

# **From Ashes to Stars**

Campaign setting for the AD&D 2nd Edition  
by Esko Suoranta

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# Prologue

**"The stars are my brothers, they're calling me to shine. Into the deep dark cold, all this emptiness is mine."**

In its glorious past Sogrorn is said to have been a land of magic, heroism and prosperity. It faced many disasters and cataclysms that ultimately led to the founding of the city of Yamol, the Pearl of Gods. Yamol was to be a place where all peoples could live side by side and strive to lead a life of peace and freedom. That freedom has lasted to our days, but it is freedom reserved for the rich and powerful. The Pearl of Gods has blackened and the gods themselves have long since left.

Sogrorn has become a world of dust. We have been able to reach for the stars, expand our realm further than anyone ever before and bring shelter and food to millions. This was the making of our great Lord Thargan whose rule launched all of Yamol to a modern golden age comparable even to those ancient times when people still believed in wonders. Then came the Machine Wars. Our brethren, the people of glorious Helion, were wiped out like maggots. Their nation became a radiation-ridden desert of death, known to us as Fallout.

The Machine Wars brought the death of our mighty ruler. In Thargan's wake ended the golden age. Yamol became the fighting ground of nobles and businessmen. The throne was taken by the Governors and nothing has been the same since.

We live in a land of tyranny. Our home is ruled by men and women who care for nothing but their own selfish interests, people who have the means to wipe out all life on our planet. Who knows when they decide to take to those means?

Yamol is a city of disease. Its streets are filled with junkies, mutants and obsolete war-machines - creatures of no standing in our society. Their number grows and it is only a matter of time when it will be so great as to drown Yamol in bloodshed of yet another revolution.

We live in a land of ashes and our only hope is in the stars above.

-Cornelius Stratton, a speech to a group of disciples and onlookers right before his execution at Thargan's Square, 1296 Yamol Reckoning



# Chapter 1

## Introduction

The city's cold blood teaches us to survive.

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## Introduction

### **”The city’s cold blood teaches us to survive”**

Welcome to the world of Sogorn! From Ashes to Stars is a campaign setting situated in the dark future of Sogorn, whose past is known to few chosen ones from more fantasy-oriented scenarios. This booklet contains everything to run a game of ruthless intrigue, strange technology and gory adventure using the old-school AD&D 2nd edition rules.

The next two chapters are devoted to character creation and technology of From Ashes to Stars. Chapter four includes the most important modifications to the standard AD&D rules, which are needed to create a functional setting for scifi mayhem. Chapter five discusses campaign background and the history of Sogorn while the sixth chapter is devoted to the Dungeon Master and includes hints at events best left unknown to players. At the end of the booklet are tables, disclaimers and other random information.

Sogorn awaits, go without fear and behold its wonders.

Esko Suoranta, July 5th, 2007

### In retrospect

From Ashes to Stars has been a great way to spend hours and hours in front of a computer and think that I’m really getting something together here. Now, months after the birth of its central ideas, I’m glad to see that I had the longevity to finish the project and even have it reach a form that I’m not ashamed to show in public. First campaigns are about to begin and my players are starting to get enthusiastic about the machinations of Governors, Techmages and urban Warriors. I hope that will apply to you too, dear reader, after you’ve perused these pages.

Thanks to everyone who’s been there to support me with their ideas, especially my dear brother Eero who often sees much more than I do. And a million praises to you who have taken the document up and are planning to read it, whether its just for inspiration or laughs, but especially if you find something within that makes you try my ideas out in your own games, or even start a FATS-campaign of your own.

Unleash your sparkling brilliance and read on.

Esko Suoranta, October 27th, 2007

# Chapter 2

## Character Creation

Forgive me the power to take breath from  
a breeze and call life from a cold metal frame.

# Chapter 2

## Character Creation

**"Forgive me the power to take breath from a breeze and call life from a cold metal frame"**

### Peoples of Sogrorn

Old legends speak of mythical beings once roaming in Sogrorn and its many realms, but those days are remembered by no-one and most people do not believe in such myths in the first place. There are three primary Peoples available to starting player characters: Humans of Yamol, Transhumans (including Mutants, Machines and Orcborn) and the Outsiders. A notable difference to the standard AD&D rules is that different Peoples are not limited to choose certain classes - each and every combination is available to a starting character.

Humans of Yamol are further divided into three groups according to the PC's social status. They gain no attribute adjustments or special powers, but are the only People who receive a bonus to their starting wealth due to their standing in organized society.

**Commoners** are the lowliest citizens of Yamol. Though often poor, they are recognized as an important element of a working nation and thus enjoy privileges beyond the reach of most non-humans. Commoners can be anything from production workers, shopkeepers and other wageslaves to criminals and freelance cops, the term only stating that they have not been granted special status due birth rank or financial success (so far, that is). Commoners gain a 500 gold piece bonus to their starting wealth.

**Merchants** make up the social class of businessmen, company-owners and others who benefit greatly from different forms of commerce and money-trafficking. They lead corporations, meddle with the stock market and generally make profit out of everything that comes to their attention. Characters from this People are not automatically executives or kingpins, but their fathers or grandfathers are likely to have enjoyed great deals of wealth. Due to their background, merchants gain a 2000 gold piece bonus to their starting wealth.

**Nobles** are used to prosperity passed to them by generations of Dukes, Barons and other rulers and holders of hereditary political power. They are the smallest of Yamol's Peoples, but generally the most notable and rich. A noble's life is not a struggle for survival, but for achievements and power. As with merchants a starting noble is more likely to be a member of a noble



family than an all-powerful Governor of Yamol. Noble characters gain 5000 gold pieces as a bonus to their starting wealth.

Transhumans are those outside the social system of Yamol, who have no rights compared to proper citizens. Through hard striving even these creatures can gain wealth and power, but those individuals who succeed are very few indeed. They are beings of disaster and taint who are shunned by most. Transhumans include Orcborn, Mutants and Machines.

**Orcborn** are humans who have a strong orcish bloodline in their family, often a result of a half-orc ancestor and subsequent genetic mixing. The low status of the Orcborn echoes from the days when the orcish people was greatly oppressed in Yamol and its vicinity. Even though true orcs have not been seen for nearly two-hundred years, their progeny holds several characteristics of their ancestors. They are generally strong and well-built and in contrast often a bit slow-witted and harsh. Most Orcborn have characteristics of their predecessors such as small tusks, flat noses and wide nostrils, slanting foreheads or even skin with a greenish tinge. They are also hairier than ordinary humans.

Orcborn get +1 STR, +1 CON, -1 CHA and -1 INT to their initial ability scores as a mark of their ancestry. They have 30' infravision and gain constitution based saving throw bonuses (as AD&D dwarves). Orcborn live to be some 60 years in age, although considerably older individuals have been known to exist. Many Orcborn are associated with different gangs and criminal organizations, since they easily adapt to different arts of warfare, but some act as bodyguards to the rich and famous or as mercenaries to those wanting to keep their business in the shadows.

**Mutants** are humans transformed into hideous creatures by massive amounts of radiation, pollution and chemicals that have plagued the planet throughout the decades of technical progress. Most of them were born in the wake of the Machine Wars which relied heavily on biological and nuclear weaponry. Most mutants die (often of suicide) a year or two after their transformation, but those who survive this period have been known to live for over a hundred years. The transformation takes four to fifteen weeks, leaving the victim seriously disfigured and often emotionally maimed. Many Mutants have scabby or discolored skin, over-visible muscles, bony ridges along their spines and limbs, beastlike faces and the like. Some are known to glow in the dark like halogen lamps due to exposure to strong radiation. Mutants are unable to procreate and thus their numbers are very few, even though more are born to every settlement suffering from radiation or other hazards.

Mutants gain +3 CON and -3 CHA to their starting abilities, reflecting their strong health and repulsive outlook, which often leads to alienation from normal life. In addition, Mutants that have survived their transformation are 50% resistant to all poisons and disease, making them most virulent. They



gain constitution saving throw bonuses in a similar manner as Orcborn and are immune to the hazard that caused their transformation.

**Machines** are men and women made into steel first in the years prior to the Machine Wars. Most of them are fashioned by the Yamol military, but it is also possible that player characters want to play Machines that originate from Helion or are the creations of renegade Techmages. The Machines' humanity has diminished into a small spark and they are the most ferocious entities of war on the face of Sogrorn. Machines are capable of rational thinking and individual reasoning, but do so without empathy or considerable feelings. This makes them good soldiers and servants, but has caused many social issues after the need for their combat application has stopped.

The essential component in creating a Machine is the Artificial Encephalon which makes it possible to modify the body of the recipient in almost any way imaginable. The AE also houses a generator that feeds power to different augmentations. The outlook of a Machine is determined by different installation options; some have their legs replaced by caterpillar treads, power swords instead of hands or armor plating covering them head to toe. Basically, the installation of the Artificial Encephalon does not change the outlook of a person, but to create a capable engine of war several things will be changed in the process. Even if Machines are beasts of fiber and steel, many of them still fight to be a part of everyday society.

Machines gain +1 to all their physical attributes, but get -1 to INT and WIS as well as -5 CHA due to their lack of empathy and the degeneration of their humanity. They also have the possibility to purchase special abilities with 15 Machine Points. The abilities and their costs are given in Chapter 3. Because of the vast number of special powers Machines suffer a 10% penalty to their experience point awards.

Outsiders are all those who do not hail from within Yamol's borders. They include tribals, traders, nomads and the people of Havens. They don't have as many special abilities as the Transhumans but gain some bonuses due to their origin. No ability score adjustments apply for Outsider characters.

**Tribals** are humans of the wastelands, who live in small communities and villages. They generally grow their own food and rely heavily on the outside world for trade of more complicated items they can't themselves manufacture. Tribals know the lay of the land and thus gain a bonus proficiency related to their background. They are a religious people, believing in many kinds of spirits and ghosts that often make contact with the material world through omens, dreams and natural phenomena. Each tribal carries with him a spirit charm that can grant him some minor bonus in a given situation (examples are given in Chapter 3).

**Traders** are people who travel the wastes in search of customers and items to sell. Many have their roots in Yamol, but have chosen the life of the road

and the open sky. They gain a bonus proficiency related to their background and have a stock of items worth 1000 gp at the start of the game. Traders do not form a close knit group with common interests, but are often friendly to one another and most share a way of perceiving the world. Most other Outsiders respect the traders as they in part ensure that different tribes manage to live in the harsh reality that is Sogroorn.

**Nomads** travel through the lands after animals on whom they rely greatly in providing their proverbial daily bread. They are slightly more primitive than Tribals and generally less likely to take contact to the developed world. Nomads are a varied lot, but all share a common belief in the corruption of the land of smoke and steel that is Yamol. They gain a bonus proficiency due to their familiarity with the ways of the wastes. They also have 20% Hide in Shadows and Move Silently scores at the start of the game (if a nomad chooses to be a rogue or ranger he may add these as bonuses to his class abilities).

