



The History behind the Reality

Pangu is the world.

Heung Gong is the City.

The time is **now**.

Millions of years ago the being **known as the Giant** separated the heavens from the earth. In the space between the two it discovered **Qi**, the stuff of reality, the energy that bound everything, everywhere and *everywhen* together.

The Giant took the Qi and saw that it was a thing of perfect **balance**, with exact and harmonious parts of dark and light, love and hate, good and evil, male and female and heaven and earth. These parts were Yin and Yang and were the balance in reality. With this Yin and Yang Qi contained all that was needed to create life, and so that was what the Giant did.

It took the Qi that was between the heavens and the earth and molded it into the **Beasts**, and he gave the beasts cunning, resilience and acceptance. Then it took more Qi, some of the Yin, the dark part of Qi, and molded added it to some of the beasts and made them into **Demons** and gave them **Sorcery**.

The Demons were violent, chaotic and selfish and plotted against the Giant so it took the Qi of light and goodness, the Yang Qi and molded completely new creatures. It called them **Charmed**, and he gave the Charmed Sorcery and the ability to change their form. The Charmed were set the task of driving the Demons out of creation.

So the Giant created war. For millions of years the Charmed battled against the Demons, trying to chase them from the heavens and the earth, but the demons were strong, and powerful and numerous.

The Giant created one final creature of Qi, with equal parts of Yin and Yang, to act as soldiers for the Charmed. This great army was called **Humanity** and it had strength in numbers, being able to quickly reproduce, it had strength in cunning and guile and it had strength in adaptability, changing and fitting into any place. In short, while not as awful and vicious as the Demons, nor as resilient as the Beasts and by no means as powerful as the sorcerous and shape-shifting Charmed, humanity had one huge advantage - as a creature of both Yin and Yang it could make its own decisions, it could be good or evil, kind or cruel, loving or hateful. Humanity had free will.

With the help of the army of Humanity the Charmed drove the Demons out of the Giant's creation in the **Ten Thousand Year War**. Great death was caused, terrible crimes were committed and great sorcery was used and at the end all the Demons had been driven out of reality into **nowhere**.

Then the Giant created peace and the Charmed lived as rulers and Humanity as their subjects. Humanity was not well suited to a servile existence. It had been created to conquer and expand and grow. Eventually after a few hundreds of thousands of years there was a revolt and the soldiers turned against their former generals, the servile against the masters. By this time the Charmed had become disinterested in their existence as perpetual rulers, they craved more from their existence, they acquiesced and gave reality to Humanity while they took the chance to slip out of people's consciousness.

Some used their sorcery to leave reality, ironically following their Demon foe out of the plane of Pangu. Others simply travelled away to distant and forgotten places, becoming the seeds for myths and legends. Still more took on the form of their lesser cousins, the humans, and lived amongst them, either in carefully protected clans which hid their true nature from the world, or as friends and lovers of humans.

For hundreds of thousands of years that was how the plane of Pangu remained. The Demons were gone, the beasts were silent and uninterested in the complex world of the now hidden Charmed Ones and Humanity.

Now, in 2022, Pangu finds itself at a new point in its story. Demons and Charmed Ones are stories in myth and legend only and the world is one apparently dominated by humanity and free of any sorcery. However, the times are changing because the Demons have been returning; not in great numbers and not so as to draw attention to themselves, but they are back. They are back after thousands of thousands of years to a place that has almost forgotten that they even exist, and they are back with a desire for three things; revenge, power and chaos.

The characters in Honour find themselves in a world that is about to change. As humans with either **Charmed or Demon bloodlines**, they can learn to access and control sorcery and other abilities that they do not even know exist at the start of the game. Those who are not of magical stock can be technologically advanced enough that they create items which appear sorcerous to the unknowing.

Charmed Ones, and humans who have had secret or ritual contact with the Charmed for many generations, will seek them out so that they can become the new soldiers in the coming war. The players, through their characters will help battle the return of the Demons and to learn more about the mysterious Spaces Between which seem to lie beyond reality.

Their lives will change forever whilst everything around them seems to remain the same. They will have to live in world that cannot, or does not want to, see the threat it faces. They will be mostly alone in their battle against the Demon threat with only each other and their mysterious new allies to share the burden of knowing that reality is not what it seems.

The Spaces Between

Just as *The Giant* used *Qi* to create the reality in which the world of *Pangu* exists so too did an infinite number of versions of *The Giant* use *Qi* to create an infinite number of alternative realities, so we have what some call the multiverse, others the infiniverse, and still others the parallel universes. Whatever these are described as they have one thing in common; it is impossible to move *directly* from one to another.



That is not to say that inter-reality travel is impossible. In fact it is very possible and, given the infinite number of existences, could even be described as common, mundane even, but only if you are one of the denizens of these realities which has routine access to these reality bridges.

Ancient peoples on both Pangu and Earth were aware of these pathways and portals and travel between spheres was far more common when humanity was in its infancy; when the Inhuman ruled the worlds.

Core to the ability to travel is an understanding of the ***Spaces Between***. Core to an understanding of the ***Spaces Between*** is an understanding of the shape of the multiverse.

