

## Finale P2 -04

**The TRILAT infiltrates the I.R., E-strain Thrive** - In the guise of *Stockholder Kal Marx*, the intergalactic terrorist known as *Angel D*, has taken up a position within the I.R. Board of Directors. As her first act she has disbanded the central command for the I.R. in the polar expanse. Giving specific instructions she has slowly increased the severity of Iron Republic crackdowns in those areas of the polar expanse still under I.R. control.

She has even gotten the I.R. to pull back its interdictor fleets to cordon off the jump points from the polar expanse to other sectors of space.

With all escape routes closed, Angel D convinced the rest of the Board to support full Martial Law on I.R. planets bordering Free Systems, Fort Lendill and EEF colonies.

Any unauthorized landings by Space Pirates, Rebels and others are immediately investigated by Brethren Kill Teams reporting directly to "Stockholder Kal Marx". She has perfectly directed all of the I.R.'s attention away from E-strain space having repopulated much of it with Manslayers and Maulers loyal to her personally. Their numbers have grown and grown, with reports of fleets of hundreds of E-strain BloomShips orbiting galaxy drives, deep in E-strain controlled space. Their threat is extreme, and their numbers could only be combated by a force as large as the I.R.

Meanwhile lieutenants including *Lt. Basil of the Crabclaw Mercs*, have been fortifying their own personal solar systems. Despite being only a Braincrab, Lt. Basil, has hardwired himself into a network of five hundred satellites that change orbits to keep his location hidden. They are dispersed throughout the Kalmadinah System. On Kalmadinah III, Lt. Basil has set up a spaceport allowing other Trilat races the feeling of home. Meanwhile Kalmadinah VII has been changed into a planet-wide manufacturing center. Dedicated to churning out TRILAT Viral Tanks, Claw Assault Pods, and Kingfisher Starships, the planets of Kalmadinah have exceptional orbital defenses.

*T'rond Vale* and his lover *Captain Alice Clegg, Magnavore*, have retired together to the Hidden systems. These inhabited star systems are frosty and frozen due to the infestation of Revelation Nanoplague orbiting their suns. This has blocked out all solar energy killing the Earther and Tzira inhabitants, but leaving the Magnavores, Manslayers and Maulers to thrive in the cold and darkness. Despite being brainwashed by the TRILAT, Captain Clegg still plots against her lover who is a psychopathic Uthvelor.

She has even been recorded by TRILAT internal security hiring Unity and Kasanthian Federation mercs to try and assassinate T'rond, which would free her from his control.

### **Effects of the Treaty of 2219 on the E-strain**

The Treaty of 2219 has significant benefits and threats for the E-strain. First the bad, the Iron Republic has classified Manslayers and all their subspecies as Alien Threats. This new classification allows I.R. vessels to glass any planet from orbit that has over 100,000 Manslayers (or their subspecies). If the full force of the I.R. Starfleet was focused on the act of carrying out these orders, they could begin the generational task of eliminating the E-strain and be done in a single lifetime. But instead they have been diverted to prevent wageslaves from escaping into the Draco Constellation and other freed sections of space.

The E-strain has no current trade deals and rely on their own bioships and those vessels built for them by the Unity Walled Production Centers. However the ability for Free Systems to send merchant vessels into TRILAT space, has allowed the Da'uhnb and their Free System Pirates to continue to hunt down the demonic Angels of Desolation.

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**The Unity begins a new Renaissance** - In Unity Space, there was a resurgence of Builders, who had largely gone into isolation during the last war. They once again moved throughout Unity Society in great numbers, recruiting citizens into their ranks and preaching peace. It is rumored that Builders have turned whole cities into Halls, with millions of citizens sitting in quiet meditation. They look to the Unity's reading of advanced Grey and Sephir technology to find morally palatable solutions for the real dangers this world faces.

Other Builders have discarded the way of peace, however. They remember the Iron Republic's cruelty, and wish to tear down such an imperfect system. The EEF was willing to compromise with the Iron Republic but there were great swaths of the Unity which could not accept their illogical and cruel governmental system. New military programs were engaged so their citizens would be processed. Unity Prophets began to explore other galaxies.