The people of the orbital Havens consider themselves to be above the surface-dwellers in many ways. Also called **Orbitals**, many surface dwellers think of them as the elite group which is granted life in paradise. Rarely though, an Orbital is exiled or otherwise situated back on the face of Sogroorn and these are the most common choices for a player character. Havens themselves are large space stations once designed to be an expansion of Yamol into space, but after Lord Thargan's death they have become places for the lucky and blessed. Disease, poverty and true fighting for life are nonexistent inside their walls, even though different Havens have several quirks of their own. The Haven humans are often civilized and well-educated thus gaining two bonus proficiencies from the academic field.

## Character Classes

From Ashes to Stars differs somewhat to the AD&D rules in the available character classes. The transition from magic to technology and religion to rationality has changed the world in a significant way and made wizards and priests extinct. Their place has been taken by Philosophers and Techmages. Some professions are more resilient than others, the world is never without fighters and thieves even though their trade has also changed from the olden days. A beginning character can choose from six different class options: Warrior, Ranger, Yamol Security Force Soldier, Rogue, Philosopher and Techmage. A character can also choose to be multi-classed, as per standard AD&D rules with the exception that multi-classing is available to humans as well as Transhumans and that a maximum of two classes can be chosen (a mere mortal just can't master that many complex trades these days). In later stages of a character's career, dual-classing is also possible.

## **Warrior**

Warriors are a versatile class of characters. Their lot ranges from cops, thugs and bodyguards to hitmen, prize-fighters and mercenaries. They are masters of different weapons and the only class able to choose a specialization at character creation. They live by their swords and die by them as well, rarely finding any peace in mundane tasks or the boring life of a wagslave. The only requisite to become a warrior is a strength score of nine. They follow the standard AD&D rules in level advancement and abilities.

## **Ranger**

Rangers of Sogorn are not the merry woodsmen and dashing elves of fantastic settings. They are urban predators and masters of the wasteland's lore, who seek unity with and understanding of their environment and try to act like it does - which often means ruthlessly and coldly. They are capable combatants and gain several special abilities available only to their ilk.

Rangers are perfect trackers and hunters, whatever the pray may be. They tend to act alone, but on occasion will travel with a group of at least the same amount of talent. Rangers are unlikely to live in a fixed place for a long period of time and they seldom gather money or other valuables. Tribal and nomad rangers are used to the wide skies of the charred plains whereas rangers in Yamol know its streets and tunnels by heart, a fact that shows how many faceted the ranger class truly is.

The requisites to become a Ranger are a STR and DEX of 13 and CON and WIS of 14. They can wield two weapons simultaneously (as per standard AD&D Rangers), but only if wearing leather or light composite armor. They can also Hide in Shadows and Move Silently (percentages are shown in Table I), but armor penalties apply as shown in Table II. Rangers gain the tracking proficiency for free at the start of game and gain a +1 bonus to it for every three experience levels they have earned. They also gain a +4 to hit bonus against their natural enemy (chosen before advancement to 2nd level and approved by the DM) and are at -4 to all reaction rolls towards members of the enemy species.

Rangers also choose a home environment at the start of the game (cities, mountains, rivers, plains, wastelands and deserts are all likely possibilities). This environment defines the possible areas where a ranger can use his Expert Survivalist ability. In his homeland, a ranger is able to find food, water and shelter for one to five individuals with a single wisdom check made at a +2 bonus. In addition, he is able to find animals and items that are likely to be present with an unmodified wisdom check (the DM has the final say in this). Furthermore, his chance to be surprised in his home environment is only one out of ten, but only if he is alone or with a group enjoying similar bonuses. Rangers are not allowed to have any more

treasure than he can carry. Even if they are the predators of their homes, rangers still have a strong link to their environment and its denizens. They do all they can to protect their homes from all possible threats and never act against that which they hold valuable and natural. If a Ranger voluntarily commits an act that serves to destroy or severely harm his home environment, he will lose his Ranger status and become a Warrior of the same level. This loss is irreversible.

**Table I - Ranger Abilities**

Ranger Level	Hide in Shadows	Move Silently
1	10%	15%
2	15%	21%
3	20%	27%
4	25%	33%
5	31%	40%
6	37%	47%
7	43%	55%
8	49%	62%
9	56%	70%
10	63%	78%
11	70%	86%
12	77%	94%
13	85%	99%*
14	93%	99%
15	99%*	99%
16	99%	99%

\* Maximum percentile score

### **Yamol Security Force Soldier**

The YSF is the elite army that serves Yamol in its many internal conflicts as well as its military campaigns. Its soldiers are trained by the best combat teachers of the planet and led by its greatest generals. In addition, genetic engineering, brain augmentations and state of the art equipment make them the most disciplined combat unit on the planet. They handle most

policework in Yamol and are constantly on duty, maintaining peace, hunting down criminals, surveying traffic, raiding gang outposts and often doing spec-ops work for different noblemen and officials. They gain a vast number of special abilities thanks to their extensive training and technology used to boost their efficiency.

To qualify as an YSF soldier, a character must have 14 STR, 15 CON and 13 WIS. Soldiers have made a vow to protect Yamol's best interests and that is a tying promise. However, some understand that the city's interest equals a given governors interest while others try to live on the razor edge of justice and they might even disobey their orders if they think that their vow would be broken if they were followed. A starting soldier gets a weapon and a suit of light composite armor for free at the start of the game. Furthermore, YSF soldiers are proficient in First Aid and enjoy a monthly income of 800 gold pieces (different assignments usually have an accomplishment bonus that forms the true wealth of a soldier).

Each YSF Soldier is equipped with a Tactical Neural Computer Interface that increases their reactions and efficiency in combat. The TNCI awards a +1 bonus to damage and to hit rolls as well as surprise and rolls while also reducing the soldier's armor class and initiative by one. In addition, all soldiers undergo an extensive program to increase their resistance to environmental hazards. They gain a +2 bonus to all saving throws thanks to this treatment and the quality of their training.

YSF Soldiers have the possibility to advance in the ranks of the force. Fourth level soldiers can apply to become sergeants and sixth level soldiers to be lieutenants. At 8th level a soldier can become a captain and also receives a Power Sword from the force due to his courage and long service to the city. A 10th level soldier becomes a major and is granted a special suit of Power Armor as a commendation for his prowess. These items can be gained through other paths as well and are more of a ceremonial gift than anything else. At level fourteen a soldier becomes a colonel and finally at level eighteen a general, the highest rank reserved only for the most valiant servitors of the YSF. Most of the time the improvement of one's title also includes a considerable salary raise since a new rank most often brings new duties at its wake. Level and rank don't always go hand in hand, since promotions are often granted (or omitted) for political reasons and as gifts to old friends by Dukes and Barons, an issue that infuriates many a grizzly veteran. It should be noted that Machine soldiers do not gain ranks nor receive free weapons or armor.

## **Rogue**

Thousands of people in Sogrogn live the life of breaking the law and twisting the rules to their own profit. But none are as skilled in these trades as Rogues. Like shades in the night they are skilled in stealth, disguise and burglary. From mere pickpockets to infamously rich gentleman thieves,

these are the personas for whom crime is more than an income, it is a way of living and thinking. The prime requisite to become a Rogue is a Dexterity score of nine. Their abilities work as per the standard AD&D rules, even though Lockpick and trapfinding skills both apply to electronic applications as well and abilities are adjusted a bit differently for armor. Racial adjustments do not apply, except where stated in the race descriptions. Thieves Cant is treated as a bonus proficiency that corresponds the Streetspeak, Tribal Sign Language or Nomad Silent Tongue proficiencies depending on the character's background.

**Table II - Thieving Skill Armor Adjustment**

Skill*	No Armor	Metal or Heavy Composite	Light Composite
Pick Pockets	+5%	-30%	-25%
Open Lock	-	-10%	-10%
Find/Remove Traps	-	-10%	-10%
Move Silently	+10%	-20%	-15%
Hide in Shadows	+5%	-20%	-15%
Detect Noise	-	-10%	-5%
Read Languages	-	-	-

\*Using physical thieving skills is not possible while wearing a full suit of Power Armor.

## **Techmage**

Techmages are adepts of electronics, mechanics and other technical topics. They use their skills for several purposes: some merely sell electronic kittens or fix kitchen appliances, while others serve the Yamol Security Force as high-paid technicians or do important research work for large corporations. They are wizards of circuits who create wondrous items from components others would see as useless junk. Techmages use the combat statistics and advancement tables of standard AD&D priests, but their prime requisite is an Intelligence score of nine.

At the beginning of the game Techmages receive the Techcraft proficiency for free, which forms the base of their knowledge. They also gain two special abilities, called Techmage Feats, which are the true marks of the Techmage's trait. New feats are gained and old ones improved according to the character's Intelligence score. However, to learn more of the art that is technology, every Techmage needs some sort of a manual. This can be anything from a concrete book or data disk to a school enrollment or a skilled tutor, but one is essential for the Techmage to advance his skills (you

just can't learn everything by trial and error). The details of the Techmage manual are up to the player and DM to decide, the latter of course having the final say in the matter. A complete description of all the Feats and related rules can be found in Chapter 4, pg. 39.

