Independent and Citizen Journalists.

CalMatters is a national media network dedicated to in-depth policy coverage. CalMatters provides political coverage, but emphasizes its fundamental focus on policy, and attempts to cover politics through this lens.

Fairness and Accuracy In Reporting (FAIR) is a media analysis network focused on providing news on the state of the media industry and holding journalists and media organizations accountable for the quality and fairness of their coverage. It is a preeminent media watchdog within the diverse and sometimes contentious media analysis and criticism subculture.

The News Guild of the Communication Workers of Pacifica (TNG-CWP) and **The National Union of Journalists (NUJ)** are the two dominant trade unions of journalists in the LA region. They provide professional mentorship, organization, representation, and legal assistance to members to support the health and functioning of the industry and its workers.

The Social Union of Independent and Citizen Journalists (USICJ) is a trade union that organizes journalists unaffiliated with traditional media organizations.



Wanderingmeemo

prescriptions meant to fully transform the culprit as much as is necessary to produce an individual who would never commit the violation in question again. It will seek to provide comfort to those affected and reassurance to the community that they should have no fear of a reoffense. This may require multiple years of [detention](#) with counseling, relocation to an area where the victimized will not need to interact with the culprit, and/or a set of enforced requirements that the culprit adhere to which are intended to force them to spend the rest of their life fulfilling some measure of the lost potential of the person who died. Overall, the process is meant to undo as much of an irreversible act as possible without imposing purely anger-motivated costs on the world beyond what has already been lost in the process.

Treatment of unreformable individuals

Because detention is used purely for the purposes of assessment and rehabilitation, involuntary incarceration of longer than five years is highly uncommon. In cases where a court concludes that a person is beyond rehabilitation, they are given the option of either indefinite voluntary supervised detention (with the option to be periodically reassessed to determine whether they've become capable of reform) or else banishment.

Banishment consists of finding another place far away that is willing to offer housing and integration into a new area to an individual so that they can start a new life. It comes with clear instructions of where the sentenced person may not travel under threat of incarceration and resentencing. They can petition to have a banishment lifted or for a limited visitation or supervised passage to another area with satisfactory cause, but otherwise individuals who violate their banishment or reoffend in their new home may eventually find themselves welcome nowhere at all. In such cases they have no other available destination besides permanent detention or one of roughly two-dozen banishment colonies. These colonies are lawless islands where no food or shelter is provided and no government enforces any law or human right.

Regulation of Weapons

The construction of most weapons is not banned, but the construction of a weapon used for harm carries liability for anyone who produced it or played a hand in passing it along to its final user. Most weapons are crafted specifically for an intended end-user in mind, and the creator and chain of custody of a weapon is public information. To make or transfer a weapon discreetly is considered highly suspicious behavior, and doing so can lead to severe consequences if a weapon whose source was conceded is used to cause harm. Though uncommon, exchanging a weapon without publicly documenting its transfer can at times be grounds for criminal prosecution by itself.

The Liberty Compact

The Liberty Compact is a set of agreements entered into between signatories on how to resolve disputes. It is a means for libertarians and anarchists to set up a parallel social contract with its own pseudo-legal structures. For example, Liberty Compact Signatories - colloquially known as "Libs" - agree not to call on most mainstream law enforcement to resolve an issue. They agree to seek judgments against one another in courts of arbitration

Courts of Law

Courts of law are similar to the modern age in their use of judges and juries, though their culture is quite different. Entities accused of committing wrongdoing are entitled to a public trial presided over by judges appointed by a legislature. The biggest change is that the goal of any court is to serve the public good rather than categorize people in rigid definitions for the purpose of preserving faith in a system of ruthlessly impersonal legal structures.

For example, if a person in the present day is charged with robbing a convenience store, the court first seeks to identify if they are the person who robbed the store, then which of a dozen possible violations they committed. Was it burglary? Burglary and Assault?

