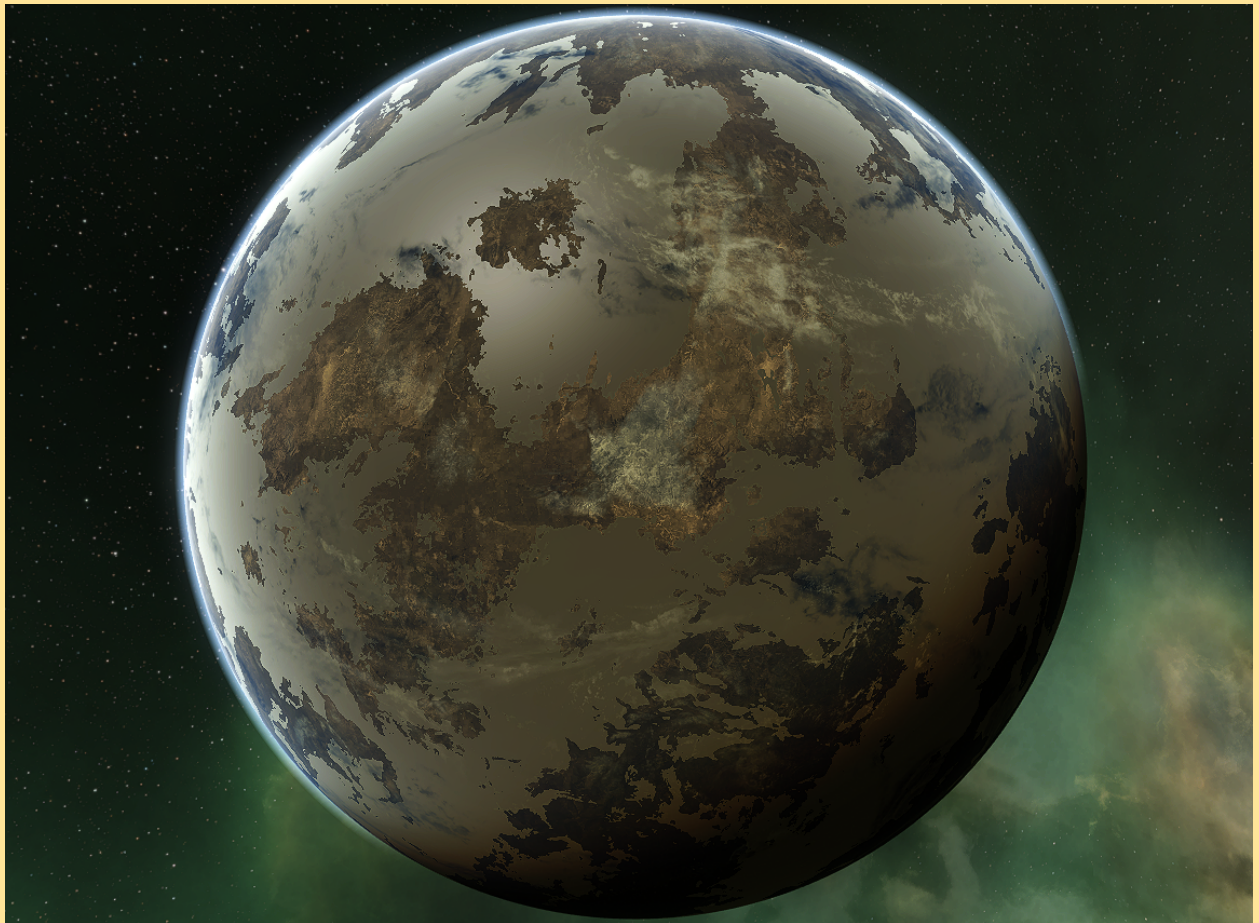


Verge Vendor, Kiartanne District
Amygnon Solar System
United Republics of Aristidia

“Country, People, Democracy. Plus Forts Ensemble.”