## **Philosopher**

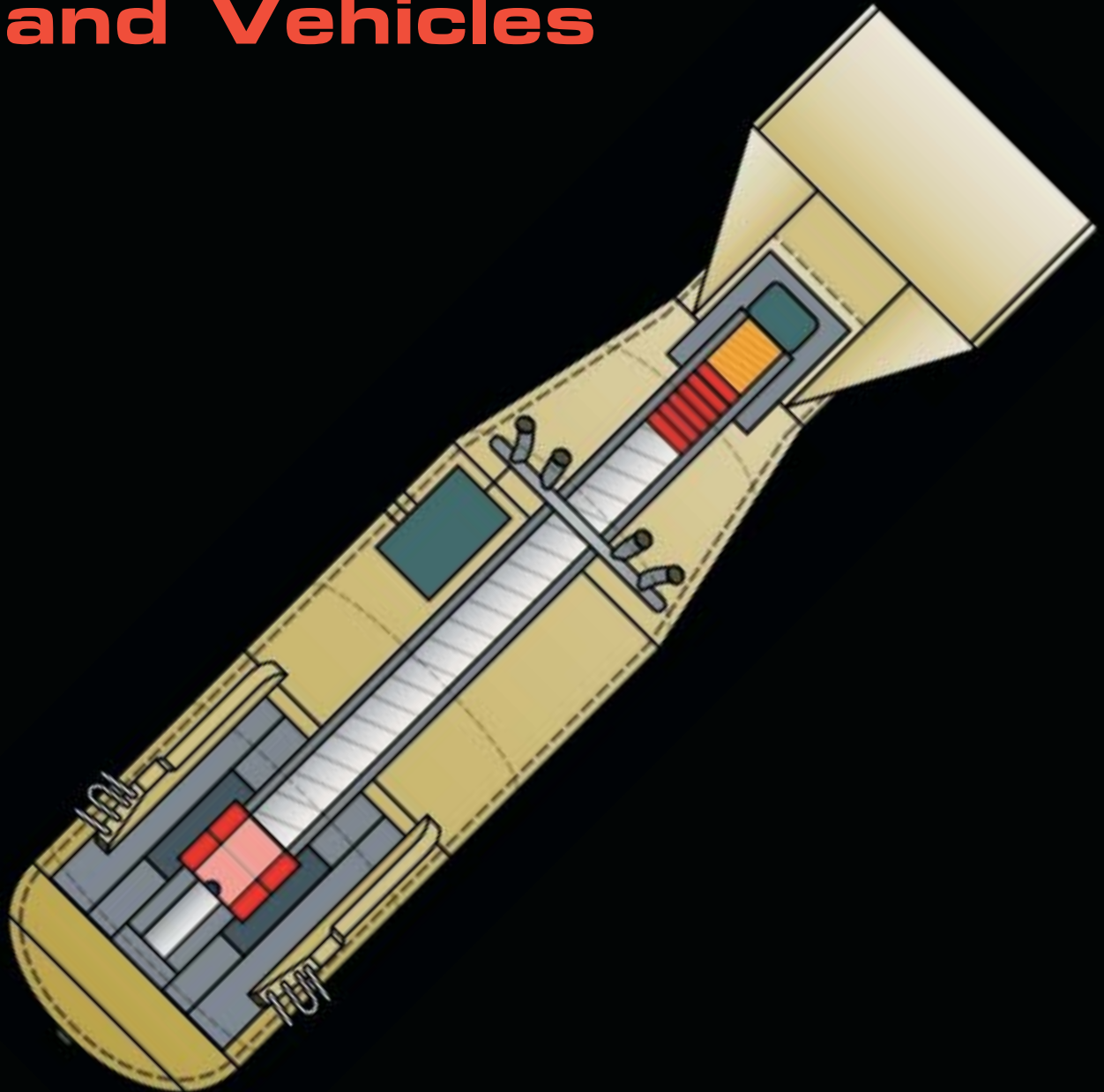
Concentration, rationality, wit and deep insight are the main qualities of the Philosopher class. They are true thinkers, devoting their lives to the search for truth which, as most Philosophers admit, is seldom universal and objective. Philosophers act in many roles in the societies of Sogrorn. They are the shamans of the tribals, media-figures of Yamol's talk-shows, negotiators for crime lords and advisors for nobles and businessmen. Their power rises from their wisdom, which often lures similar-minded people to the Philosopher's vicinity, many of whom join him to spread his knowledge and serve as his loyal companions.

Philosophers use the statistics and advancement tables of standard AD&D mages, but their prime requisites are Wisdom and Charisma scores of nine. They are the only class that gains followers in Sogrorn and do so based on their Wisdom score. They gain the Philosophy proficiency for free. In addition to these bonuses, Philosophers receive a special Author Adjustment whenever they use their skills to convey their teachings via books, songs or other published material. The amount of Author Adjustment is also based on the character's Wisdom score. Tables and rules for the revised use of Wisdom can be found in Chapter 4, pg. 43.



# Chapter 3

## Equipment, Spacecraft and Vehicles



Space, time and rocket juice,  
suck at the bittersweet taste.

# Chapter 3

## Equipment, Spacecraft and Vehicles

**”Space, time and rocket juice, suck at the bittersweet taste”**

### Equipment

From Ashes to Stars uses pretty much the same equipment tables as the basic AD&D game, even though some items should be converted to suit the more advanced setting. The weapon and armor selection have been changed quite considerably and new special equipment has been added. For mundane equipment it is suggested that the AD&D tables and real life pricing are used as guidelines for different everyday items, with one Euro or USD being worth one gold piece and the notation that prices of the AD&D tables should be adjusted for most wares (we suggest a x10 to x100 price increase, depending on the rarity of a given item). Below you’ll find all necessary tables for weapons and armor, new starting funding for characters as well as descriptions of the more exotic gear available in Yamol and surrounding lands.

Currency in present-day Sogrorn is the eon-old gold piece. With the mine colonies of the planet’s ore-rich volcanic moon and advanced mining technology on the surface as well, there has been a good supply of many a resource, thus ensuring the status of gold as a prominent tool of trade. In addition to physical gold pieces, characters are likely to possess credit chits which are the most common way to transfer money from one account to another. It is actually quite likely that much of Sogrorn’s wealth is in fact quite invisible (virtual gold is the term coined by philosophers for it), but no-one has been able to determine whether there is as much gold-ore as there are gold pieces on the accounts of Yamol’s population. However, when one needs to do his business with a bit more stealth or without the help of electronics, she resorts to great amounts of thin coins of pure gold, which usually are readily available from national banking agencies.

Table III - Character Starting Wealth

Warrior	5d4 x 100 gp
Philosopher	(1d4+1) x 100 gp
Rogue	2d6 x 100 gp
Techmage	3d6 x 100 gp

Table IV - Armor

Name	Cost	Weight	AC Value
Leather Armor	200 gp	10 lbs.	6
Metal Armor	500 gp	30 lbs.	4
Light Composite	1500 gp	15 lbs.	4
Heavy Composite	2500 gp	20 lbs.	2
Power Armor	10000 gp	80 lbs.	-3

Table V - Revised Missile Weapon Ranges

Name	ROF	S	M	L
Compound Bow	2/1	90	150	240
Compound Xbow	1	100	170	260
Machine Cannon	1	220	300	420

All ranges are in yards. It should be noted that vehicle and spacecraft weaponry have very long ranges and often so sophisticated aiming systems that in most combat situations against creatures and characters they do not take standard modifiers for long range. In vehicle combat said minuses should also be left out for the sake of simplicity, the relative differences have been noted in weapon descriptions and more accurate weapons will have the bonuses already calculated.

Table VI - Weapons

Name	Price	Weight	Size	Type	Speed	Damage
Combat Axe	250 gp	8	M	S	7	1d8/1d8
Blowgun	20 gp	2	L	-	5	-/-
Dart	5 gp/10	*	S	P	-	1d3/1d2
Bow	-	-	-	-	-	-/-
Compound	600 gp	3	M	-	7	-/-
Arrow	1 gp	*	S	P	-	1d8+1/1d8+1
Club	25 gp	3	M	B	4	1d6/1d6
Crossbow	-	-	-	-	-	-/-

Compound	1200 gp	8	M	-	10	-/-
Quarrel	1 gp	*	S	P	-	1d10+1/1d12+1
Dagger	20 gp	1	S	P	2	1d4/1d3
Knife	10 gp	½	S	P/S	2	1d3/1d2
Spiked Club	40 gp	12	M	P/B	7	2d4/1d6+1
Halberd	450 gp	15	L	P/S	9	1d10/2d6
Staff	-	4	L	B	4	1d6/1d6
Sling	1 gp	*	S	-	6	-/-
Bullet	1 gp/10	½	S	B	-	1d4+1/1d6+1
Stone	-	½	S	B	-	1d4/1d4
Combat Spear	200 gp	5	M	P	6	1d8/1d10
Sword	-	-	-	-	-	-/-
Bastard	450 gp	10	M	S	-	-/-
1h	-	-	-	-	6	1d8/1d12
2h	-	-	-	-	8	2d4/2d8
Broad	350 gp	4	M	S	5	2d4/1d6+1
Claymore	450 gp	10	M	S	8	2d4/2d8
Falchion	425 gp	8	M	S	5	1d6+1/2d4
Long	400 gp	4	M	S	5	1d8/1d12
Scimitar	400 gp	4	M	S	5	1d8/1d8
Short	300 gp	3	S	P	3	1d6/1d8
Two-handed	850 gp	15	L	S	10	1d10/3d6
Combat Hammer	200 gp	6	M	B	4	2d3+1/2d3

## Special Items

### **Armor, Composite**

This is the standard issue combat gear of the Yamol Security Force. Made of layers of resilient composite and plastic compounds it is the lightest, most protective and relatively cheapest suit of armor available to combatants in Yamol. Comes in a variety of colours, including urban camouflage patterning.

## **Armor, Power**

This is the true relic of soldiers throughout the planet. A suit of servo-motored steel/titanium alloy that gives ultimate protection against all kinds of hazards a warrior might face in a combat situation. The basic market shelf model gives -3 AC, 40% resistance against fire and cold and can be equipped with the same applications as Techmage-crafted suits with an additional cost as noted in the feat descriptions.

## **Chainsaw**

This highly sophisticated melee combat weapon is the top-notch choice for many a brutal warrior. Ungraded and developed to excel in bone-crushing and flesh-ripping, a chainsaw is a devastating close combat weapon. It uses a small combustion engine for power which is good for three turns before needing to be refilled. Strength modifiers for damage do not apply when using a chainsaw. Refills cost 75 gold pieces.

Cost: 475gp

Damage: 2d8+1/2d10+1

Weight: 8

Size: M

Type: S

Speed Factor: 6

## **Explosives**

The ambrosia of the bomb fanatic comes in many varieties in Sogorn. Common explosives include gunpowder based bombs, TNT, fragmentation, HE, concussion and EMP grenades, plastic explosives, firebombs and different kinds of nuclear weapons. Bombs and grenades have a basic ROF of 1, speed factor of 2 and range of 1/2/3. Use the character THACO and guidelines in the DMG to determine where thrown bombs land.

Explosions should be allowed to be resisted with Element saves for half damage. Other means of resistance are noted in the individual entries. Within the radius of an explosive a character is susceptible to full damage and half damage if he is further away from the blast up to twice the base radius. If explosives are used against structures or to achieve other effects than mere damage to characters, an Explosives proficiency check must be passed for the desired effect to happen.

### **Gunpowder Bombs**

These are the ball-like bombs of Saturday morning cartoons. Fairly easy to manufacture, but also underpowered and unreliable.

Cost: 100gp

Damage: 4d4, 6' radius

### **TNT (or Dynamite)**

Explosives made with the application of termite and nitroglycerin. Old-fashioned but stylish, TNT can be made into dynamite sticks or bundles of explosives equipped with a timer or trigger.

Cost: 120gp (per stick)

Damage: 4d6 (per stick, fire resistance reduces damage at ½ percentage), 8' radius

### **Fragmentation Grenade**

A grenade that relies on the fragmentation of the shell rather than the power of the explosion in delivering damage.

Cost: 150gp

Damage: 4d8 (each point of AC below 0 reduces damage by one per die), 15' radius

### **High Explosive Grenade**

The opposite of frag grenades, causing damage with the explosion rather than shrapnel.

Cost: 150gp

Damage: 5d6 (fire resistance reduces damage at ½ percentage), 10' radius

### **Concussion Grenade**

These grenades are meant to stun, not to kill. They are the favourite weapon of YSF police squads that get paid by the arrest instead of body count.