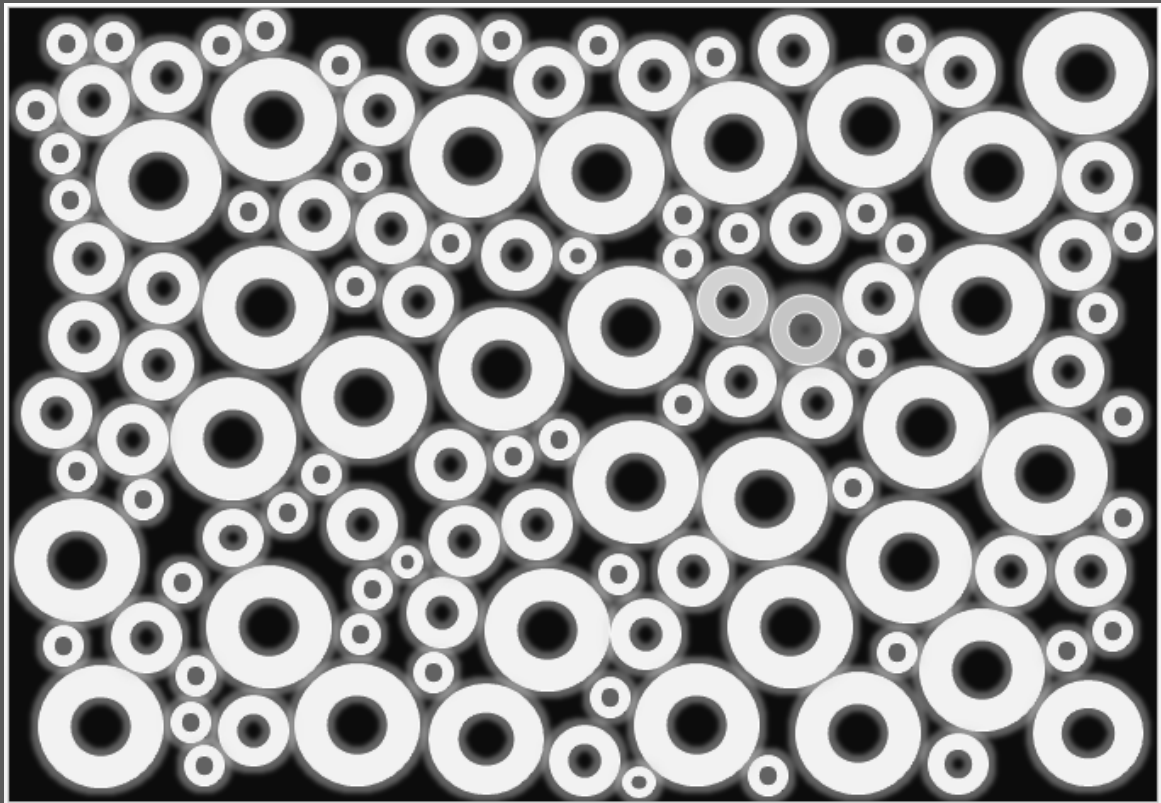
The easiest way to visualize the multiverse is to imagine a container, say a large, spherical, glass fishbowl. Now imagine that you fill that fishbowl with ping pong balls. The bowl is pretty full, and yet there are clearly *spaces between* each of the spheres. So you drop a few marbles

into the bowl and find that, with their greater density they push their way into the mass of ping pong balls, filling those spaces. Except that the marbles don't *fill the spaces*.

There are still spaces between each sphere. Finally, you drop in some tiny ball-bearings, just a millimeter in diameter. As with the marbles these flow into and around the remaining spaces.

Now you have a nice model of the multiverse in which the worlds of Pangu, and Earth, exist. Just like the model, each universe is of a slightly different size and density to the others around it and none "overlap" as was previously thought by exotic travelers. It is access into and out of the spaces between which allows the intrepid multi-dimensional traveler to visit different planes of reality.

The following diagram illustrates this concept in a flat, two dimensional way. Each circle represents an entire universe.



The "glow" around each universe represents the navigable ***Spaces Between***. The black is the nothing which exists whenever and wherever something does not exist.

The two slightly darker universes represent the universe of ***Pangu*** and the universe of our own Earth.



On the worlds of **Pangu** and Earth, which share a space between, there are very similar physical locations which give the easiest access to that space; Heung Gong and Hong Kong are such places. Realities which are physically closer to one another tend to be very similar, hence shared languages, histories and geographies. Not surprisingly, spheres far removed from each other can be very different. When you consider that each of those spheres is in fact an entire universe, the potential for adventure starts to become apparent.

Pangu is our Earth's nearest relative, they could almost be described as sisters, so alike are they.

Traveling in the Spaces Between

The **Spaces Between** are not at all like the universes which they surround. These are surreal and inconsistent pathways between realities. Some travelers see the spaces as country roads from their childhood, others as mighty highways from a far imagined future. Still others, the more experienced of inter-dimensional travelers usually, see the spaces as shifting fields and pathways of bright and ever-changing colors.

