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The Peace Treaty of 2219 - In what many hope is the first of many peace treaties between the Iron Republic and the EEF, *I.R. Sector General Deer*, *I.R. Sector General Palomedes* and *EEF Field Marshal Strykker* met to sign the Peace Treaty of 2219 aboard the space station renamed Observatory-R1.

With the ink still drying on the treaty, the first steps of it went into effect. Four Iron Republic Motherships took up defensive positions around the joint EEF-I.R. Space Station. They were joined by four EEF Capital Ships. These eight vessels had one goal and one goal only, prevent rogue nations and the Warmonger Cult from ever aiding that Ancient Evil in his escape attempts. They would shoot down any unauthorized vessels flying to and from the planet Refuge. Their crews on the EEF side were Earthers and Olgogs only (no Children of the Falosini). Their crews on the I.R. side were Earthers and Brethren only (No Quall N'drone or Quall N'fel). With this new blockade above Refuge, the majority of the planet returned to being a penal colony. However instead of being an I.R. Penal Colony, the EEF jointly controlled the airspace above Refuge, together they would orbitally shoot down any unauthorized space stations taking off. Airships are allowed free passage, but any starship or suborbital device that launches is shot down immediately.

Of course EEF vessels were exempt from this restriction, allowing the first safe and legal travel between the Draco Constellation and Refuge by EEF sponsored colony ships and exploration vessels. For the first time the EEF and Iron Republic are working together across known space to track down and destroy members of the Warmonger Cult.

The I.R. Missile ships in orbit above EEF Colonies have withdrawn. This treaty has even opened up trade between the Draco Constellation and the Iron Republic (though Leyas Use and Artifacts are still illegal on all Iron Republic controlled worlds and in I.R. controlled space).

Effects of the Treaty of 2219 on the Planet Refuge

The Treaty of 2219 has also had some other consequences for the planet Refuge. Along with the I.R. using the Northern Kingdom of Tarris as a drop off point for all of their worst criminals, this has increased the flow of I.R. weaponry and vehicles in the Tarrisian Free State. This has fundamentally altered the balance of power in the Northern Kingdoms.

The Earther Colonies are free, while the Northern Kingdoms now have EEF Vessels sitting in orbit over them with no recourse if the EEF decided to bombard them orbitally. The tensions have ramped up, as an especially cold winter brought about by Beacon City frost generators have killed off crops in the Itashi Alliance. Famine spreads, and the only Northern Kingdoms with space access, Fort Lendill has been steadily increasing food costs to keep up with the demand. Prosperity and wealth have flowed into Fort Lendill, while the rest of the Itashi Alliance struggles to make ends meet.

At three different and secret sites, the EEF has finished building the other part of their responsibility. A diplomatic checkpoint was built at each site, allowing very small groups of Quall N'drone Warriors access via Energy Bridges to the Northern Kingdoms of Refuge from the land of the Quall N'drone. This aspect of the treaty has come under much scrutiny from Mt. Vir and the Warcouncil of S'vana. These Quall are allowed to hunt in the Northern Kingdoms, capture hosts and bring them back through to their offworld hives. In exchange the Quall using these sites were not allowed to set up any local hives. The Cult of the Horned Dog has lauded this policy as the EEF finally acting under its policy of freedom for all. Secretly, however, the locations of these Quall Warriors would be reported to local mercs, teams of Dra'koon and VLAD squads making their travel far more dangerous. As long as the ambushers waited until the Quall stepped five feet from the EEF territory, the EEF had no legal need to get involved. The Quall consider it a worthwhile challenge especially knowing how it angers their rivals among the Children of the Falosini. The EEF and the Iron Republic settled in for a long Cold War..

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The Draco Liberation Succeeds - With the Treaty of 2219 signed, the Draco Constellation found itself recognized as a separate political nation. As the EEF moved forward in establishing the Draco, they were quick to reward those who served bravely and loyally.

EEF Field Marshal Strykker proudly revealed that Subcommander Johnson had just been a ruse, instead Johnson's task force had really been run by Nikki the bastard. After her extreme personal bravery in facing and defeating the Dragon of Unity, and her success as Administrator for the planet Thuban 4, she was promoted to the rank. Now **EEF Admiral Nikki**, she was placed in charge the defense of the Draco.

From her base on Thuban 4, Admiral Nikki set her ships (which had all been held in reserve during the battle of Refuge) into defensive positions all across the constellation. The EEF Starfactory at Draco Epsilon has begun churning out additional capital ships and starfighters.