Cost: 200gp

Damage: Save vs. Knockdown at -4 or be knocked unconscious for 1d10 rounds after which the victim suffers a -2 to attack rolls and ability checks, 10' radius

### **Electro-magnetic Pulse Grenades**

EMP grenades came into fashion during the Machine Wars when common soldiers needed a way to destroy the indestructible. EMP grenades are expensive, but function fairly well against Machines. Normal electronic devices subject to an EMP pulse have a 10% base chance to escape its effects.

Cost: 300gp

Damage: 2d6 to Machines who must also save vs. Knockdown at -2 or be rendered inoperational for 1d6 rounds, 15' radius

### **Plastic Explosives**

Standard issue explosives in military use. Relatively cheap, reliable and destructive, plastic explosives are the choice of every would-be terrorist or bomb expert. Damage indicated applies to characters and vehicles, while structural effects can be achieved with a successful Explosives proficiency check.

Cost: 500gp per kilo

Damage: 10d10 per kilo (fire resistance reduces damage at ½ percentage)

### **Firebombs**

These are all explosives that use flammability as the primary deathbringer. They are cheap and easy to manufacture into large units capable of widespread destruction.

Cost: 250gp per unit

Damage: 6d8 per unit (fire resistance reduces damage at full percentage), 30' radius

### **Nuclear Weapons**

This is the ultimate tool of death and destruction that brought down the nation of Helion and made Yamol the sole superpower of present day Sogorn. Damage and cost are so great that inexperienced characters should



have no chance to use or overcome the effects of nukes. Let it be noted however, that a skilled Techmage can build one with the right components and that an Explosives check at -4 is needed to disarm a nuke. Nuclear weapons are best employed from silos, airplanes and spacecraft, but it is also possible to manufacture nukes that fit a simple office briefcase.

### **First Aid Kit**

The first aid kit adds +2 to all First Aid proficiency checks and +1 in the application of the Field Surgery proficiency. These bonuses are not cumulative if both kinds of kits are available. A full kit has 10 uses. Cost: 150gp

### **Field Surgery Kit**

The field surgery kit adds +4 to all die used in the application of the Field Surgery Proficiency and also functions as a first aid kit if need be. A full kit has 5 uses.

Cost: 500gp

### **Gasmask**

Many people use gasmasks to protect themselves from pollution, but they are also good for keeping out gasses and other harmful crap that travels through air. They protect against harmful effect at a 100% reliability, but potent combat gasses and the like can reduce this percentage to a 75%.

Cost: 250gp

### **Glider**

Flying with personal gliders is a favoured sport of many seeking the excitement of the open air. A simple wing-frame is harnessed to the pilot giving safety without encumbrance. To successfully manipulate a glider in a non-standard situation its pilot must pass a DEX check to reach a desired result.

Cost: 2000gp

### **Grenade Launchers**

These are simple projectile throwers constructed by illegitimate Techmages for many criminal organizations. They cannot fire normal grenades, but use

modified ammunition better suitable for ballistic firing (which cost the same as normal grenades). If used to directly fire at an opponent, grenade launchers do so at -3 to hit rolls. Range for launchers is 20/40/60.

Cost: 2800gp

### **Infragoggles**

These bulky goggles provide infravision to the wearer. Come in 30', 60', 90' and 120' models.

Cost: 150/300/450/600gp

### **Jetpack**

The rocket powered self-propulsion pack is a fine choice for chic wageslaves to get to their working places eloquently and quickly. It is designed using the finest materials and greatest care in quality control. The jetpack has a Maneuverability Class C and a maximum movement rate of 60. One tank of fuel last for two straight hours and refills cost 150gp. The jetpack is suitable also for Mutants.

Cost: 3900gp

### **Plasma Cutter**

This small tool is powered by powerful batteries. When turned on it emits a four inch plasma beam useful for all kinds of cutting activities. Due to its design it is difficult to use as an effective weapon (it looks like a small hacksaw and gets -2 to all to hit rolls), but the plasma beam inflicts 3d3 points of damage if used to harm other beings.

Cost: 250gp

### **Rad-O-Meter**

The Rad-O-Meter is a tool to determine dangerous radiation levels within an environment. The size and shape of a large wrist watch, it emits a high droning sound that increases in tempo as radiation levels increase.

Cost: 120gp

## **Slugger**

Even though firearms are not produced for personal use by the military industry in Yamol, there are still those who put together various materials and build their homemade guns, commonly called sluggers. They fire a multitude of things, lead balls and metal shrapnel being the most common. They are mostly used by lowly thugs and criminals without the necessary skills for civilized melee combat, making the slugger commonly considered to be a coward's weapon. A slugger needs a weapon proficiency to be used without penalties. The range for these improvised deathsticks is 10/25/45 and their ROF is 1.

Damage: 2d10

Cost: 750gp

## **Stunrod**

The ultimate weapon of non-lethal melee combat. Stunrods come in variety of shapes and sizes, but all employ a powerful electrical charge to render a victim unconscious. To effectively use a stunrod one needs to be proficient in the use of some other melee weapon whose primary employment happens by smashing. Damage: 2d10 (stun) and save vs. knockdown or lose consciousness for 3d6 rounds. If a victim's hit-points are reduced to zero, he automatically falls prone and loses consciousness. Cost: 350gp

## **Travel Video Display Unit**

Portable VDUs are very popular in Yamol and many have them in their surface vehicles, spaceships as well as offices and homes without space for mounted units. Travel VDUs receive radio signals and video signals, but many have learned to tweak them to function as transmitters as well.

Cost: 550gp

## **Tribal Spirit Charm**

The charms of the superstitious Tribals come in many fashions: brooches, instruments, amulets, rings, piercings, bones, bracelets and whatnot. Their bonuses are not available to members of other peoples, who don't have a connection with the tribe's ancestral spirits. Their effects can be tailored by the Dungeon Master and the Tribal player, or rolled randomly from the following table. It could be interesting for the player not to know his charm's effect, but to learn it over time. The effects are hard to define clearly and seldom follow strict patterns.

**Roll Effect**

1	+1 to single type of saving throw
2	10% resistance to a certain hazard
3	Ominous premonitions
4	Guiding voices
5	+2 bonus to any roll 1/week
6	-2 bonus to a certain ability check 1/week
7	Affinity with animals
8	Automatic success of a lucky guess 1/month
9	Spiritual intervention 1/campaign
10	10 gold piece bonus to all treasure found
11	-1 bonus to a certain proficiency
12	-1 AC in every other battle
13	Ability to taste poison
14	Augury talent
15	Ghostkin, the Tribal sees sprits around him
16	+1 to damage against specific enemies
17	Wrath of the Ancestors, touch does 1d2 damage 1/day
18	No need for constant nourishment
19	Supernatural sexual prowess
20	Other or DM's choice

**Weapon, Power**

Power weapons are prized artifacts of high-ranking soldiers, martial grandmasters and the most capable mercenaries. Rigged with revolutionary technology, they flash with raw, blueish energy as their powerful micro-motors do all in their might to rip through armor and flesh and shred all that meets their wrath. They can be equipped with additional charges that increase a weapons damage by one per used charge. Each charge burns out after use and must be replaced at the cost of 100 gold pieces apiece. The shop-shelf model gives +5 to hit and damage and can be equipped with three charges. Less powerful weapons are available, with cheaper prices, but they are seldom officially government-approved, making their possession somewhat dangerous.

Cost: 7000gp

## Spacecraft

The orbit of Yamol is filled with places that can only be reached by ships capable of space travel. From small shuttles and satellites to gigantic transports and interstellar explorers, Yamol has perfected its starfleet with the aid of long-term research and successful adaptation of models used in the lost realm of Helion. While many of the ships are privately owned the YSF and city officials have a considerable amount of craft in their use and also the best warships in the world.

In combat, spacecraft function as individual characters, where the pilot's THACO equals the ship's THACO and is modified by different weapon systems of the ship. They also gain +5 initiative penalty, modified by the pilot's reaction adjustment. Personal weapons (except Machine firearms and explosives) inflict only ½ damage against spacecraft. Weapon slots indicate how much weight in weapons a ship can carry.

### **Ant class light transport**

The favourite ship of smugglers and small-time space-criminals who appreciate reasonable price and easy modifiability. Ants are also used by the city in the transportation of mine products from the volcanic moon Dark Knight.

AC: -2

Hit Points: 250

Weapon slots: 1

Cost: 12000gp

### **Scarab class commuter cruiser**

These are the huge transports used mainly in the delivery of personnel to the orbital Havens. They can carry up to 2,000 persons and house them for years if properly equipped and manned. Scarabs normally use extensive launch facilities to propel them on their voyages to Havens, but it is also possible to equip them with fusion-engines for potential colonizing journeys.

AC: -6

Hit Points: 5000

Weapon slots: 0

Cost: 90000gp

### **Dragonfly class commuter shuttle**

Dragonflies are fast luxury shuttles used in surface-piloting as well as short range flights between orbital objects. Illegal races are often organized across Yamol or over the outskirts of Fallout, in places where the YSF does not have too much manpower. Dragonflies are also popular as luxury craft of the upper classes who enjoy cruises around the planet, onto space-stations and other near-space locales.

AC: 0

Hit Points: 200

Weapon slots: 0

Cost: 22000gp

### **Gargantua class destroyer**

This is the most common craft of the YSF. Equipped with high-class weaponry and good cargo capability, Gargantua is an ugly-as-hell abomination of war. Lack of fancy design drags the price down, but many who have worked on Gargantuas complain about its senseless controls and strange structural features.

AC: -8

Hit Points: 8500

Weapon slots: 10

Cost: 73000gp

### **Juggernaut class heavy transport**

The classification of the Juggernaut as a transport was most likely a bad-joke by the design team. While it is capable of carrying eight Termites and several battalions of soldiers, the Juggernaut is primarily a warship. It mounts several warhead launchers and heavy cannon turrets making it the most frightful sight on any battlefield. Currently, Yamol has no functional Juggernauts in its use, but it is rumoured that two units are nearing completion at one of YSF's secret shipyards.

AC: -10

Hit Points: 10000

Weapon slots: 16

Cost: 160000gp

### **Locust class short-range fighter**

Sold with or without weapon-mounts, the Locust is the most common spacecraft encountered in Yamol. It is highly functional even in low altitudes thanks to revolutionary design of engines and afterburners. Locusts are also used by the YSF in orbital patrolling and it has proved worth its price in hunting down space pirates and smugglers.

AC: -3

Hit Points: 500

Weapon slots: 0/4

Cost: 24000/30000gp

### **Termite class combat transport**

Termites are the second smallest (beaten only by Wasps) independent ships which do not need larger craft to support them during long space voyages. They are easy to equip with great amounts of weaponry, which eats up cargo space in exchange. Termites are in wide use by the YSF but have seen decline after the Machine Wars and several units have been removed from service and sold to the highest bidders, which makes it a common sight in the hands of different kinds of criminal pilots.