Colony Common Name: Amygnon III

Colony Local Name: Aristidia

Colony Capital Name: Nouvelle Revelareaux

Government Type: Democratic Republic

Component Nations: Democratic Republic of Arisdeen, Republic of Rauxtidia, Federated Union of Chantienne

Population: 4.2 billion planetside + 50k on planetary lunar colony + 750k on Amygnon VI-I Garoun Investment Bank station and associated lunar colony

Principal Exports: raw building materials (stones, clays, & metals mostly), food, starship components, military-grade small arms & vehicles, textile fabrics

History:

Original settlement and the Twelve Colonies

The history of the United Republics of Aristidia (URA) can be traced back to the tail end of the Nascent Era of the Federation, approximately 360 years ago (23000 AD), when the region of Verge Vendor was initially explored and colonized. The system of Amygnon was initially colonized around the year 23020 AD. As a whole, Verge Vendor has a reputation for being rather unremarkable in terms of geography and potential exploitable resources. However that did not stop a group of intrepid explorers from the Crux constellation from setting up colonies on the virgin world. Due to the climate of Amygnon III, establishing settlements near the equator was prohibitively difficult, and so civilization on the planet naturally developed from the northern and southern hemispheres. Only the hardiest of individuals chose to establish themselves on the planet's central regions.

While both hemispheres were still in the early process of developing, the colonies that sprang from both decided to claim independent sovereignty from their Crux overseers. The combined colonies on the planet, of which there were thirteen originally, formed a unified planetary league as their government. However, perhaps due to the haste with which they decided to declare their independence from their original nation in Crux, the league quickly dissolved less than a decade after its inception due to various infighting amongst the colonies. Some Aristidian historians suggest that the origin nation from Crux sent agents to destabilize the fledgling nation in order to reacquire the colonies under their control - this topic remains hotly debated to this day.

After the collapse of the planetary league, two of the colonies merged into one government to bring the total of independent nations on the planet to twelve. In the northern hemisphere were eight - Arisdeen, Topale, Niartanne, Roubaux, Yvelenne, Fabeux, Parfaus, and the combined colony of Garoue-Vifette. In the southern

hemisphere were the remaining four - Rauxtidia, Rasafienne, Maiselle, and Lousart. Sources of conflict that caused the dissolution of the combined planetary league were numerous, but a frequent issue was the distribution of resources and claims to resources. In the northern hemisphere, Garoue-Vifette emerged as the largest of the young nations on the planet. Rauxtidia became the powerhouse of the southern hemisphere.

The rise of Arisdeen and expansion of Rauxtidia

Decades passed and all of the nations developed at varying rates. The colony of Arisdeen was home to a small but very energetic group of colonizers. However, because of the lack of funding from the origin colony, Arisdeen remained rather feeble in comparison to its neighbors. The fate of Arisdeen and the planet was decided when a visionary leader emerged from a humble prospector family business - Jean-Dabioux Aristide (JDA). JDA was a young executive in his family business of resource prospecting, the Aristide & Co. Mining Corporation (ACMC). ACMC struck an economic goldmine after they scoured an area previously thought lacking in any valuable resources. This resource cache ended up extending into a notable portion of the small nation of Arisdeen, and so the colony quickly gained the financial means to become a powerful nation on the planet. JDA and his family business were heralded as heroes in Arisdeen, and they quickly rose in political prominence.



Portrait of Jean-Dabioux Aristide dated 23079 AD, dressed in traditional Aristidian attire which makes use of airy cotton clothing that provides ample cover from the oppressive sunlight. [1]

Jean-Dabioux Aristide had a fiery personality even before his meteoric rise to fame. He had a vision both for Arisdeen, and for Aristidia - a vision of a united planetary government that would rival their origin nation in Crux. Arisdeen rapidly developed the territory within their borders compared to other colonies in the northern hemisphere following ACMC's discovery. Although JDA at this point in time held no official political title, he commanded a significant political presence both in Arisdeen, and on the planetary political scene in general. The resource cache his business discovered extended into the neighboring nation of Garoue-Vifette, which became a primary target in JDA's mind for converting to his cause. Garoue-Vifette was rife with political instability at the time, and was struggling to meet the expectations of its citizens despite being the largest nation in the northern hemisphere by population and size. JDA orchestrated a political takeover of the ineffective Garoue-Vifette government through a series of propaganda campaigns, political posturing, and diplomatic deals. Thus, in 23071 AD, Garoue-Vifette was annexed by Arisdeen.