Those Unity Connected who could not abandon violence have found a solution to the Warmonger problem in Missionaries. These small robotic spiders swarm with marching armies. Their ability to repair flesh, coupled with Unity precision weaponry, ensures that those fighting the Unity are unlikely to perish. Some would argue this makes the stakes higher.

Mass produced prison barges are now a common sight in Unity invasions; as are the huge black monoliths, "processing centers", which Praetorians will build on planets they invade. Prisoners taken to a barge, or a processing center, are never the same afterwards. They identify as a Unity citizen, understand who they were, but are forever changed.

Such has been the actions of **Prime of Unity** since recovering from his time as master of the Dragon of Unity. The dragon has been hidden away by the Unity Cyborg Hunters. Using the extreme violence of the last few months, the Unity has made leaps and bounds in its evolutionary development. Their society which processes instantaneous communication and nearly instantaneous consensus. Their government and society grows in weeks the way others grow by decades. Now it found itself on a precipice, if followed the path of conversion only violence and perpetual war will follow.

Yet at the same time, Representative **Clover of Unity** created the first place where the Unity and others work together. The Unity Dome of San Martin and its sister-colonies, represent a new vision of cooperation between the speaking races. In the last few months Clover's Plant-based weaponry has grown over much of the wilderness, protecting the planet of San Martin from almost all forms of orbital attacks.

**Belas Univore** has spread out his force of Praetorian Skirmishers and DevilCrabs. In a tactic he learned during his service to the E-strain, Belas has been using Asteroid Pelters to launch derelict starships. He will skip them across the gravity well of enemy planets, allowing them to deposit a hail of Devilcrab eggs onto the planet as they fly overhead. These eggs will hatch and the DevilCrabs will be gathered by the Univores in the first stage of Unity invasions.

While in the darkness of space, the Devilcrabs will go into suspended animation and the ship is cared for by Praetorians and Praetorian Skirmishers. Boarding troops will find a typical derelict space ship; no crew, minimal power and life support, obvious signs of asteroid strikes and certain decks are exposed to the void of space. Then they will be ambushed by Praetorians. If they defeat the guardians they will find the cargo holds full of Devil Crab eggs.

### **Effects of the Treaty of 2219 on the Unity**

The Treaty of 2219 has had no effect on the Unity. It is still hated and hunted by the Iron Republic. However it has pushed their non-aggression pacts with the EEF to the breaking point.

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**The Kasanthian Federation Begins the Purges of 2219** - In Kasanthian Federation Space, there is a deadly new movement surging through their planets and space stations. Known as the Atheist Purges of 2219, it began as *Admiral Layne Yr* delivered a proclamation that all Demons must publicly refuse their fealty to the Ancient Evils and pledge a loyalty oath on their own true names to serve the Kasanthian Federation over all other masters. Any who did not, and any who proclaimed their faith and support of the Ancient Evils were slain on the spot, using hellforged weapons.

Proclaiming that no god or demon was above the Kasanthian Federation, the Atheist Purges began. Each day more reports of demonslayers and executioners traveling from city to city struck fear into the black hearts of even the most despicable Fiends. It was a calculated risk for Admiral Yr, but it did give her a huge stock of demonic citizens to call upon. These retired demons and demon farmers have increased the yield on the agrarian planets controlled deep in Kasanthian space, but many suspect it was the ashes and blood of the dead, killed during the purge, that really fed the planets. It has resulted in fundamental changes to many of these planets. Their plants and animals becoming infused with Shadow Leyas and growing to terrifying monstrous proportions. Many of these animals have been killed and their corpses instilled to create Giant Nightmares. Then these Giant Nightmares are used by the Kasanthian Federation to drag massive plows across the fields tilled by the Demon Farmers.

Admiral Yr has been building up the planet of Sidholm as her offworld (when not on Refuge) base of operations. She has turned the planet into a living nightmare flesh landscape, with buildings grown from the ichor-filled flesh. It was the sacrifice of so many demons and their hosts in the Atheist Purges that allowed the planet of Sidholm to become self aware. This sentient planet is orbited by Kasanthian Behemoth Cruisers and the TRILAT Planet Despoiler is hiding in the shadow of the Sidholm.