Aggravated assault? What enhancements apply? Once it is determined that the accused is guilty of the terms selected, they are sentenced to punishments according to a complex rubric meant to establish roughly consistent punishment of similar offenses.

In game, a court is tasked more broadly with identifying what happened, who it affected, how, and why. The responsibility of the court is to attempt to undo harms and diminish the likelihood of future harms. Courts are typically presided over by a panel of three or more judges, who are referred to by name and the title of “Judge” without antiquated honorifics. They dress in modern professional attire and sit at ground level with the rest of the court.

Sentencing and Restoration

In the case of an armed robbery, the court may require the culprit to restore the wellbeing of the violated through apology and reasonable acts of service. It will assess the motivations of the culprit and assign a sentence informed by research to most likely change their behavior. That may be some combination of a brief detention, group therapy, public shame, or family intervention. All of this is on top of an expectation to replace what was taken.

Exclusion

Because of the highly transparent nature of society, individuals who commit harm are publicly known, and will likely face exclusion from many recreational spaces for a time. Unlike in the present, where such a mark can lead to a devastating loss of housing or income, such a mark will not interfere with access to basic necessities, but will likely cause exclusion, until amends are made to the satisfaction of the public. It may limit the restaurants or theaters available to someone. Most places exercise exclusion judiciously, though, so a mark of theft from 18 months ago won't likely prevent someone from joining their local art studio, for instance. It might prevent them from being granted unsupervised access until they've built up sufficient trust, though.

Unrestorable Harms

In the case of crimes which cannot be undone (such as murder), it's understood that the consequences for the culprit will be lifelong. Rather than demonstrate this through permanent incarceration or capital punishment, the court will attempt to identify a set of

Technology

Technology underpins a lot of the thrills and escapism of these stories, and traditionally offers the foundation for philosophical themes around which many sci-fi stories are built. Here are some descriptions of the ways players encounter the technology of the era within stories.

Biotechnical Augmentation

Cybernetic augmentation is a central element of cyberpunk with which most sci fi fans are very familiar. This world can accommodate most of these, however cell therapies, genetics, and chemistry are more typical tools than electronics. The GM will set the tone, but the choice to replace a lost limb with a regenerated or vat-grown one instead of a prosthesis is encouraged. This is reflects two distinctions from traditional cyberpunk that players and GMs should consider:

1. Cyberpunk was heavily influenced by the 1980's, and mechatronics were the futuristic tech of the era. Today, genetics and cell biology occupy similar places in the cultural imagination.
2. Cybernetics have often been used in cyberpunk to explore themes of incompatibility between humans and technology. Solarpunk invites audiences to consider what it would mean to dissolve artificial boundaries, including those between humans and technology.

Major lifestyle augmentations and their subcultures

While many people have one or several minor augmentations for health or convenience, there are some subcultures based on the use of multiple augmentations that drastically shape their lived experience. These people are often called *modificados*, or *modos*. Most of these modifications are somatic in nature, meaning that these changes are not hereditary. Few mod artists will perform germ-line gene editing for purely elective reasons because most consider it unethical (though not all). As a consequence, most modos still produce children who remain “stock-human” or “heirloom human” (as minimally-modified humans are known).

Aguamodos

Aquatic adaptations are often coupled together. While not everyone with modified hemoglobin for enhanced breathholding has gills too, most people with gills have enhanced hemoglobin, enhanced cellular respiration efficiency, underwater vision, and tolerance to cold. People who've modified themselves sufficiently to spend long durations underwater are referred to as “aquatic modificados” in formal terms and “aguamodos” in casual discussion, or sometimes just “aguas” or “aguados”.

Aquamodos vary significantly in their behavior and lifestyle. Some are dedicated surfers and lovers of the ocean who live on land but spend their days in the shallows of lakes and oceans. Some spend weeks at a time excursions in groups that hunt, live, and sleep in the sea. And while rare, some reject the land entirely, and may treat the people who live on it with deep hostility. Such aquamodos may have augmentations that make living on land impossible (such as merfolk tails), and may identify as fae folk.