AC: -5

Hit Points: 750

Weapon slots: 6

Cost: 42000gp

### **Wasp class long-range fighter**

Wasps are perfect combat ships to send upon one's enemies. Fast, rather inexpensive and powerful, Wasps are the choice of the best warrior-pilots in Yamol. They are known to function and prevail even with severe hull-breaches and without the use of their second engine. The most famous instance that began the popularity of the craft was when during the early days of the Machine Wars captain Scant Rading chased two Helion Termites for 49 hours and finally defeated them in the midst of an asteroid field.



AC: -4

Hit Points: 1000

Weapon slots: 5

Cost: 47000 gp

### Vehicles

Personal vehicles are nonexistent in Yamol as the city is very crowded and polluted and on the other hand public transit is well-established. This is why private commuting is done in the airspace with the aid of surface-capable starships and low-altitude vehicles. Most land-vehicles tend to be of military origin, even if they are manned by regular citizens. In combat they act pretty much as spaceships, receiving a similar ½ damage reduction bonus but suffering only a +3 initiative modifier (again modified by the pilot's reaction adjustment). Note that vehicle prices do not include weapon systems.

#### **Goblin Mk. I**

Goblins are two-seated patrol cars with four wheels and the ability to cross difficult terrain very quickly. They are the primary light vehicle of the YSF, but enjoy wide popularity among many gangs and criminal organizations. Goblins are ugly, but reliable and fast, making them well suited for many kinds of operations.

AC: 4

Hit Points: 50

Weapon slots: 0

Top speed: 160 kph

Cost: 4000gp

#### **Troll Mk. III**

Trolls are the tracked cousins of Goblins. They are also two-seated, but the small cargo space can house two additional persons. They are more heavily armored than Goblins, but as suited for bad terrain and harsh conditions. Trolls can be equipped with a mounted weapon.

AC: 2

Hit Points: 80

Weapon slots: 1

Top speed: 90 kph

Cost: 5500gp

### **Ogre Mk. I**

The Ogre armored personnel carrier is standard heavy duty material of the YSF. They come in six-wheeled and tracked varieties (Mk. I A and B). Ogres are used in assault operations and in situations where heavy resistance is expected. Ogre can transport a team of eight soldiers plus two crewmen and their equipment. A top-mount is available for weaponry.

AC: 1

Hit Points: 100

Weapon slots: 1

Top speed: 75 kph (wheel) / 60 kph (track)

Cost: 8000gp

### **Wyvern**

Wyvern-series of low-altitude vehicles is probably the greatest success story in Yamol's industrial history. Light, one-seated and fast, it became a hit right after its launch, becoming the most common private transport in the city. Soon after it was also taken into use by the YSF as a scout aircraft. Due to its light structure, Wyverns cannot be equipped with mounted weapons.

AC: 4

Hit Points: 65

Weapon slots: 0

Top speed: 280 kph

Cost: 11000 gp

### **Dragon Mk. I & II**

Mk. I Dragons are the best choice when delivering personnel to remote areas and nearly inaccessible locations thus making them widely employed by the YSF. Their powerful engines ensure stability and give the craft a wide operational range. Mk. I Dragons can transport up to 20 soldiers plus two crewmen, whereas Mk. II, more of an assault craft, has additional armor and weapon capacity and space for 10 soldiers.

AC: 2/0

Hit Points: 120

Weapon slots: 1/3

Top speed: 200 kph

Cost: 18000gp

### **Manticore Mk. IV**

The Manticore has had many troubles during its development and critics say that not even the fourth incarnation of the assault LAV is fully functional. Manticores are somewhat used by the YSF, but their reliability issues have had many of them sold to third parties, which of course makes Manticores the most common vehicle of gang wars in the darker sectors of Yamol. Two-seated and with two weapon mounts, the Manticore is in principle a good combat craft, but only its users can tell the whole truth of its issues.

AC: 3

Hit Points: 90

Weapon slots: 2

Top speed: 230 kph

Cost: 13000gp

### **Pegasus**

In a Pegasus one travels with style. With space for up to a hundred passengers, fully automated entertainment center and state-of-the-art interior design, the Pegasus is the least a high-ranking citizen could ask for in an aircraft. Come in a variety of deluxe designs and colours.

AC: 2

Hit Points: 150

Weapon slots: 0

Top speed: 320 kph

Cost: 50000gp

### **Baatezu**

The main battle tank of the YSF, Baatezu saw the peak of its reign in the heat of the Machine Wars. Equipped with the thickest armor and the capability to mount devastating weaponry, a platoon of Baatezu has been known to defend against a horde of Helion troopers and tanks for days before perishing valiantly.

AC: -4

Hit Points: 220

Weapon slots: 5

Top speed: 55 kph

Cost: 25000gp

### **Glabrezu**

The light tank of the YSF, Glabrezu formed the backbone of the city's scouting forces during the Machine Wars. After the war, several Glabrezu were "lost in action", most of them ending up in unlawful hands.

AC: -1

Hit Points: 160

Weapon slots: 3

Top speed: 75 kph

Cost: 20000gp

## Spacecraft and Vehicle Weaponry

Spaceships and combat vehicles use a varied number of weapons. The number and kind of weapons a ship or vehicle can carry is determined by its weapon slots. Each weapon occupies a certain number of slots. A single weapon usually resembles a single attack of a ship, made with the pilot's THACO value. Thus a craft with five ROF 1 weapons has five attacks per round. Most weapons give a to-hit bonus resembling their armor piercing capability. Ranges are not stated and it should be noted that within the limits of the AD&D melee-oriented combat system, a mounted weapon will nearly always have sufficient range to hit an enemy. DM discretion is advised to be used and some suggestions for relative range are given in the weapon descriptions.

### **Cannons**

The primary weapon of light vehicles and small spacecraft, cannons can be installed to use three kinds of ammunition. High Explosive cannons use the power of explosion in the delivery of damage where Armor Piercing cannons seek to breach the target's defenses and EMP cannons disable its systems.

#### **HE Cannon**

Damage: 5d6+10

ROF: 1

Slots taken: 1

Ammunition: 50

Cost: 1000gp, 200gp per ammo unit

Notes: +2 to hit

#### **AP Cannon**

Damage: 3d8+10

ROF: 1

Slots taken: 1

Ammunition: 50

Cost: 1200gp, 250gp per ammo unit

Notes: +5 to hit

### **EMP Cannon**

Damage: 3d6+3

ROF: 1

Slots taken: 2

Ammunition: 15

Cost: 2500gp, 500gp per ammo unit

Notes: 50% chance to disable a weapon system, engine, controls and communications. Roll once for each system. Notes: +3 to hit

### **Missiles**

Missiles are the standard weapons of large warships and tanks. They are expensive and slow-firing, but very effective against small targets. Missiles come in two types; homing smart missiles and dumb missiles which must be targeted manually, but are slightly more powerful than their homing cousins.

#### **Dumb Missile**

Damage: 8d10+10

ROF: 1/3

Slots taken: 3

Ammunition: 1

Cost: 5000gp (launcher), 1000gp per missile

Notes: +4 to hit

#### **Smart Missile**

Damage: 8d8+10

ROF: 1/3

Slots taken: 4

Ammunition: 1

Cost: 6000gp (launcher), 1500gp per missile

Notes: +8 to hit

### **Plasma Guns**

The most devastating of the normal weaponry of spaceships and land craft, plasma guns are relatively short ranged and expensive, but two hits from one can bring down a fully operational Termite. Due to their slightly experimental nature and considerable price plasma guns are usually reserved to flagships and other highly prestigious craft.

Damage: 10d20+20

ROF: ½

Slots taken: 5

Ammunition: 5

Cost: 15000gp, 3000gp per extra 5 charges

Notes: +5 to hit

### **Lasers**

Less effective but much cheaper than plasma guns or missiles, lasers are a common weapon of larger ships and vehicles used mainly as protection against fighters and soft targets.

Damage: 5d12+5

ROF: 1

Slots taken: 3

Ammunition: Infinite

Cost: 5000gp

Notes: +2 to hit

## **Nuclear Weapons**

Nukes are usually equipped by the largest of warships such as Gargantua. Their main use is to destroy an important target with one shot and in that they are often quite effective. Due to the fact that they use up a lot of space in a craft and are quite expensive, nukes are usually deployed only in a single ship that is protected by a strong force of fighters and other smaller ships.

Damage:  $(2d10) \times 1000$

ROF: 1/5

Slots taken: 6

Ammunition: 1

Cost: 100000gp per warhead

Notes: +5 to hit, a hit that does not destroy a target craft still has a 25% chance to maim its electronic systems with an EMP pulse resulting from the explosion. Most ships are protected against EMP attacks, which explains the low figure.



# Chapter 4

## Special Rules



Dont worry Ive done this before. It'll hurt like hell and leave you sore.

# Chapter 4

## Special Rules

**”Don’t worry, I’ve done this before, it’ll hurt like hell and leave you sore”**

This chapter discusses the different rules that differ from the standard edition of Advanced Dungeons & Dragons. They include Augmentations of the fearsome Machines, Feats of the crafty Techmages, revised use of Wisdom and Intelligence, new Proficiencies as well as miscellaneous rules that are needed to keep things real in the 14th century of Sogorn.

### Machine Augmentations

Machine characters gain 15 points to spend on different augmentations at character creation. Later on, augmentations can be bought at a price of two times their listed cost, since it is expensive and difficult to install new boons (the listed cost applies to people who just need the parts but no installation). The listed cost does not apply in the beginning of the game. A Techmage with the Craft Machine feat of the appropriate level is needed to make the adjustments. Below, a list of possible augmentations and their costs is available. Dungeon Masters and players are encouraged to expand this list according to their individual tastes. All augmentations are vulnerable to electro-magnetic pulse attacks, usually shutting down one by one (if the Artificial Encephalon is brought down, all systems fail as well).

#### **Air filter (2)**

The best choice for every Machine who intends to be the target of poison gas! The air filter system provides a 90% resistance against all gaseous toxins and it even contains a small oxygen unit that provides enough oxygen for ten rounds in airless spaces. Standard pollution and the like are deflected 100% of the time.

Cost: 750gp

#### **Armor plating (2)**

Dermal armor plates are the most efficient internal armor solution for Machine scout-teams and rangers. They provide a constant AC 7 that is cumulative with armor suits.

Cost: 1000gp

### **Artificial gills (1)**

The ultimate water-breathing technology for Machines who need to be ready for everything! Artificial gills are so advanced that a Machine can sustain himself for three hours underwater.

Cost: 500gp

### **Boosted ability score (2)**

The newest fiber, hormone and processor technologies provide this ultimate chance to gain even more physical prowess, endurance or quickness! For every two points invested in this augmentation, a Machine gains one additional point to a physical ability score of his choice.

Cost: 1200gp

### **Increased healing rate (3)**

Combat wounds can be nasty, but with this bio-augmentation recovery is faster than ever and you'll be back on the field in no time! This augmentation grants the machine a faster healing rate, one hit points per six turns. It can be purchased up to three times.