A sense of security has fallen over the Draco, a good thing considering how close to annihilation they came. With the I.R. Blockades gone more expansive trade and exploration has blossomed, and new trade negotiations with Fort Lendill and the Free systems may lead to an age of prosperity and exploration.

Effects of the Treaty of 2219 on the Draco Constellation

The Treaty of 2219 has also had some other consequences for the many colonies of the Draco Constellation. They now are responsible for their own fate. After centuries of Iron Republic rule, and months under a provisional government controlled by the EEF, a true Draco government has been created. With a Senate made up of two senators from every colony of the Draco, and its own constitution, the Draco now moved forward into its first elections. With most of the Senators voted in within hours, the Senate has declared that a vote shall be held for Prime Minister within nine months. This Prime Minister will work with the Senate to handle all internal political and economic matters for the Draco, while its military is still handled completely by the EEF.

The Uloh Free Confederacy officially recognized by the EEF - With the Treaty of 2219 signed, the EEF has been quick to demarcate its sections of known space. Perhaps the most unique of these settlements is the mobile solar system known as the Uloh Galaxy Drive. Each of the planets that make up the Galaxy Drive (over 11), have been inhabited by trillions of E-strain. These E-strain of the Uloh Hive have joined diplomatically and militarily with the EEF under the banner of the Uloh Free Confederacy.

One of the only places in known space where E-strain can achieve citizenship (as long as they avoid crimes like murder, and forced implantation of magnavore larva). This peace was brokered by EEF Agent Ragman, and was voted as President of the Uloh Free Confederacy by an overwhelming majority. It is currently unknown if **President Ragman** will accept this or abdicate the position. However it was his efforts that helped E-strain of the Stuben Hive get accepted into the Uloh hive. It is widely believed that Ragman developed a gene-treatment that can counter the violent response usually experienced by rival E-strain Hives.

Effects of the Treaty of 2219 on the Uloh Free Confederacy

The Treaty of 2219 has also had some unintended consequences for the Uloh Confederacy. E-strain, as well as all other subspecies of Manslayer, are classified as invasive and dangerous species by the Treaty. This gives the I.R. and the EEF the right to kill Manslayers on sight in each other's territories. As a result, even though it is a recognized part of the EEF, it must keep moving to prevent attacks by Iron Republic kill squads. It will never stay in the same part of known space for more than a week, using its Galaxy Drive to smoothly travel from star cluster to star cluster. It will report in to the EEF High Command after each successful arrival.

Exclusive Space Campaign Character Class

This Character starts with 150 ghaz.
Choose Race- This Character May be any Speaking Race, except K'ias or Half K'ias.



Strength 4
Agility 5
Will 6
Health 5
Intelligence 4
Charisma 4

H.P. 15

A.R.: Marzac Armor+ Fatigues
vs Melee: 5
vs Missile: 5
vs Energy: 5
vs Chill: 5
Takes Half dmg from Missile attacks

No of attacks
Melee: 1 (2)
Ranged: 1 (2)
Thrown: 1
Leyas: 1

Leyas Rating 3 (Adept)

Temper: 2

Technomancy Lvl 3

Emotional Control: 3

General lvl 1 **Sephir Symbiote**- x2 dmg from EMP & Vampiric dmg

Dual minds: If one personality falls unconscious the other immediately takes over, however when it comes to decision making a body divided loses all action (Opposed WILL test to see which side wins)

Combat

Implanted Weapons 6
Leyas Combat
Melee 6
Leyas Combat
Ranged 6

Skills

Running 3
Climbing 3
Swimming 3
Pilot starship 3
Drive 3
Tech Repair 5
Tech Forge 5
Science 4

Uniting an immature Sephir spirit with a Fort Lendill citizen through cybernetic augmentation.

The symbiotic bond changed the biological being, causing the iris and pupils to disappear (though vision is not affected), hair to turn white or another abnormal shade. It also causes the voice to sound as if two people were speaking at once. Normally harmoniously, if the Sephir and biological host disagreed the voices could be in complete discord. The Sephir Spirit may sound like the same, opposite, or gender neutral.

Weapons

Fort Lendill F.L.E.E.C.E. Carbine (x2) 2W

8 (Half A.R.) Melee dmg, Lowers V.A.R. by Burst Fire (+3 Dodge T#)
Sylvan Power Generator - Leyas Users and Immutables can use this weapon. Unlimited Ammo. Use Handgun, Rifle or Leyas Combat Ranged Combat Skills

Fort Lendill Military Survival Knife 2W

3 Melee dmg,
+2 Bonus to all Survival Tests

Whipblade 2W

1d4+2 (No A.R.) Melee dmg,
+2 Bonus on Called Shots (Use Agility as F.S.)