Astromodos

Astromodos are people who've acquired modifications to facilitate living off-world. These include resistance to many of the deleterious effects of life outside of Earth's gravity, atmosphere, and radiation belt. Some are settlers building lives on Luna or Mars. Others are adventurous travelers who crew the ships carrying people and cargo within low-Earth orbit and between all outposts beyond. The most hearty of the Astros will prove their mettle by sprinting from one airlock of a ship or station to another via thruster, magnetic boots, or grapnel without the protection of a pressurized extravehicular activity suit. Typical modifications can allow around 4 minutes of conscious activity in the vacuum of space, and 20 minutes of survival. The endurance record is held by Lucinda Starchart, who fully recovered after enduring 48 minutes of exposure to vacuum during a catastrophe at the Yohoni lunar factory in 2109, likely by virtue of putting on a nose clip and goggles before losing consciousness.

Southern California Investigative Society

Investigative Societies are analogous to the FBI, or state investigators. They include the Southern California Investigative Society, the Investigative Society of British Columbia, The Pacifica Investigative Society, etc. They operate similarly to city detective leagues, but select only the most experienced and clever investigators in order to solve crimes and unravel mysteries larger in geography and scope than city detective leagues. Friction and egos may emerge when cases attract the attention of both city detective leagues and regional, national, or international investigative societies.

Interplanetary Society of Investigators

The Interplanetary Society of Investigators is a trade union that coordinates between investigators separated by vacuum. It doesn't operate as a primary investigative agency, but rather coordinates intelligence sharing between various investigators and agencies.

Independent Investigators Network

The Independent Investigators Network is a loose confederation of private eyes that choose to operate with a degree of distance from the structures of city detective leagues. They find and take cases directly from individuals or groups who for whatever reason either choose not to work with city detectives or cannot secure their cooperation. It is for this reason that they are the investigators of choice for signatories of the Liberty Compact.

Medic Networks

Medics and emergency medical responders are organized, trained, and credentialed through networks typically affiliated with hospitals and other caregiving institutions. Medics all respond to crisis calls regardless of which protector agency might be preferred.

Firefighters' Brigades

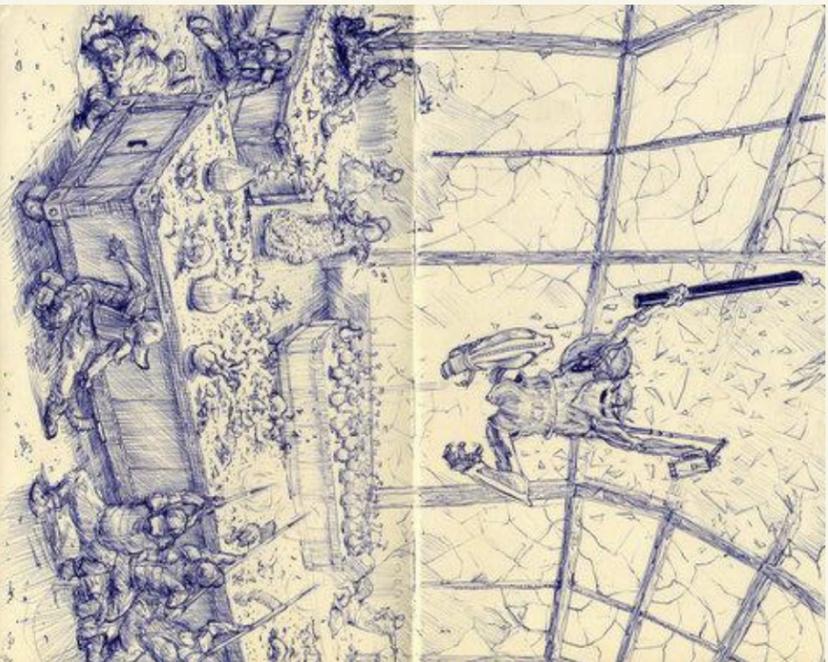
Firefighters are organized in local brigades for responding to localized environmental dangers. They maintain lines of communication with county, provincial, national, and international organizing bodies for sharing training approaches and coordinating in the case of larger disasters.