Following the annexation of the defunct Garoue-Vifette nation, JDA officially became entwined in politics as the president of Arisdeen in a landslide election. What would follow over the next three decades was Arisdeen continuing to rapidly expand and convert other nations in the northern hemisphere to its cause. It accomplished these means either by diplomatic agreements, covert takeovers of opposing governments, or full-blown conflict. Upon witnessing the rapid pace of Arisdeen expansion in the north, the powerful Rauxtidia of the southern hemisphere also developed expansionist policies. During the decades of rapid expansion of Arisdeen's borders, Rauxtidia was busy in the south with their own expansion. First, the smaller Lousart entered a pact with Rauxtidia and formally merged with the larger neighbor. Maisalle entered a war against the encroaching Rauxtidia empire, but it was a swift defeat against the larger and better equipped Rauxtidia armed forces. The final resistance was Rasafienne, whom Rauxtidia engaged in a grueling decades-long war.

The formation of Chantielle

In 23094 AD, after witnessing the seemingly unstoppable expansion of Arisdeen in the north and Rauxtidia in the south, a considerable swathe of concerned citizens from both hemispheres banded together and left the planet altogether. The group, over 150,000 strong, decided to set up a colony station on a moon orbiting a gas giant - they christened the colony Chantielle. These individuals dismantled their colony ships in order to set up the lunar orbital station, as well as a small lunar colony. Life was not easy uprooting from the resource-bountiful planet of Aristidia, but this group of individuals felt it was necessary to retreat from the nations they felt did not align with

their worldviews. They quickly established themselves and declared independence from Arisdeen and Rauxtidia.

The birth of the United Republics of Aristidia

In the years leading up to the formation of the Gallente Federation in 23121 AD, Aristidia was composed of the nations of Arisdeen, Rauxtidia, and Rasafienne. Jean-Dabioux Aristide remained president of Arisdeen for the previous few decades, since the country did not have term limits for presidents. JDA and the prime minister of Rauxtidia enjoyed a close relationship. Talks were rumored of unifying under a single planetary government once again, once and for all. Even the citizens of Rasafienne, who had resisted the advancing borders of Rauxtidia thus far, began to weigh the benefits of a singular planetary union versus the current more fractured state of the planet. The still-ongoing war between Rauxtidia and Rasafienne heavily weighed upon the collective consciousness of Rasafiennians. The governing body of Rasafienne, however, did not wish to join a potential Arisdeen-Rauxtidia union. While campaigning for his vision of a united planet, Jean-Dabioux Aristide was assassinated while touring the city of Nouvelle Revelareaux. The news of his assassination sent shockwaves rippling across the entire solar system.

The intense investigation that followed revealed that an assassin was paid for by the leading members of the Rasafienne government, a collection of businessmen and politicians who would stop at nothing to cling to power. Prior to any punitive actions coordinated by either Arisdeen or Rauxtidia, the people of Rasafienne rebelled against their government and promptly requested to join Rauxtidia after overthrowing the corrupt regime. In keeping with the spirit of the late Jean-Dabioux Aristide, Arisdeen and Rauxtidia mulled over final talks about forming a singular planetary government as independent member states. And thus, the United Republics of Aristidia was born. The course of these actions took place in 23120 AD, just a year before the official formation of the Gallente Federation. In the following year, agreements were finalized and the newly birthed United Republics of Aristidia formally applied to join the Gallente Federation as a signatory member state.



A historic district of Nouvelle Revelareaux indicative of typical Aristidian architecture that makes use of natural stones and clays. [2]

Nouvelle Revelareaux, or “Nou Rev” as it is commonly called, was a port city of notable importance and located near the former border of Arisdeen in what was previously the nation of Garoue-Vifette. It was one of the largest cities in the former Garoue-Vifette nation, and it was crystallized in notoriety following the assassination of JDA. A memorial dedicated to JDA’s memory was erected in the middle of the city, and the young URA elected to list the city as its capital. Nou Rev would go on to become the only recognized alpha city in the URA, and the citizens opt to remain associated with their home nation.