*The infamous Captain Axis* has taken to raiding the space lanes, targeting both Iron Republic and Free Systems vessels. His motives are unknown but he is believed to still act as the Unity Knight of Fate as well as 1st Knight of the Kasanthian Federations. His armada is rumored to be manned by a host of Uthvelor and Annihilator aliens, but so far his targets have been tracking down and killing former members of the Pirate Crew of the dead Captain Ironbane.

*Ryuk's Casino* has become one of the hottest destination for Kasanthian nobles and aristocrats. Since Ryuk destroyed an I.R Fleet, he has been hovering at number 5 on the I.R. ten most Wanted List. With tens of thousands of ghaz bounties on his head, this wiley businessman has transitioned from Kasanthian Lieutenant into the role of crimeboss. He spends much of his time hiding the Casino Spacestation in E-strain space, always shadowjumping it away days before its location was discovered by I.R. Splinter fleets. All the while the danger fuels the debauchery and neverending partying so characteristic of Ryuk's Casino. Many mercs and even Banking Guild hired guns use Ryuk's Casino as their waypoint before jumping deeper into E-strain space. Ryuk is happy to see it happen as the hundreds of thousands of ghaz flow into his pockets.

Other Kasanthian Lieutenants fled back to Refuge, realizing the oppressive scope of the Iron Republic's dominance in known space.

### **Effects of the Treaty of 2219 on the Kasanthian Federation**

The Treaty of 2219 has had little to no effect on the Kasanthian Federation. It is still hated and its Vampyr and Nightmares hunted by the Iron Republic and destroyed without mercy. However the Kasanthian Federation has suddenly gained entire tracts of space to pillage without fear of I.R. involvement. Kasanthian Pirates (freelancers) often strike out at Free Systems and EEF Colonies, attacking using Nightmare Transports and Yrs Starfighters. After the battle of Stuben, these Kasanthian Pirates will hide their actions by blaming them on the dead pirate Ironbane.

# ***Unity Builder - A Path to Enlightenment***

contributed by Ryan La Ranger

New Unity Special Training:

Requires Religion (Unity) 4 to learn

***Path of the Enlightened:*** Particularly talented Builders may develop their own talents, embracing the philosophy of peace along with practicality. As they walk this road, they learn to walk with heroes who would save this Universe from those who would endanger all while keeping their vows. These builders, while mind, develop independent and intense wills. A Builder who abandons peace loses the benefits from walking down this path. Each level of this costs 5 Points and must be bought in order.

## **1) Accept righteous violence:**

a. This first step is the most crucial. The Builder learns that helping the righteous in their pursuits, as long as they do not commit violence themselves, is acceptable. The Builder with this understanding may participate in combat as long as they do not personally cause any thinking creature direct damage. This ability just allows the pacifistic Builder to travel with other people who may do violence. The Builder may not even use Pain attacks (or any other types of attacks), during combat they are limited to creating shields, giving bonuses to friends and giving negatives to enemies (but never any type of damage). *For Example: A Builder could assemble a gun from spare parts but can never use it to hurt a sentient being (living, mekanoid, undead or even demonic). But they could hand that gun over to the Immutable in the group so they can gun down a dangerous threat.* They cannot use summoned

## **2) Shield the Repentant**

a. The Builder learns to expand his personal nanites to close allies. These allies gain regeneration and protection, as long as they have not been hit by EMP. Can raise Shield the Repentant as a free action during the Ready fight phase. It will grant +5 A.R. vs Missile & Energy attacks to two allies per points of faith. These allies will also regenerate 5 H.P. each combat round (unless struck by EMP, Chill, Acid and Annihilation dmg). This shield can be Shieldbroken at 4 successes, or by EMP & Leyas Chill attacks.

## **3) Warn the unaware**

a. The Builder's connection with allies grows, giving them the ability to warn allies of danger through expanding their perception. This gives allies a bonus to dodge when in the presence of other linked allies, or eye spies under the Builder's control. One ally per point of Faith gains +2 bonus to Initiative, and +2 bonus to Dodge. This ally must be declared at the beginning of combat, and cannot be changed until battle is over.