Crisis Agencies & Civil Defense

The national Civil Defense of Pacifica and other civil defense forces operate as non-combat military branches which respond to extreme emergencies. These fall within the category of crisis agencies: institutions which exist to respond to extreme weather, infrastructure failure, public health emergencies, etc.. These are described further under [Militaries](#). They generally aren't active outside of a state of emergency, but there is a substantial overlap in membership between firefighters and defenders. It would also make sense for characters who are members of a crisis agency or a member of the civil defense to also be a member of a protectors network or another local municipal service organization.

Los Angeles Protectors League (LAPL)

The LA Protectors League is the primary modern crisis response agency in the city. LAPL volunteer responders do not carry firearms and participate in a rigorous screening and training process to confer membership only on those who demonstrate a temperament suitable for humility and service. They pride themselves on a strict application of their codes of duty to all, even one another. Most are trained martial artists and all follow a strict code of conduct that requires efforts to deescalate all situations and a commitment to the preservation of light & life above all else. It was out of appreciation for these qualities that the LA city council appointed them the primary designated protector agency for the city in 2111.



Los Angeles Free Protectors Network (LAFPN)

The LA Free Protectors Network follows a loose but simple directive: care for the needy and oppose the oppressive. They exercise relaxed oversight of their members, but are well known to tolerate no corruption or deliberate departure from their mission of doing good. Within these terms, members are free to use whatever means they prefer to achieve an acceptable outcome, with all efforts made to resolve situations without the need to bring anyone into contact with the broader criminal justice system. For this reason, they are the go-to source of aid for signatories of the Liberty Compact. It is understood by all, however, that any member arrested by the larger legal system is expected to answer for those charges.

Los Angeles Detective League

The LA Detective League is the local chapter of the ubiquitous City Detective Leagues. These locally-organized volunteer societies recruit, train, and supervise their own roster of volunteers in the same way as most other protector and investigator agencies. The LADL are regular partners of the LACOP and LAPL in solving mysteries to apprehend wrongdoers, collect evidence, and uncover the truth in pursuit of restoring victims.

Survivalist Modificados, Locomodos, and Fae Folk

People who possess a collection of modifications intended to allow for indefinite survival in the wilderness are called Survivalist Modificados in technical discussions and “locomodos” or “locos” in casual discussion. These slang terms can be interpreted as affectionate or disparaging depending on the context and tone of voice. Basic survivalist modifications typically include resilience to temperature and heightened senses of sight, hearing, and smell, along with reduced dietary requirements which allow one to live more lightly on the land. Visible non-human animal traits such as fur and claws are common, and often delineate cultural differences in lifestyle and relation to the wildlands. Individuals who retain a human appearance often wear clothes and live in fabricated structures at the edge of developable land. Those who grow fur or commit to other extensive bodymods often forgo clothes mostly or altogether and live further out in undeveloped wildlands. These people may practice any number of ideologies or belong to alternative identity groups, including the fae, who emulate the mythical denizens of the forests. Though with all things, cultural delineations are fuzzy.



Locomodos are often recreational explorers or live within the wider mainstream community, even if they may prefer to reside in rural settings. Though exceptions exist, fae folk are more likely to live in cloistered communes in wildlands where permanent structures are forbidden. The wildlands are spaces where few rules are enforced by governments. In these spaces, fae folk will set up food gardens and manage their own rules on who can partake from their wild gardens and reside in the territory they occupy.

Are locomodos the same as fae folk?