Chantielle joins the URA

It wouldn’t be until 23140 AD when the young government of the URA decided to reach out to the people of Chantielle about mending past relations and welcoming Chantielle into the union. At this point, Chantielle had enjoyed independence for some decades, but was acutely aware of the political situations that occurred back on Aristidia. The feelings of tension which initially drew the original settlers of Chantielle to form their own nation had subsided somewhat. Of the spacebound settlements in Amygnon, the colony of Chantielle was the most populous and well-developed. The people of Chantielle, many of whom still had friends or family back on Aristidia, longed to return to a connection to their former homeworld.

The catalyzing factor for driving Chantielle to join the URA as a member nation had to do with the increasing frequency of attacks made by the expansive Outer Regions

Republic, which claimed the territories extending beyond Amygnon's asteroid belt situated between planet five and six. The ORR at the time was a chaotic government where certain politicians held extreme power and influence both politically and militarily. Chantielle became the target of a number of ORR senators, who sought to subdue the Chantielle government in order to acquire the young nation under their control. These attacks had been going on for some years prior to the URA officially bringing Chantielle officials to the negotiating table.

Diplomatic contact between the URA and the ORR had been kept to a minimum until the URA reached out to ORR representatives to state their intention to bring Chantielle back into the fold. The goal of this interaction was to discourage further attacks against Chantielle, but the effect ended up being the opposite. In 23141 AD, the ORR amassed forces to form a blockade of Chantielle and they were poised to strike the colony until it submitted. The URA armed forces mobilized into action at a pace faster than has ever been seen in the nation's history to date. The two forces engaged in various battles over the course of the next five days. It became known as the Battle for Chantielle, or the 5-day War. The confrontation remains the most destructive battle fought in the system of Amygnon, with thousands of casualties on both sides.

Ultimately, the smaller but more well-equipped URA navy, augmented by the Chantielle forces, was able to claim victory. A truce was signed, and as part of that truce the nation of Chantielle officially joined the United Republics of Aristidia. Nicknames for the URA following the joining of Chantielle into the union included "tri-star federation" and "tri-star republic."

The URA into the modern age

In the last two hundred years the URA expanded rapidly in terms of population and infrastructural growth. With the stability of the new government, and the expansion of its borders ceased, the URA turned inward to continue to develop itself as a leading member state within the Kiartanne district. The old colony station of Chantielle was slowly disassembled and a newer, more modern construct was erected. In order to help fund the development of new Chantielle infrastructure, the government opted to lease the new station to the Garoun Investment Bank who still maintains the lease to this day.

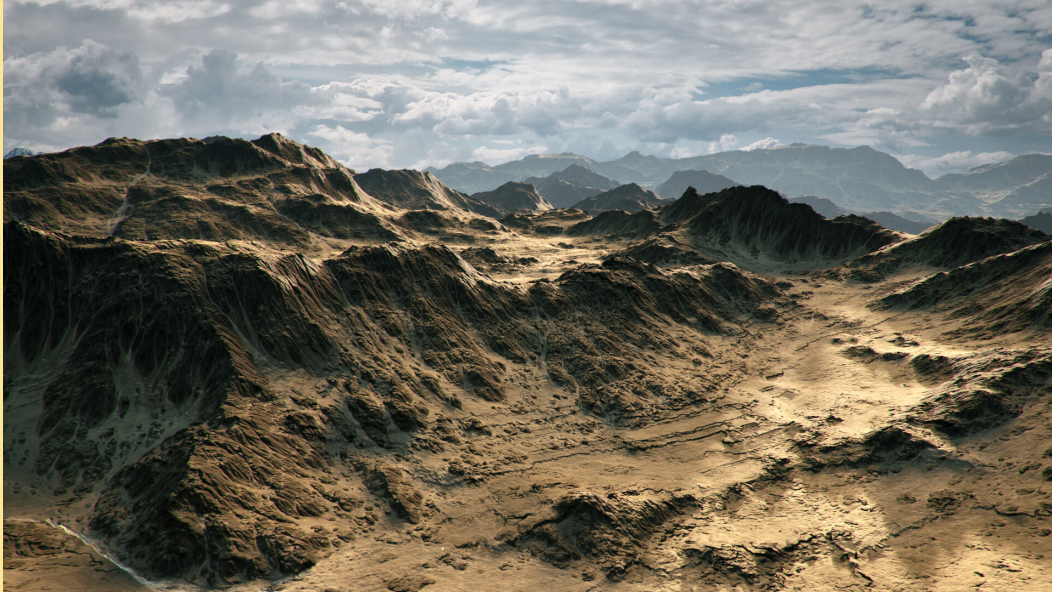
As the solar system continued to expand in cultural and political presence, the URA became one of six member states in the system. The URA may not be the largest of these member states geographically speaking, but in terms of economic activity, population, and political influence it is unrivaled. Numerous corporations took note of