Cost: 2000gp

### **Internal media center (1)**

Need that special tune to get into a good killing groove? Now you'll be able to play it all the way through the action and later relax with the premier vid-shows Yamol has to offer - free of distractions! The internal media center plays audio and video feedback right into the brain. It also has input/output plugs that fit most players and recorders.

Cost: 600gp

### **Machine senses (3)**

In the heat of combat the slightest details and unerring perception can make a difference between life and death and without artificial sensory equipment a Machine is but a man in a tin can. Get yours now! With Machine senses a character gains -1 to all initiative rolls, is surprised only on a 1 or 2 and receives a +3 bonus to all checks involving perception and senses. Machine senses also provide 30' infravision.

Cost: 1600gp

### **Mounted firearm (6)**

Vehicular firepower is in your hands soldier! In fact, it has replaced your hand! With this augmentation, a Machine character has a mounted firearm in place of his secondary hand. Two options are available, the HE and AP cannon, which inflict damage as per corresponding vehicle weapons. Ammo costs are also equal to vehicular counterparts.

Cost: 4000gp (HE), 5000gp (AP)

### **Mounted melee weapon (2)**

The latest servomotor and neuro-fiber technology makes mounting melee weapons onto Machines a simple and effective solution for all hand-to-hand combat needs. Mounted melee weapons replace a hand, but receive a +1 to hit and +2 to damage rolls. Weapons to be mounted should be validated by the DM.

Cost: 800gp+(weapon price)

### **Mounted power weapon (4)**

This augmentation provides a Machine with a level one Power weapon (see Craft Power Weapon Techmage feat for further details). A mounted power weapon provides an additional +1 to hit and +2 to damage as well as -1 to all initiative rolls.

Cost: 3800gp

### **Power armor (9)**

Need the ultimate protection against ultimate weapons? Seek no further, choose the greatest armor! This augmentation equips the Machine with an interwoven power armor that grants AC -1 and 30% resistance against fire and cold. Due to its special structure and attachment to the body of the Machine, this application of the power armor does not count against encumbrance, but a minimum CON score of 13 is needed for installation.

Cost: 6500gp

### **Replaced limb (4)**

Lost an arm? No problem! Get a new one! Limb replacement is fairly common among Machines. Basically a mechanical arm of metal is planted in place of a normal one and attached to the artificial encephalon via



super-conducting circuits. A bend bars/lift gates -roll is needed to resist the grip or pressure of an artificial limb and they inflict an extra +1 damage in melee combat. Cost: 1800gp

### **Resistance [Element] (2)**

Hardened tendons, boosted antibodies and subdermal drug supplies are all there to protect you from the hazards of the wastes. The resistance augmentation must be chosen individually for each element against which it provides a 25% protection (both in terms of damage reduction and shrugging off undesired effects). It can be taken multiple times and for multiple elements which include: cold, fire, acid, electricity, disease, radiation, toxins, drugs, chems and pain. Other resistance types are possible, with DM's discretion.

Cost: 1100gp

### **Self-destruct component (1)**

A Machine can work for decades and make himself near to a demi-god of the old myths. Then some upstart shithead takes him down, stands on his power axe and gloats with his victory. Make sure he'll face one final surprise... A self-destruct component is a potent weapon that has caused the deaths of hundreds of YSF soldiers and other troopers. When a Machine's hit points are reduced to zero (or -10 if the optional rule is used), the component will explode at the end of the next round with the power of a miniature tactical nuke, delivering 10d10 damage to everyone within 100 feet of the Machine (a saving throw versus elements for half damage is applicable).

Cost: 600gp

### **Tactical computer (3)**

Accuracy! Lethality! Prowess! These are things that come with the tactical computer unit installed right next to your rigged encephalon. The tactical computer of Machines is similar to the TNCI of YSF forces (the two cannot be combined) that serves to increase their combat efficiency. It yields a +2 bonus to damage and to hit rolls.

Cost: 1600gp

## Techmage Feats

Techmages have a selection of Feats covering the most specialized areas of their knowledge. Each is available in three different levels, resembling the advancement of the Techmage's skills. Techmages receive two Feat slots at character creation and more are gained every fourth, third or second level, depending on the character's intelligence score (see Table VII). In addition, nonweapon proficiency slots can be used to upgrade and buy new Feats at the cost of two slots per one level of the desired Feat. To improve an existing Feat or learn a new one the character must consult his manual for an amount of time determined by the DM and pass a Learn check, percentages of which also depend on the Techmage's intelligence. If the check is failed, a character may only attempt to learn the Feat again as he gains a new level - although he does not have to gain new Feat slots at the time. On a successful roll, the Techmage may spend his free slot and add the Feat to his repertoire. Moreover, some Feats have requisites that have to be met before they can be learned, for example a Techmage cannot craft power armor without the Armorer nonweapon proficiency. To use a Feat a character must meet the material requirements of the chosen action and pass a Techcraft check, modified by possible situational modifiers that are up to the DM to decide.

Table VII - Revised Intelligence

Score	# of languages	Feat Gained Every	Learn Feat
1	0	-	-
2-8	1	-	-
9	2	4th	45%
10	2	4th	50%
11	2	4th	55%
12	3	4th	60%
13	3	3rd	65%
14	4	3rd	70%
15	4	3rd	75%
16	5	3rd	80%
17	6	2nd	85%
18	7	2nd	90%

## **Craft Electronics**

This is the basic technician skill covering things such as building radios, electrical tools and appliances. Cost and time consumption of different tasks is determined by the DM. Craft Electronics is a requisite for Craft Vehicle and Craft Machine.

Level 1: Basic appliances, basic security measures and radio transmitters and transceivers.

Level 2: Complex appliances, complex security measures, basic security counter-measures and media equipment.

Level 3: Computers, complex security counter-measures and jammers.

Requisites: None. With 2nd level Craft Electronics and 2nd level Craft Mechanics small robots can be built.

## **Craft Explosives**

This is the skill of bomb-builders and disassemblers. Cost and time consumption are determined by the DM.

Level 1: TNT- and gunpowder based explosives, basic triggers and timers, firebombs.

Level 2: Grenades, contact triggers, plastic explosives, vehicle and machine ammunition.

Level 3: Smart timers, proximity triggers, nukes, EMP-grenades.

Requisites: None. With 2nd level Craft Mechanics launchers for different kinds of explosives can be crafted.

## **Craft Machine**

The art of the most ingenious scientists in Sogron, with this skill the Techmage can create the dreaded Machines whose firepower and combat prowess was drastically witnessed during the Machine Wars. A Machine must be created out of a human being, which usually limits the use of this Feat. In addition, there is no guarantee that a Machine would obey its creator in the least as they still retain their free will even though their humanity degenerates greatly during the creation process.

Level 1: Ability to build different augmentations and components.

Level 2: Ability to build the Artificial Encephalon.

Level 3: Ability to install augmentations and the Encephalon.

Requisites: Level 2 requires 2nd level Craft Electronics. Level 3 requires 3rd level Craft Electronics and the Field Surgery nonweapon proficiency.

### **Craft Mechanics**

This is the classic field of study of tinkers since ancient times. It covers the knowledge of natural laws of physics and their applications. Engineering nonweapon proficiency gives a +1 bonus to all Craft Mechanics rolls for each slot invested in the proficiency.

Level 1: Classical mechanics, levers, pulleys and lifts.

Level 2: Fine mechanics, clockwork, hydraulic appliances and tools.

Level 3: Adds +2 to all Craft rolls.

Requisites: None.

### **Craft Power Armor**

The forgemasters of the Yamol Security Force are famed for their suits of power armor more resilient than any other protective gear. A skilled Techmage can achieve almost as profound results with this Feat. It takes approximately 70 hours to construct a suit of powered armour.

Level 1: Armor Class 0, weight 100 lbs., 25% fire and cold resistance, cost 5000 gold pieces.

Level 2: Armor Class -1, weight 90 lbs., 33% fire and cold resistance, cost +1000 gold pieces, life-support system +500 gold pieces, 30' infravision +500

Level 3: Armor Class -2, weight 80 lbs., 45% fire and cold resistance, cost +2000 gold pieces, 60' infravision +500 gold pieces, targeting computer +500 gold pieces.

Requisites: Armorer nonweapon proficiency. To improve an already constructed suit of armor or install additional ware, a Techmage needs Universal Repair of the same level as he wants to achieve.

### **Craft Power Weapon**

The ultimate melee combat weapons on the face of Sogrorn come in many forms. They can be virtually anything from daggers to swords and axes to spears. It takes approximately 40 hours to manufacture a medium sized



power weapon. The cost does not include the material needed to construct the weapon-core, use prices from the weapons table to determine the base cost of a Power Weapon.

Level 1: +2 to hit and damage, two charge maximum, cost 3000 gold pieces, +100 gold pieces per charge.

Level 2: +4 to hit and damage, two charge maximum, cost +1000 gold pieces, +100 gold pieces per charge.

Level 3: +6 to hit and damage, four charge maximum, cost +1500 gold pieces, +100 gold pieces per charge.

Requisites: Weaponsmith nonweapon proficiency. Universal Repair of appropriate level is needed to increase a weapon's level or its bonuses between levels (so that for instance +3 weapons can be made).

### **Craft Vehicle**

Even though personal vehicles are a true rarity on Yamol's streets, there is still strong demand for means of transportation, especially in the military field. With this feat a Techmage can build anything from small boats to surface flyers and even spaceships.

Level 1: Two-seated land vehicles on track or wheel.

Level 2: Large personnel carriers, one-seated low-altitude vehicles.

Level 3: Armored tanks, aircraft.

Requisites: Craft Electronics and Mechanics at level one. Universal Repair is needed to fix and modify vehicles. Their level must be equal to the modified vehicle's. At 3rd level if Craft Vehicle is combined with the Engineering and Astronomy nonweapon proficiencies, spacecraft can be manufactured.

### **Universal Repair**

This feat allows the Techmage to repair and improve all kinds of gadgets and machines if he has access to (at least somewhat) proper tools and spare parts. It is essential for anyone who wants to be sure to be able to handle the maintenance of his creations or be of assistance to those who can't.

Level 1: Basic home-appliances, land vehicles.

Level 2: Complex electronics, airborne vehicles.

Level 3: Super high-tech computers, spacecraft.

## Philosopher Special Abilities

Philosophers gain followers every three levels of experience they reach. Their number and level are determined by the Philosopher's wisdom (as seen in Table VIII), which is the measure of his attraction since the followers are primarily drawn to the Philosopher's teachings rather than the man or woman in question. The Philosopher's charisma score determines whether his followers enjoy his personal company as well. Below is a table of possible followers, but DM's are encouraged to create unique personalities for the followers rather than make them just another way to shine in combat. Philosophers' Author Adjustment applies to all proficiency checks used when the character tries to gain some benefit or influence a certain reaction via writing, prepared speech, publishment or other medium.