Locomodos are humans who augment themselves to live with more capability in wilderness. Fae folk are people who model themselves in lifestyle and association after the forest spirits and fairies of legend. These two groups have a high degree of overlap, but are not interchangeable. Most (but not all) fae are locomodos. Many (but not even most) locomodos are fae. Many sovereigns and pastoralists adopt one or more survivalist augmentations, but never embrace the label “locomodo”. For details, see [Wildlands Management](#).

Like most identity classes, if you're ever unsure, the easiest way to differentiate is to ask.

Cyborgs & Transhumanists

The term “cyborg” is a cultural identifier for people who embrace the use of cybernetics to expand their organic faculties. Many cyborgs believe strongly in principles of transhumanism and posthumanism: the philosophical examination of what the species may become if untethered from limitations of organic systems. What this means varies widely from person-to-person, but typically most embrace the values of collectivism and responsibility for maintaining a balanced ecosystem (within both the biosphere and technosphere).

In cyberpunk, cyborgs are frequently used to reinforce a belief in mind-body dualism and human-nature dualism. Here, players are encouraged to explore these topics with a broader curiosity for what the synthesis of organic and technological systems could mean for the future of individuals, society, and the web of light that connects all things.



Jacob Coffin

Law and Justice

Service Organizations

Professional policing has been abolished and replaced by organizations of volunteer citizen protectors and investigators which exist alongside other first responders to aid those in need. There are multiple different organizations that fill each of these roles. All of these organizations and their responders are staffed by normal civilians with no unique authority who must follow the same laws as everyone else. They act in service, not to impose control.



Sean Bodley

Protectors are typically summoned by distress calls. Unlike in the present (in which all distress calls are routed through city emergency services via a 911 call), each city resident can choose how to direct a distress call in their personal devices. Most will issue a general distress call, which operates similarly to calling city emergency services. But some may issue calls selectively to a specific group or set of groups. For instance, [Liberty Compact](#) signatories will only issue distress calls to the Free Protectors Network or other “libs” in the area. Residents of some of the more upscale parts of town often set their distress calls to summon the more old fashioned Civilian Order of Protectors and then wait several minutes before summoning all other protector networks if a COP isn't available to respond first.

Each of these groups can be used as a template for similar groups in any major city.

Los Angeles Civilian Order of Protectors (LACOP)

The LACOP is an organization of trained responders known for a traditionalist sense of maintaining order. While they operate with a well respected dedication to service, they are known for preserving an antiquated sense of separation and elevation that many consider the primary destructive quality of police departments of the twentieth century. They are by-and-large seen as well intentioned and strict in their efforts to eject corrupt members. Even so, the Los Angeles city council designated the Los Angeles Protectors League as the city's primary response agency in place of the LACOP a decade earlier due to scandals in which LACOP members were caught showing preferential treatment towards other members in cases of minor infractions. They are still likely to arrive at the scene of distress if someone sends out a general distress message, and they may be some neighborhoods' preferred response agency.

At each level, budgets and rulemaking are performed by a large body of delegates. Unlike the vote of a representative, when a delegate casts a vote, they merely assign the starting position of all the votes held by voters who've vested a vote with them. The voters themselves may then change their vote at any time before the end of a voting window if they disagree with the position of their delegate, and can choose to switch which delegate from their district to vest their vote in at any time. In this way, every voter has the power to cast their direct vote in every legislative matter under which they live, and no delegate can ever vote against the direct preferences of their constituency.

Elections of officials are taken through ranked choice balloting, and legislative bodies seat a set number of the top vote-getting delegates from a region. So rather than fighting ruthlessly for the top position, competition to join a legislative body takes place between something like the third and fourth ranked candidates, depending on the number of top-candidates seated. The number of candidates seated varies by legislative body, but are typically between three and six.

Annual elections determine who is seated in a body, however voters can assign or reassign who sets their vote to any of the delegates which represent their district in a body at any time. The most-favored delegate of each district is the ranking delegate, and these are the delegates eligible for setting committee assignments. Because voters can declare their direct preferences on all matters before a legislative body and change their preferred delegate at any time, election polling and elections forecasting are obsolete practices. Elections overall remain lively, but gone is the sense of pure sport that characterized so much of politics in the previous century.