the importance of the system and chose to establish a presence there - chief among these corporations were the Garoun Investment Bank, Aliastra, and X-Sense.

The original headquarters for the Kiartanne district was placed on Aristidia. The URA government was content to leave this as is, but resentment towards the URA grew by other member states of Kiartanne. Other member states felt that the URA was simply too influential in district matters, and having the district parliament situated on Aristidia meant less influence and representation for them. As a result, a motion was passed in the parliament that changed the headquarters from Aristidia to the ocean world of Theruesse III. The new district capital, the city of Courzieu, would go on to become a registered alpha city and opt to assert itself as an independent city-state in order to avoid causing further disgruntlement at the district-level of politics. However, there has always been some level of grudge held in the collective consciousness of Aristidians about the repositioning of the district capital.

The Empyrean Age brought about unique changes to the system of Amygnon, and the URA in particular. EVE University, a renowned institution for training new graduate independent capsuleers, established a primary campus in the system in YC116. The member states of Kiartanne reported an uptick in their citizens moving to become registered capsuleers, especially the URA. The period of increased capsuleer applications was short-lived, however, as EVE University opted to relocate the campus in YC124 to the system of Stacmon.

Another development in YC124 that has shaken the political atmosphere of the URA and the rest of Amygnon is the presence of a stargate construction project by the Gallente Federation. Analysts have theorized that the construction project is a direct response to the ongoing stargate construction project by the Caldari State in Samanuni. Where the new potential Federation stargate is going to lead to is anyone's guess. The member states of Amygnon are in the process of rapidly mobilizing new defensive infrastructure to prepare for whatever ends up happening.



Typical appearance of central landmass regions - mountainous and desert-like biome. [3]

Topography & Climate: Kiartanne is unique in that the entire constellation only had three naturally habitable worlds for any considerable period of time - Amygnon III, Ansalle III, and Theruesse III. Ellmay IV only became habitable after a significant terraforming project during the initial settling of Verge Vendor. Jufvitte VI only became habitable within the last 100 million years when its host star expanded into its current red giant phase - it was previously an icy rocky world. Amygnon III and Ansalle III are known as the “twin worlds” or “sister planets” because both planets orbit orange radiant stars, both sit third in line of their respective planetary systems, both orbit just above 0.7 AU from their host stars, and both feature almost identical climate systems. The settlers that colonized Ansalle III, however, did not share the same drive for expansion as those on Amygnon III, and thus it has always been less population-dense and less developed compared to Amygnon III. This fact has been a particular point of pride for the people of Amygnon III.

Amygnon III, or Aristidia as it has come to be known, is the only naturally habitable planet in the Amygnon solar system. With a radius of 5,050 km it is slightly below average size for a temperate world, but still hosts a comfortably strong gravity thanks to the presence of rich heavy metals in the mantle and crust. It is a hot temperate world with much of the central landmasses being inhospitable deserts. Only the northernmost and southernmost latitudes are conducive for plant and animal life. A full year on Aristidia lasts 226 standard days. Aristidia has a minimal axial tilt, coming in at 15°, and thus seasonal differences between the north and south hemispheres are present but not significantly different. From hottest to coolest biomes, the planet has deserts,