Table VIII - Revised Wisdom

Score	Follower Level	# of Followers	Author Adjustment
1-8	-	-	-
9	1st	1d2	+0
10	1st	1d2	+0
11	1st	1d3	+0
12	2nd	1d3	+1
13	2nd	1d3	+2
14	2nd	1d4	+2
15	2nd	1d4	+2
16	2nd	2d3	+3
17	3rd	2d3	+3
18	4th	2d3	+4

Table IX - Philosopher's Followers

d100 Roll	Follower Type
1-30	Junior Philosopher
31-45	Fellow Philosopher
46-50	Senior Philosopher
51-60	Rogue

61-70	Warrior
71-80	Techmage
81-85	Ranger
86-90	Knight of Reason (Warrior/Philosopher)
91-95	Dilettante (Rogue/Philosopher)
96-100	Special or DM's Choice

## Proficiencies

From Ashes to Stars has expanded the AD&D proficiency system to better suit the needs of futuristic adventures. Below you'll find a complete list of non-weapon proficiencies available to characters and descriptions of all new skills and also of those that have undergone major changes. All in all old proficiencies should be considered to be updated to modern levels rather than being word-to-word copies of those found in the Player's Handbook. Many proficiencies are mainly for tribals and nomads (e.g. Pottery, Stonemasonry), but the DM has the final word in all proficiency choices. A considerable difference to standard AD&D is that all characters can choose from all available proficiencies without any class-related penalties, a fact that applies to both weapon and non-weapon proficiencies.

**Table X - Nonweapon Proficiencies**

<b>Proficiency</b>	<b>Slots</b>	<b>Ability</b>	<b>Modifier</b>
Ancient History	1	Int	-1
Animal Handling	1	Wis	-1
Animal Lore	1	Int	0
Animal Training	1	Wis	0
Appraising	1	Int	0
Armorer	2	Int	-2
Artistic Ability	1	Wis	0
Astronomy	2	Int	0
Blind-fighting	2	NA	NA
Bowyer/Fletcher	1	Dex	-1
Brewing	1	Int	0
Carpentry	1	Str	0

Chem Compounding	1	Int	-2
Cobbling	1	Dex	0
Cooking	1	Int	0
Dancing	1	Dex	0
Direction Sense	1	Wis	+1
Disguise	1	Cha	-1
Endurance	2	Con	0
Engineering	2	Int	-3
Etiquette	1	Cha	0
Explosives	2	Int	-1
Fast-talk	1	Cha	0
Field Surgery	2	Wis	-3
Fire-building	1	Wis	-1
First-aid	1	Wis	-2
Fishing	1	Wis	-1
Forgery	1	Int	-1
Gaming	1	Cha	0
Heraldry	1	Int	0
Hunting	1	Wis	-1
Juggling	1	Dex	-1
Jumping	1	Str	0
Language	1	Int	0
Leatherworking	1	Int	0
Local History	1	Cha	0
Metalworking	1	Str	0
Mining	2	Wis	-3
Mountaineering	1	NA	NA
Musical Instrument	1	Dex	-1
Navigation	1	Int	-2
Philosophy	2	Wis	0
Pilot, Airborne	2	Wis	-1

Pilot, Land-based	1	Wis	+1
Pilot, Spacecraft	3	Wis	-2
Pottery	1	Dex	-2
Producing	1	Int	0
Reading Lips	2	Int	-2
Reading/Writing	1	Int	+1
Rhetorics	1	Int	-1
Riding	1	Wis	+3
Rope Use	1	Dex	0
Running	1	Con	-6
Set Snares	1	Dex	-1
Singing	1	Cha	0
Stonemasonry	1	Str	-2
Survival	2	Int	0
Swimming	1	Str	0
Techcraft	3	Int	0
Tightrope Walking	1	Dex	0
Tracking	2	Wis	0
Tumbling	1	Dex	0
Weaponsmithing	3	Int	-3
Weather Sense	1	Wis	-1
Ventriloquism	1	Int	-2

## Proficiency Descriptions

### **Animal Training**

Training animals is a common profession in nomad and tribal societies, but that does not mean urban characters could not pick it as a proficiency. The noteworthy thing is that in modern Sogron, locale and background have a big effect on the fauna that is available. Yamol has its urban creatures, such as bats, dogs and rats whereas the wasteland is filled with more exotic creatures such as wolves, bears, birds of prey or even horses.

## **Artistic Ability**

This proficiency covers a lot in From Ashes to Stars. Composing, painting, sculpting, conceptual art and interior designing are just a few examples of its uses. Artistic Ability must be chosen for a specific art, but can be taken multiple times to make one proficient in several fields.

## **Astronomy**

The knowledge of stars, space-travel and cosmic laws. Astronomy is primarily a knowledge skill, but can also be used to boost the Spacecraft Pilot proficiency, where each level of Astronomy gives +1 to all navigational piloting checks. Techmages need Astronomy to build functional spacecraft.

## **Chem Compounding**

With chem compounding a character is able to manufacture working drugs, medicines and other chemicals provided that he has the access to the right equipment and raw-materials. The use of this proficiency should be discussed with the DM to determine its limits and applications so that they suit the campaign in question.

## **Etiquette**

In From Ashes to Stars, the Etiquette proficiency covers a bit more than the correct addressing of noblemen. It can also be used as a way to act correctly in all kinds of social situations, whether being among primitive tribals, corporate execs or Sector 5 criminals.

## **Explosives**

This proficiency covers the correct use of detonators, timers and other explosive mumbo-jumbo. Throwing grenades and their like does not require a proficiency check.

## **Fast-talk**

The skill of saying many things without meaning anything and getting away with it. Fast-talk rolls should be accompanied by proper roleplayed utterances and a proficiency check is only to determine whether a bluff succeeds.

## **Field surgery**

The skill of combat medics and others who know a bit more of medicine than the simple "patch of this and a shot of that" -procedure. A successful Field-surgery check heals 3d4 hit-points and can be repeated every day after the injury to heal more of the sustained damage. A medical kit aids in the use of this proficiency.

## **First-aid**

This is the skill for healing minor injuries, whether they are caused by accidents, battle or other hazards. A successful proficiency check heals 1d4 hit points per slot invested in the First-aid proficiency. First-aid can be applied only once to a character. This roll is modified if a proper medical kit is available. A character about to bleed to death is stabilized with a passed check.

## **Heraldry**

This proficiency covers the knowledge and understanding of the military and nobility system in Yamol or alternatively the structure of a tribe's ruling. It can be used to recognize different markings of stature and to trace lineages of nobles, but also to know details of the duties of nobles or officers.

## **Languages**

From Ashes to Stars has let go of the AD&D definition of modern and ancient languages, mostly due to the considerable reduction of different languages. Most people in present day Sogron speak the common language, but nomads and tribals have their own regional dialects and their speech may differ very greatly from standards. Also, the underworld of Yamol has its own Streetspeak, a complicated slang that is easy to use but hard to master. More exotic languages include High Helion, which was the language of science and philosophy in the now-extinct nation, Tribal sign languages and the silent tongue of some Nomads, which is a complex form of lip-reading and expression interpretation. In addition, some Orcborn embrace Orcspeak, a language derived from the ancient language of the orcish race - or so they claim it to be.

## **Metalworking**

The art of putting things together from metal in a specialized workshop. Guidelines in its use can be imported from the standard AD&D blacksmithing rules, but other, more modern applications exist as well.

## **Musical Instrument**

Music has undergone great changes since the old ages. Most of it is synthesized and computer assisted, but some traditional instruments, such as drums, horns and string-instruments, still prevail. Synthesizers, drum-machines and rhythm-guitars are the most common instruments in popular music.

## **Philosophy**

The art of seeking wisdom has had a profound influence on Sogron. Philosophers are respected greatly and the most influential of them have had great impacts on everyday politics and other matters of state. Most powerful rulers have had philosophers as their advisors. With this proficiency a character is familiar with the tradition of philosophy, historical philosophers and the ability to reason believably and objectively. In addition to general philosophy, a character may choose to follow a specific path of philosophy, such as strict moral codes, reason above all -thinking or even more obscure theories (such as that things in the real world do not exist if they are not perceived or that life is the result of a humorous inspiration of a great spirit). Possibilities are near limitless, but for suggestions refer to the Background chapter and its entry on different traditions.

## **Pilot, Airborne**

The daring crewmen of airplanes and LAVs all need this proficiency. It covers everything one needs to get a craft off the ground and back on its surface, even if something goes wrong mid-air. DMs are advised to force Pilot checks only in situations where characters are using the proficiency in bad or hazardous conditions or trying to do something extraordinary with their talent.

## **Pilot, Land-based**

The Land-based Pilot proficiency covers the use of all wheeled and tracked vehicles and with the DM's discretion the use of even more exotic things one could wish to throttle forth. The same suggestions for checks apply as in Airborne Piloting.

## **Pilot, Spacecraft**

The skill of ultimate professionals, maneuvering a spaceship is the dream of every little boy (and many a girl!). In addition to handling of craft, the proficiency should be also used when navigating through deep-space



distances. Again, routine checks are advised to be avoided as discussed above.

### **Producing**

This proficiency covers all work activities that keep the society of Yamol running. They include the production of food (both naturally and synthetically), resources (minerals, oil, nuclear refining) and goods (clothes, vehicles, electronic components). It is the basic proficiency of a factory worker and is possessed by most in the lower social classes. A character may choose to know several ways of production, but each field requires its own proficiency.

### **Rhetorics**

The art of educated speech, in charismatic hands Rhetorics is a profound skill. It can be used to influence reactions, force statements and to persuade opinions of even a great number of recipients. Rhetoric covers only the use of speech as a influential medium, writing is an altogether different art. Dungeon Masters should modify the difficulty of a Rhetorics roll if the situation requires so.

### **Techcraft**

The ultimate skill of Techmages, Techcraft is the basis of all their knowledge. It contains the understanding of different technologies and enables a character to manipulate them effectively. The proficiency is open to all characters, but only Techmages gain the benefit of feats. Other characters may use it as a repair, operation and modification skill of technical objects.

## Saving Throws

With the absence of magic, From Ashes to Stars uses a different set of saving throws than the AD&D game. Same tables apply as before, but the effects to be resisted have changed. Below is an overview of the changes made in From Ashes to Stars with old terms in parentheses.

Save vs. Toxin/Radiation (Death)

Save vs. Drug/Chem (Wand)

Save vs. Disease/Pain (Petrification)

Save vs. Element (Breath Weapon)

Save vs. Knockout (Spell)

Dungeon Masters are encouraged to use saving throws creatively. They resemble the last chance a character has to resist a dangerous hazard with his own force of will and resolve as well as sheer luck. A few ideas to their use follow, nevertheless.

Toxin and radiation saves should be used whenever a character is subject to considerable dose of one or the other and risks some kind of damage from them. Drug and chem saves give the character a chance to escape the effects of tranquilizers, narcotics and chemical weapons (gasses and the like). Disease saves are against natural (but not necessarily naturally received) illnesses and pain saves come at play in situations where pain is used as a means to get the character do something he'd rather wouldn't. Element saves are your run-of-the-mill attempts to resist coldness, fire, lightning and other environmental hazards, and are probably best used as half-damage saves rather than ways to completely resist extreme conditions.