Voters are also afforded multiple votes, with a typical fully-vested adult possessing three. A child will typically gain their first vote when they turn 10, and then an additional vote at 16 and again at 20, provided they meet the eligibility criteria by obtaining sponsorship from fully vested members of their community. Residents in most areas can apply to gain their vote after 6 months of establishing residency in a district, with the rate at which they obtain their full number of votes varying by area.

Delegate assemblies are quite large, and democratic systems of organization are common far beyond government. A national assembly delegate will commonly represent ~200,000 people. A provincial delegate might represent ~50,000. A city council member may represent ~10,000 people. Similar democratic structures are employed in neighborhood councils, trade guilds, building resident unions and any other way in which people associate among themselves. This means that systems of collective decision making are ubiquitous, so it's common for characters in the world to have personal familiarity serving within these kinds of systems beyond just as voters.

Cyberspace and Extended Reality (XR)

Advancement in the hardware and software of virtual reality has reached a point in which it's possible to simulate a fully convincing alternate reality. This is employed across a variety of applications ranging from an augmented view of one's immediate surroundings to a convincing virtual substitute.

This technology is not magical. It relies on an array of tools to simulate convincing input for all relevant sensory organs. A standard set of XR goggles can convincingly display images at a resolution and refresh rate better than the organic eye can observe. A standard set of goggles also includes high-fidelity speakers, an olfactory reporter, and a floatie. Together, these provide sensory input that is consistent enough with biospace so as to induce no greater sensory fatigue or nausea than biospace itself. These are paired with body- and finger-tracking to faithfully match the user's avatar to their real-world posture. For additional benefit, users may employ haptic rigs and other mechanically positioned objects to replicate the feel of surfaces in a virtual environment. See [Personal Electronics](#) for details.

Users may also employ transcranial stimulation devices to activate regions of the brain directly. This technology is widely available, but not used universally during VR experiences. Transcranial stimulation is typically used to enter the fully convincing simulated state known as [deep VR](#).

Drugs can also be used to modify the experience, though most people are aware of the danger of **Faithless Reality Syndrome**, or FRS. FRS includes any case in which a person is confused or in doubt about whether they are experiencing biospace when they are, as well as experiencing a misplaced certainty that they are in biospace when they are not. FRS is a common short-term condition after experiencing highly produced works of XR art but is considered serious if persistent. It is a common consequence of improperly exiting deep VR.

The most common immediate treatment is **Bavishi-Singh exercises** (sometimes called the Bavishi-Singh test): an individual is provided a calculator, writing implements, dice, and a book of complex mathematical operations solutions, such as trigonometry and exponential tables. They then roll the dice, perform the prescribed mathematical operations with the calculator, and then perform them manually. This process demonstrates that the calculator is accurately solving mathematical operations at a speed they could not possibly perform mentally in order to confirm that they're not in a dream state. The act also creates a calming flow state that can soothe anxiety.

Bavishi-Singh exercises cannot reveal if a subject is within a full real-time simulation, but because simulations require a VR rig which a skeptical subject could feel with their hands, the logic of the exercise is to prove that one is not experiencing some kind of "Brain in a Jar" simulation. Combined with other physical exercises and counseling, it can be a powerful tool for alleviating the induced psychosis of FRS.

Neurospace and Mind Diving

In order to more directly address psychological and behavioral conditions individuals may practice VR-assisted psychonautics. While a (usually) willing subject has their brain scanned under controlled conditions, psychonauts may explore their mental dreamscapes as a simulated virtual environment. For gameplay mechanics, see [Mind Diving](#).

When XR is used in this way to explore a simulated reconstruction of a person's mental activity this is called **mind diving**, and the realm in which one mind dives is called **neurospace**. The immediate visible area is a **mindscope**. Colloquially, an individual mind dive is called a **skidoo**. Like all XR applications, there is not a single, universal way to perform a skidoo.

