

Notes on the Technology Level of the Gemini Setting

In 600 years mankind has made some remarkable technological advances. The discovery of Jump Points and thus interstellar travel, colonisation and communications drove many advances in propulsion, materials science, and planetary sciences. Rebellions and petty wars drove weapons and medical advances. However the more some things change the more they stay the same.

The Guns. They always want to know about the guns.

Even in the 27th century the most efficient personal sidearms rely on chemically propelled rounds. Energy weapons have been developed but not below the scale of vehicle mounted - the energy requirements are just too high. Rumours persist of man-portable laser weapons in use by elite military units but as yet there is no evidence to support these. Energy weapons for starships however are in plentiful supply - from cheap lasers "barely hot enough to light a cigarette" (but more than enough to annihilate a "soft" target - such as a human) to powerful (and expensive) plasma and fusion cannons.

Slug, gyrojet and flechette ("needler") firearms are all common and adequately deadly for most people.

Other Weapons

Sorry, no laser swords either. Vibroblades are the street-knife of the day. The usual variety of archaic bladed, blunt and missile weapons are found among certain portions of society. Also in use are a variety of "stun guns" some of which make the 20th century TASER look like a 9-volt battery (these are generally outlawed).

Medical and body-enhancement

Medical technology has increased the average life span of individuals to nearly 115 years through advanced diagnostic, preventive, and surgical techniques – in quieter areas of the Confederation. In addition, prosthetic techniques have progressed to true cyber-technology further extending the rehabilitative options for those who suffer critical injury. Most people do prefer to keep their original parts if possible although there is a good market for add-ons such as Neural Recognition Interfaces – especially among pilots and others in similar lines of work.

Cell replicant technology and growth stimulants make recovery from "flesh wounds" reasonably rapid under proper hospital conditions – as long as you make it in with all your limbs and major organs intact.

Computers.

As computers have grown the complexity of the programs has followed suit. The human brain hasn't and computers are mostly used as they were in the 20th and 21st centuries except on a larger scale - to store, retrieve and run mathematical analyses on data, conduct simulations, play games and calculate the numbers required in navigation terrestrial or otherwise. Despite no shortage of processing power and advances in "organic programming" adjoining developments in the cybernetics field the true "Artificial Intelligence" has yet to be developed.

There is no real-time "galactic net" but each base does have it's own equivalent of the 20th century internet and the ability to contact and request information from further afield (wait time for a reply anywhere from a day to a year depending on how far the query has to go). Larger centres such as New Constantinople, New Detroit or Oxford incorporate copies of other networks into their own, updated on a semi-regular basis.

The Merchants Guild, Mercenaries Guild and Sector Mission machines "piggyback" on the local networks.

Robots/Droids

In established settlements and aboard space stations most regular production, construction or hazardous tasks are now performed by specialist computer controlled automatons. The level of human supervision varies. On more "frontier" worlds people are still the primary labour units. A variety of servitors are also available for simple tasks around the home, office or social function.

Transportation

Gravitic technologies originally developed to move materials between surface and orbit scale down to allow air-surface vehicleways in major centers. Outside these areas a variety of wheeled, tracked and hovercraft vehicles continue to provide the most robust options.

A starship engine produces enough power to run a gravitic system providing adequate landing and take-off ability, irrelevant of aerodynamics, on most planets with an intrinsic gravity of less than 10 G and spaceflight of an appreciable fraction of 'c' which makes traversing a solar system a matter of hours or days rather than months.