Travel in the spaces does not require any particular equipment, but rather is dependent on the **Emotional Aspect** of the traveler. In the **Spaces Between** all is emotion and the other aspects, the physical and the mental, become meaningless. In the spaces you exist as

emotion only. While you might not even be aware of this, it is the truth and for some being in the ***Spaces Between*** is rather like being in a dream. It can seem very, very tangible and physically real, but it only actually exists on an abstract, emotional level.

In the game this means that every action that a character tries to complete, every task they come up against, is completed using their ***Emotional Characteristics***. So if they try to jump across a crevasse that blocks their progress, they do so using their ***Emotional Grace*** as the relevant characteristic.

If combat takes place in the spaces, no matter how that combat might be perceived by the characters, it is always resolved using the ***Emotional Characteristics***.

Another interesting quality of the spaces is that time does not run as it does inside the universes. More correctly, the characters do not perceive time in the same way as they would on their own planet, or even elsewhere in their universe. At home, so to speak, the characters will generally experience time in a linear fashion, hours follow minutes, days follow hours and night follows day. In the ***Spaces Between*** this is not necessarily the case. In some instances time will be perceived as being linear, but perhaps moving less quickly than usual. In other instances periods of time will feel as though they have flown by. It is also not uncommon for time to seem to reverse or loop back on itself. There have been instances of travelers who entered the spaces to make what they thought would be a relatively routine journey through to another universe (if that can ever really be described as routine) only to have time run in such unusual ways that they ended up being in the spaces for what to them felt like decades and decades, so long that they forget that they were travelers and became residents there in the glowing gaps between realities. There are stories of mythical individuals such as ***Captain Dread***, ***Robin Redbreast*** and ***Ching Shih*** who only ever leave the spaces when they absolutely have to, spending all of their time, such as that is, traveling the pathways between the “heres” and “theres” of everywhere.

There are also rumors of not just interdimensional travel, but intertemporal travel too. Rumors that hint at the involvement of Pangu government agencies and multinational corporations.

As individuals become more and more experienced at traveling through the spaces they will also gain more and more control over the spaces, but all that is to come in the second and third books of the ***Spaces Between*** trilogy, ***Drifters*** and ***The Unfortunate Burden of Savvy***.

A Short Foray into the Spaces Between

Chen dropped his kit bag to the floor of the ornithopter. The smell of heavy metal, mechanics and sweat assaulted him. The creak of the ancient gears overhead warned him the Captain would not be standing on ceremony, this bug was about to fly.

Slowly at first, then gaining speed, increasing in tempo, the wings moved up, then down. Each oscillation creating a pressure differential which caused Chen's eardrums to also move, in and out, in and out. It was the worst part about flying, the feeling of sickness that this generated.

Chen focused on his breathing, easing his mind away from the reality of the flight and into the peacefulness of his breath...

"Chen!" A mocking voice and a slap on the arm rudely brought his meditation to an end. He opened his eyes with deliberate slowness and was confronted by the grinning smile and twinkling eyes of his old mentor, Captain Joseph Dread.

"Captain," he replied quietly, hoping that his voice carried enough irritation for it to register, but not so much as to give the Captain an excuse to start lecturing him.

"Been a while, Chen, since you were aboard. Don't you fancy the trek across the color fields?"

He used the old hands' term for the Spaces. The color fields were what a traveler could see when they became experienced enough to let their mind go with the flow of Qi in the spaces. It was a skill that Dread had mastered many moons ago, and one that Chen was still learning. Chen was able to relax into the spaces but his actual experience and understanding of the physical world of Pangu still clouded his view of the spaces. His brain still tried to impose the normal physics and logic of reality onto the spaces when in reality, there was little of reality here.

So, instead of the fields of color that Dread could see, and read, and navigate so expertly, Chen saw roads and strange castles, forests and rivers and beings that might or might not have been real. It made for a disconcerting and often disorienting journey which could leave one emotionally drained. Not really the state that he wanted to be in when he arrived at his destination.

"I don't really have the time, or the inclination, to wander through this shifting land and my own damned imagination. I need to get to Earth and I need to get there in as prepared a state as I can be. There are individuals waiting for me who will try and kill me if they can. I'd like to avoid that if possible," he stated, calmly.

"That's fair enough, Chen, fair enough. But I hope you aren't going to spend the whole journey sitting there with your legs crossed and your eyes closed, not when the crew and I are setting up for a game of Pirates Poker. A favorite of yours, if I remember correctly?" Dread raised an eyebrow.

Chen slipped his hand onto his jacket pocket and it closed around his chip. The chip. The chip he has won off Removable Dave in Shanghai all those years ago. He felt the raised surface of the chip, tracing over the sickle and hammer motif on one side and the eagle on the other.

"I will make you a deal, Joseph," he risked using the Captains name, pushing a little to already start determining how the game might go, "if I play and can close this game down as quickly as I can, then you let me sit quietly for the remainder of the trip."

"Chen," said Dread looking for all the world like that was exactly what he'd been waiting for, "you have a deal." He turned and strode off, up the cast-iron spiral staircase which led to the flight deck.