Schools of Mind Diving

The most common form of mind diving consists of psychonauts entering into a willing host's psyche to observe and investigate. It can be used to learn things about the host for their own benefit or for curiosity and entertainment. This form of mind diving is known as **accursioning**.

When the tools of accursioning are used on an unwilling or unaware target, this is known as **incursioning**. Incursioners enter unwilling people's minds to try and learn more about their beliefs and attitudes, or to glean critical information (such as the location of a missing child). Depending on the target, environments often look like dungeons, palaces, pyramid complexes, garden mazes or other complex, often booby-trapped labyrinths. There are circumstances under which one can petition a judge for a warrant to perform an incursion, but in most cases the practice is a highly-illegal violation of privacy.

Among the more modern schools is **obliviation**. Practitioners - known as Obliviators - enter willing minds along with the subject, who is present to observe the mind dive. This process is known as Host-in-Mind (HiM) and has only been approved by most medical boards for clinical practice in most regions in the last ten years. It has been in practice slightly longer in Southeast Asia, where the techniques largely originated.

Obliviation is used to aggressively confront traumas to assist long-term patient recovery. Dreamscapes tend to be Kaiju style. The effectiveness relative to other methods is a subject of intense debate, but subjects who speak highly of their experiences are not hard to find.

The most prominent rival school of practice to obliviation is **taming**. Tamers perform Host-in-Mind dives that seek to help patients come to terms with traumas. Dreamscapes tend to be more fantasy, with a beast needing to be tracked, cornered, and cared for to be understood. There is a common belief that Taming is more effective for prolonged traumas and Obliviation for acute traumas, but considering the early stage of these procedures, this assumption is not a settled debate within the field.

Because goods exist within a circular economy, **sustainable resource management** drives a large segment of the essentials economy.

- The widespread availability of common durable goods through libraries substantially reduces the demand for production of new items.
- Consumer goods are long-lasting and repairable, so the market for shiny new devices is much smaller and the market for parts, trades, barbers, and repair & upgrade services is much larger.
- Resource recycling and environmental management are strictly required by law, ensuring that recycling and composting centers, carbon capture systems, and biodiversity protection projects are all performed with the same diligence as the production of food, medicine, and power.
- When disposal is needed, functional items can be gifted or sold back to the same stores from which they are acquired. Non-functional items are directed to defabrication centers that deconstruct them back to their parts or raw materials.

The Grey Market consists of the acquisition and trade of items that aren't expressly forbidden, but raise eyebrows. Some items may be harmless but taboo. Some may have an ignominious history. Others may be unregulated only because they haven't caused enough havoc yet. Most items that fall within the grey market - such as [meme blades](#) or [magic wands](#) - have entirely legitimate providers who serve fully licensed end-users alongside providers and users who engage in less supervised transactions. Some may be motivated by an ideological disagreement with mainstream regulatory restrictions. Some may simply be self-serving. In either case, there are many ways to get an item or service through questionable means. But beware: the regulation of dangerous goods and services exists to ensure accountability, so getting caught attempting to evade this kind of oversight heightens consequences, and silence is a luxury commodity.

Government and Democracy

Systems of government vary, but many employ similar structures. Common among these are divided powers between independent legislatures, administrative bodies, judicial bodies, and journalistic organizations. Representative democracy has largely been replaced by forms of direct democracy by proxy in which elected representatives draft laws but all voters have the option to vote on all legislation. The governing structure (in the west coast nation of [Pacifica](#)) is best understood as an example of [Libertarian Socialism](#).

Most people consider their local county government to be the primary governing force in their lives, as these county governments hold responsibility for setting the budget and policies that ensure the availability of food and housing for towns and cities. Encompassing many counties are provinces (for example Oregon, Nevada, Southern California, Northern California, etc) which maintain governing structures between the local and national level. Above these, national governments can set policy in a similar fashion.