



Ceres - The Cereans Pre-game - Day 12/20

Ceres, the only body of sufficient mass within the asteroid belt between Mars and Jupiter to exhibit a spherical shape, was named after the goddess Ceres, Roman goddess of agriculture. If hydroponics can be considered a branch of agriculture, then this ~930 km diameter dwarf planet is well named.

On first observation Ceres looks much like the Moon of Earth, a cratered barren looking wasteland. After a few orbits a visitor may however notice one of the cryo-volcanoes, erupting briny water up from the wet mantle. Below the surface water is abundant, with the world as a whole consisting of about 50% water. With colonisation in the 23rd century, this water was tapped by the dome dwelling citizens, for use in extensive hydroponics arrays, for oxygen production etc.

As on 2784 Ceres finds itself of considerable importance in Solar System affairs. Positioned as it is at the midpoint between the inner and outer solar systems it is a typical stop-off and refuelling stop for blink drive transits. Additionally, it has become the food and water supply hub for many of the asteroid belt colonies, with a constant flux of curious visitors purchasing staples in the markets of this icy world.

Dome cities are prevalent, with the highly porous and waterlogged crust of the planet making deep colonisation very difficult. There is however a complex warren of tunnels dug by explorers and resource gatherers below the majority of conurbations.

Cereans tend to be quite resourceful in getting tasks accomplished, but see many of the other Sol nations as rather chaotic, disorganised and self-indulgent. When they do leave their small work it is commonly for well-paid positions in industry, or for positions in essential, and essentially dull, fields such as logistics, bulk ore extraction or environmental processing plant maintenance.