Special Training

Melee Strike +1
Ranged Shot +1

Completely Augmented

Sephirian Cyborg begins play with a number of Leyborg Augmentations equal to its health attribute.
(Pick upgrades at start)

Fort Lendill Tactical Goggles- These biker goggles are artificed to provide a heads up display acting as a commcrystal radio, and able to display image feeds from all EyeSpies used by the same squad. They are artificed with Eye Spy and Wireless Hack at 3 successes. However each set of goggles can only create 1 Eye Spy, but it can link up images from other friendly Eyespies.

Contributed by Christian Westervelt

Fort Lendill Sephirian Leyborg Augmentations

Augmentations (pick 1 for each point of Health Attribute)

- Eye Augmentation:** Bird sight and Night Sight, **Light Artifact**
- Arms Augmentation:** Strength +5, built-in grappling gun, and Hand to Hand attacks do +1 damage
- Legs Augmentation:** Insect Leap, +2 Bonus to run and gymnastics/acrobatics checks
- Neural Augmentation:** Cat like reflexes, psychic surgery
- Bone Augmentation:** 4x Health Attribute to determine H.P (Cannot take *Tough as Nails* special training)
- Body Augmentation:** +6 AR vs Melee, Missile, Energy. Cannot stack with Grow Armor
- Weapon Augmentation 1:** limb can turn into a Magi cannon- 3d6 Energy dmg or 3d6 Chill dmg or 3d6 (No A.R.) Pain dmg (can choose different types for each attack). Unlimited Ammo
- Weapon Augmentation 2:** limb can turn into an EPR mini-gun- 8(Half A.R.) Missile dmg, Burst Fire (+3 Dodge T#), x2 dmg to Vehicles & Structures, Unlimited Ammo
- Blood Augmentation:** Immune to Poisons, toxins, & radiation
- Lung Augmentation:** Easy Breathing, **Air Artifact**
- Melee Augmentation:** Meld with weapon, retractable Nano-Claws, and cobra strike, **Earth Artifact**
- Tinkers Augmentation:** Deca-tentacles, built-in toolkit, and mending Nanites (Heal 5 H.P. or 5 V.A.R. or S.A.R. with each attack). Character takes x2 dmg from Chill and can never benefit from Protective Aura.
- Flight Augmentation:** Retractable wings- Agility x3 Fly (for non-winged Speaking Races) or Agility x 5 (for winged Speaking Races).
- Cranial Augmentation:** Gain 3 Knowledge Skills at 4 (These Skills can be changed before each game via upload to Fort Lendill L mainframe). Knowledge skills only.
- Health Augmentation:** Life Shield and Inspire confidence (self only)
- Aesthetic Augmentation:** +5 bonus to all Charisma tests.
- Tactical Augmentation:** Built in FT Lendil tactical goggles, Choose one militant skill at 3 (Skill can be changed before game via upload to the Fort Lendill mainframe)
- Organ Augmentation:** Can be repaired as a mekanoid (Repair Tech heals 10 H.P. per success) and still be affected by Healing Leyas and Medicine/Healing checks.

Sephirian Leyborg Augmentations are permanent upgrades, however the character counts as an Artifact. This means that unless Obscured (General lvl 2 Leyas Ability) with 5 successes, the Sephirian Leyborg has an intense aura to Leyas Sight. Anyone viewing a Leyborg will see the original person's aura with the aura of the immature Sephir spirit wrapped around and through it. Physically Leyborg Augmentations can look as the player would like. Some may have obvious augments, others less so. Upgrades resurrect with the character. Upgrades count as Shapeshift, Technomancy and/or Troubadour Artifacts unless noted otherwise.

When a player is choosing the Sephirian Leyborg's starting Augmentations, they can only choose only one of any given type and bonuses do not stack.

Once augmented as a Sephirian Leyborg, a character counts as having a Sephir Symbiote. This Symbiote powers your upgrades but leaves the character open to EMP damage (they take **x2 dmg from EMP attacks**). However EMP can never cause final death to this character and they can be healed as normal.

The Sephir is also very weak against Vampiric attacks (they take **x2 dmg from Vampiric Attacks**).

Can only be gained from Fort Lendill or the Via Sister-Station.

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