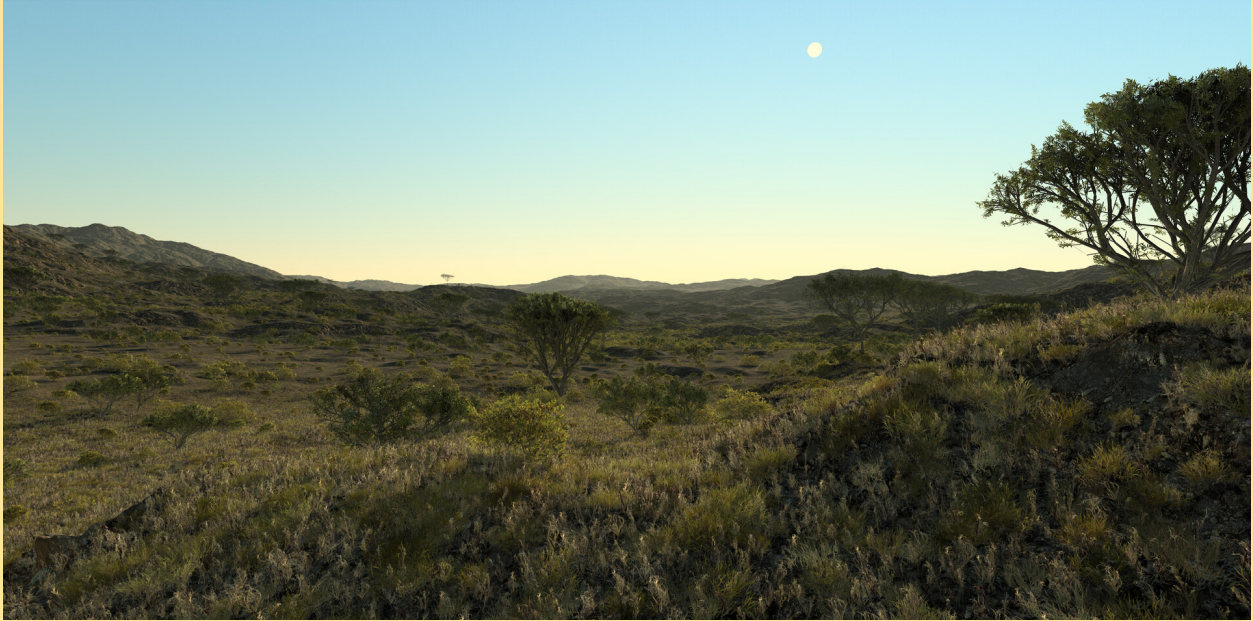
savannahs, chaparral, grasslands, and then finally temperate deciduous forests at the polar regions. Tropical forests and wetlands do exist in small numbers, and are typically the result of an area's geography rather than the general climate of the surrounding areas.



Typical biome of the latitudes closer to the polar regions, a mix of grasslands with temperate forests. [4]

Warm, moist air from the equatorial regions carries powerful rainstorms towards the polar latitudes. Savannahs have significant periods of wet weather, but also experience intensely hot weather during the shorter dry season. Weather further towards the polar latitudes is more mild, but even polar regions can experience hot weather upwards of 307 K (93 F/34 C). Snow in the polar regions is uncommon, but can happen from time to time. The expansive ocean on the planet functions as a key moderator for limiting how hot the planet gets. The oceans absorb, dissipate, and distribute the intense heat the day time side of the planet receives. Without this sizable ocean presence, life on Aristidia would likely be significantly more difficult to come by, or be outright impossible.

Mountainous landscapes dominate the central landmasses of the planet, with various canyons providing refuge from the sweltering day-time heat. Outside of these mountainous terrains, the central regions of the planet are vast deserts. Heading towards the polar latitudes, the terrain changes to more diverse topography, with a mix of mountains, hills, plateaus, and flat plains. The oceans of the planet are coiled around many of the various landmasses, rather than having few large oceans - which again helps with heat distribution and dissipation.