## **4) Protect with unwavering resolve**

a. Nanites connecting the Builder to allies grow microscopic shields of faith and technology, allowing the Builder's powers to function even in the face of EMP or Chill. For each point of Faith, this Builder can ignore one attempt to shieldbreak his Shield the Repentant ability. *For Example: Doshi follows the path of the Builder, and he has a strong sense of faith (Faith lvl 3). He must be hit with any combination of EMP, Chill or shieldbreak attacks before his Shield the Repentant will drop.*

## **5) Preach with Unyielding faith**

a. A Builder at this level of the path has achieved deep understanding of peace, conflict, and anger. Their oration and incredible belief is enough to make opponents re-think the lives they have chosen. Before battle begins, the Builder may make an impassioned speech instead of raising any shields or defensive abilities (must be roleplayed). All opponents must make a Will (T#6) test or peacefully retreat. This does not work if the Builder's Allies attack those who are peacefully retreating

## Exclusive Space Campaign Character Class

This Character starts with 300 ghaz.  
Choose Race- This Character must be a Unity Builder.

# Unity Builder

## Pacifistic Assembler Priests

Strength 3  
Agility 6  
Will 6  
Health 3  
Intelligence 6  
Charisma 5

### H.P. 9

A.R.:Nanite Enhanced Robes  
vs Melee: 5  
vs Missile: 3  
vs Energy: 5  
vs Chill: 3

Built in Space Suit

No of attacks

Melee: 1

Ranged:1

Thrown: 1 (4)

Leyas: 1

Leyas Rating 3 (5) (Adept)

Temper: 1

Emotional Control: 4

Pick two Elemental Leyas at lvl 2

Pick one Transcendental at lvl 3 (Technomancy recommended)

### Combat

None,

This Character

Cannot do any

Combat.

**Support Class Only**

### Skills

Science 6

Pilot (Starship) 6

Repair Tech 6

Religion (Unity) 6

Drive 6

Navigation 6

Tech Forger 6

Gunsmith 6

Builders are the enigmatic grey skinned creations of Kal'Shek. They are pacifists by design, but were given free will and technical expertise. This is explained simply. Builders see their cognitive limiters as a gift, which give them peace in a Universe filled with war. They are intimately aware of the circuitry in their brains, assisting them in their pursuit of enlightenment.

The power of Builders, and their unique minds make them seem alien even to members of the Unity. This can lead to social misunderstandings. Their enhanced minds also allow them to do wondrous works with any field they put their attention towards. Many builders feel a deep connection to the Leyas, feeling affinity for a force defined by will.

## Weapons

### Healing Nanite Cloud Guantlet

Restores 10 H.P. per thrown attack at 1 target  
E.P. 10

**2W**

### Concealed Wrist Toolkit

Restores 10 V.A.R. per Melee attack to one Vehicle **2W**

If this character gives up all his attacks this combat round he can cast Assemble at 4 successes. This ability allows the Builder to make most normal guns, replacement hovertech parts, and even some vehicles (Narrator discretion) if they have the available parts. Parts can be reused if the final product is no longer needed.

Implanted Schematics (can learn additional ones from the Unity) **Each rd = 2 min**

**Pair of Balanced Shivs-** 5 Melee dmg, or 5 Missile dmg, thrown. Takes 1 rd.

**Automag Handgun-** 10 Missile dmg, magazine holds 8 bullets. Takes 2 rds.

**Gauss Rifle-** 12 Missile dmg, Cone (+4 Dodge T#) Unlimited Ammo, Takes 5 rds

**Breaching Explosive Charge-** 20 Energy dmg, single use

Lowers V.A.R. & S.A.R. by 20 pts. Takes 1 rd and costs 4 H.P. to make.

**AntiStarfighter AntiGround (ASAG) Guided Missile-** 20 Acid dmg, single use

Lowers V.A.R. & S.A.R. by 20 pts. Takes 5 rd and costs 8 H.P. to make.

## Special Training

**+3 Rapid Throw**

**Faith lvl 2**

**Unity Builder lvl 3**

### Special Item Unity Uplink

Automatically can learn any pilot skill at 4 successes for one adventure.

Maximum of 1 per adventure.

Contributed by Ryan LaRanger