A common biome present adjacent to the desert central regions - chaparral and savannahs. [5]

Population & Culture: By population, the URA is the largest member state in the Kiartanne district. It is ranked second in terms of GDP, just slightly behind the younger but technologically advanced member state that encompasses the first few planets of Ellmay. It encompasses almost the entire planet of Aristidia, with only the central regions of Aristidia being unincorporated. Aristidians take immense pride in these facts. There is a prevailing reputation that an Aristidian can often be arrogant, excessively boastful, and overly commanding. More positive outlooks on Aristidians include that they are extremely driven, ambitious, and fiercely loyal. Still, the URA is an unmistakably powerful political presence at the district level of Federal politics and cannot be ignored. When representatives from the URA speak at the district parliament, the whole floor listens.

The cultures of Arisdeen and Rauxtidia are very similar, owing to the shared histories of the two nations and the similar mindsets of the most prominent of their leaders of the past. These nations share a drive for expansion, democracy, service to the country, and patriotism. Most of the sense of expansion these days manifests as a desire to spread democracy across the cluster, and a sense of patriotism to the member state and Federation, respectively. Chantielle culture, on the other hand, differs quite notably from its sister nations, and this is thought to be because of the spacefaring nature of Chantielle civilization as well as the nation's origins. People of Chantielle don't share the same drive for expansion and do not hold patriotism in high regard, but they still value ideas of democracy and service to one's nation.

As a result of these cultural tendencies, the URA is recognized as the member state in Kiartanne district with the highest enlistment rate into the Federation armed forces, especially the Federation Navy. Thanks to the unique situation with the system serving as a primary campus for EVE University between YC116 and YC124, there was also a significant spike in URA citizens going on to become licensed capsuleers. While it is still too early to say, it is expected that the rate of URA citizens gaining a capsuleer license will decrease in the future.

Due to the societal expectation in the URA to be productive citizens of the member state, there has been notable positive and negative consequences associated with this. On the positive side, the component nations of the URA have made rapid leaps in infrastructural, socioeconomic, and political gains in the relatively short amount of time they have existed as an entity; the URA contributes greatly not only to the Kiartanne district, but the Gallente Federation as a whole. On the negative side, however, individuals who fall out of the expected pace of citizens often enter a socioeconomic freefall into destitution and social isolation. Such individuals tend to move themselves or are moved by some elements of the URA government to Aristidia's central regions, where various independent colonies have been erected composed of individuals who do not associate with the URA or its ideals.

The vast majority of the independent colonies in the planet's central regions can be labeled as omega cities, with a handful being delta cities. They tend to establish themselves in the shady refuge of deep canyons or mountainous valleys. The existence of these colonies, and the URA's decision not to incorporate them into the URA proper, has long been a point of criticism against the URA by outsiders. However, many of the current URA politicians would prefer to see the current setup as ideal and are content to leave it as such.

Another negative consequence tends to lend itself to hostility towards rival parties at the district or Federation level, or entities which consistently lambast the Federation government. In particular, a fair portion of URA society tends to view the Intaki Assembly and its associated colonies with a bit of ire. This is partially due to the recent rise of hostile or outright terrorist elements from the Intaki region, but it also is entrenched in the history of exploration and settlement of Verge Vendor. During the colonization years, the young Intaki Assembly was determined to maintain its considerable sphere of influence throughout much of Placid, and this began to extend to Verge Vendor as well. Arisdeen and Rauxtidia had numerous diplomatic incidents with the Intaki Assembly, but thankfully none of them ever escalated to full out war between

the aggrieved parties. Still, the leadership of the Aristidian nations were always cautious of their dealing with the Intaki Assembly. The decision to place much of Placid in the CONCORD Emergency Militia War Powers Act (CEMPWA) warzone was met with secret relief and praise by URA politicians. However, the CEMPWA did come at a cost to the URA and the rest of Verge Vendor, as there were issues with population growth stagnation due to food supply issues earlier in the war.

Ultimately, for as many flaws as the URA may have, it is also a beacon of the power of the human spirit and the drive for innovation. The URA remains a dominant voice on the Kiartanne district political arena, and a notable one at the level of the region of Verge Vendor itself.



Nouvelle Revelareaux on a typical Summer day. [6]

[[OOO Note]]

The purpose of this document is to provide information about the United Republics of Aristidia (URA), a member state of the Gallente Federation based in Amygnon, Verge Vendor. The information provided above can be taken either as an OOC context, or as an IC brochure written by a third party.

[[OOO References/Links]]

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