## Alignment

From Ashes to Stars has dropped the use of alignment as a character trait. In standard AD&D it often functions as a justification to different magical effects and also as a manifestation of some divine will. Both magic and gods are irrelevant in present Sogron, so no need for the use of alignment remains. Naturally, players are free to choose an alignment for their characters to help their own roleplaying exploits, but it is in no way mandatory and character are free to act in a broad range of the moral spectrum in whatever way the player decides.

# Chapter 5

## Background

Behind all the empty glitter the city's a painted whore.

# Chapter 5

## Background

**”Behind all the empty glitter the city’s a painted whore”**

### The Big Picture

In the olden days, Yamol was ruled by a council of elders in an oligarchic state. For long it was a small realm, but after wars with the kings of the wild lands it gradually expanded. At the peak of its might it had a militaristic sister-nation called Azgar, apparently founded by a hero who had emerged from the wild and helped Yamol in its struggles. Soon, Helion was discovered and apparently it had been around for even longer than Yamol. Other realms could have existed, but of those the great historian Gregorius Gleiw mentions only vaguely. After Gleiw’s supposed death, very few things are known of the development of Yamol.

What little is known is that for 600 years Yamol was controlled by many kinds of factions and rulers, some taking forth science, others preaching teachings of gods. During that time it moved from horses and rock to steam and steel.

Then came the tenth century and a ruler whose kind no-one could have foreseen was born. His name was Janek Acier. Even though he was a son of mere farmers his dream was a revolution like no other. Scholars have since determined that the time was right for a man like him to emerge as Yamol had been in turmoil for some time. Few scientists claim that different races were at war after having lived somewhat peacefully together for hundreds of years, but the more popular view is that a weak class of rulers was plotted against by many different factions, religious, political and military.

Janek Acier entered the most famous war-academy of his time in the then prosperous city of Azgar and advanced in the ranks of its legions. During his years of service he was stationed in Yamol for many a year and there he thought he saw what kept the nation in strife. He saw that Yamol needed to be unified ethnically, politically and regionally. In addition, religion was to be banished altogether, for its different interpretations only held the land of great tradition in a static state of no advancement of science or thought. With his officer comrades from the Azgar academy he started to plan overthrowing the rule of the lords of Yamol and massed around him a strong force of soldiers from Azgar and Yamol alike. It must be noted that Acier was in no way alone with such plans, but he was the only one with the resources, guile and swiftness to make his plan become reality.

In just a little over three years, Janek Acier brought Yamol to its knees and seized control. After taking the throne, he began reformations with an iron fist. With a vast propaganda program he turned the majority of people against all minorities and began systematically executing everyone he considered unpure or a threat to the structure of his society. He banned the public worship of gods and soon started to monitor people's private religious habits as well. Tens of thousands died and countless fled Yamol, most disappearing from the face of Sogorn forever, some becoming nomads and tribals whose progeny walk the wastes today.

Yamol became stable, but that stability was based on fear and persecution. Acier's reign continued until his death in 976 which saw an end of the era that had brought Yamol back into the spotlight. Yamol was greater than ever before, having expanded its borders to all directions, taking land from both Azgar and Helion. Its military might exceeded Azgar's which was known as the home of the greatest warriors until then.

After Acier, rule was taken by a council of commissars known collectively as the Seekers, who were a great influence to Acier and a tool for him to spread his faith in technology and progress. First the Seekers did everything to hold the nation together and somehow succeeded. For many years they concentrated on maintaining peace and the status quo, but that was also to change in years to come. During their time science took a giant leap and the last bits of religion and pantheism were demolished.

In 1187 a cunning and powerful Seeker known as Reanar Sarasten took control of the council and was again a man with a plan. A studied historian, Sarasten was convinced that Yamol could not stay virulent without constant expansion as for him Janek Acier had proven. Under the protection of emergency laws, he trained the army of Yamol to a new level and marched it, without proper declarations or diplomacy, to the borders of Azgar, catching the grand realm off guard. In a mere three weeks, Sarasten was at the heartlands of the ancient empire, but then the legions of Azgar rallied their forces and gave their best.

The war lasted for 52 years and cost the lives of millions of soldiers and civilians alike. Finally on his deathbed Reanar Sarasten heard what he had wanted to hear for all those long years. Azgar had been wiped out once and for all. Sarasten's campaign acted as a back door for Helion. While the other two nations were busy with their squabble, Helion practiced its own philosophy and grew quickly. It began the race for space, advanced in all fields of modern science and developed their philosophy of isolation to a new, ultimately fatal, level. After Sarasten a small-time civil war broke out among the Seekers who had been in power so long that they had let it corrupt them and make them blind to the unstable situation their realm was in. Years went on and the Seekers could not find a way to reinforce their might.



The time was again right for change. In 1251, a former general and popular philosopher Thargan conducted a successful coup d'état and proclaimed himself Lord of Yamol. The Seekers were dispersed and made an illegal political faction. This began the latest era of prosperity and in the course of two decades, Thargan almost managed to reach Helion's technological level.

Thargan was loved by most of his people. He was a just ruler, but stern in his decisions and he did not fear to tell bad news to his people. He foresaw that Yamol was at the peak of its expansion if nothing was done to fuel it. Seeing only two ways out of the approaching population crisis, he began what later has been called Thargan's pet project. He began the construction of nine Havens. In 1268 the first modules were brought to the planet's orbit and hundreds of workers began the project that left its marks on Sogron for centuries to come.

Helion stirred in its slumber as it saw how Yamol was taking over the skies with its satellite-bases. A group of influential men and women began a propaganda campaign in Helion that painted Yamol as a bandit of the world, robbing everything there was to take and now reaching for the stars themselves. The group, calling themselves the Enlightened of the Millennium, started sponsoring hundreds of projects in war and space industries. From this campaign, arose the Machines. As news of the new super-soldiers reached Yamol, Lord Thargan called to Helion's philosopher rulers that they would suppress the outburst of these rebels and scoundrels, but the rulers kept to their isolationism and refused to act on anything "fate would eventually decide".

Thargan saw how the Enlightened grew in power and with the Haven's incomplete and eating up valuable resources, he could not stop them from invading Yamol if the Machines proved half as magnificent as was rumoured. He devised a cunning plan and sought out the most skilled criminals of Yamol's underworld, sending them on a mission to steal the designs of the Machines. Weeks went by and Thargan received no word from his majestic thieves, but he did not have to suspect treason or failure for long.

At midnight in the cold winter of 1272, one of the mercenaries, Mart Hauber returned. With him were the blueprints and instructions to build the creations of war, but one even more astounding thing came with him. The thing's name was Ogen and he became the first Machine in Yamol's army. The story tells that Hauber managed to convince Ogen that Yamol was to win if Helion decided to attack and Ogen, as rational as a Machine can be, saw it wise to join the winning side. His calculations proved to be correct in the years to come. In secret, Thargan began to recruit volunteers to become his army of Machines and the volunteers were numerous. The most skilled Techmages of the time were brought in to build different augmentations, design squad structures and construct Artificial Encephalons for the army of the upcoming dawn.

Then the worst that could happen did. The spies of Helion discovered that Yamol had access to the same technology they did and immediately the information reached their government and the Enlightened. The latter acted at once. Proclaiming martial law, they seized the nation's military command and brought their warships to the near-completed Havens. Thargan responded with his own starfleet and the first and most long lasting of the conflicts of the Machine Wars began. The year was 1275. Next, Machines of both sides met at the border of the two realms, accompanied by the most skilled warriors and advanced motorized battallions.

Fighting continued almost without a cease for eight years, after which Yamol launched the first nuke at one of Helion's major cities. For two months nothing happened and even the people of Yamol, who had been in favour of the war, began to suspect that the conflict could soon truly be on their front doors.

Helion retaliated. The largest of Havens, right when accepting its first inhabitants, was destroyed by a Helion Juggernaut. Before this, the space combat had moved around the Dark Knight and away from the space-stations, but the strike on Haven I brought it right into their midst once again. The rest of the Havens were taken into use only after the war.

For four years the two factions bombed heavily on each other's borders and millions died. Machines proved to be murderously efficient and mortal men seemed near powerless when faced with these creations of mad science. The most destructive space battles were fought over Dark Knight, the resourceful moon on Sogorn's orbit, and it changed owners several times during the war.

War weariness struck Helion first. The Enlightened had suffered losses as a few of their most important leaders were assassinated in 1286 and the movement's charisma seemed to go with them. People started to forget the reason of the conflict and turned against their leaders, calling upon the puppet-king-like philosopher lords, who again decided firmly to do nothing. The remaining Enlightened saw only one solution that could end the conflict quickly and in their favor. Thargan would have to die. Operation Sudden Death followed and no other name could have described it better, since already in the original plan, quick death was a probability to all soldiers who'd participate. A special assault craft was equipped with revolutionary cloaking technology, since lost in the midst of Fallout, and manned by the most skilled soldiers of the Helion elite troops.

In the dark of the night, summer 1288, Sudden Death troopers penetrated Yamol's defences and raided the Lord's palace. The finest of the Yamol Security Force were against them, but the Helion soldiers were able to hold their positions and advance deeper and deeper into the palace, nearing Thargan every precious minute. After three hours of desperate fighting the YSF reinforcements managed to breach the Helion defence and started to take back the palace grounds. When they neared Thargan's command post,

everything was silent. Upon entering, they saw legions of bodies, both friend and foe, and saw that their courageous Emperor had been impaled by a power blade. Only one surviving YSF soldier was found. Yamol was once again without a strong ruler. Immediately, the governors of the city proclaimed themselves temporary regents and began a massive counter-assault against Helion. After driving them back with the power of sheer rage and sadness for their leader's death, the YSF troops halted.

One thousand, three hundred and thirty one nuclear warheads darkened the skies of Sogorn and rained on the cities and plains of the land formerly known as Helion. Yamol waited for retaliation that did not come. Then it waited for Helion's surrender. Not a single transmission or survivor reached Yamol. Helion became Fallout over a day and the tumult of the blasts still echoes in the ears of veterans when they lie awake at night. The war was won, but expansion became impossible and the city had lost its greatest resource - unity. With Thargan, the dream of Yamol as a city of freedom and light died once again. The governors tightened their grip on the sceptre of power and made the city their playground. After the war, Havens were completed, but they soon became a world of oligarchs and opportunists rather than places where Yamol would naturally extend. Yamol became overcrowded, underpaid and tired of its leaders. It became what it is now.

## Technology

Before Janek Acier, Yamol and the surrounding world saw slow, but constant progress in most fields of sciences. The most important factor that reduced scientific research was the broad field of religion that occupied most wise men and women in its own topics of research and study. As the world was neatly explained by the interference of divine entities, no need to look for other kinds of answers remained.

During Acier's reign, weapons of war took great leaps forth as gunpowder and cannons were discovered. However, soon after his rise to power, Acier made all military research projects state-governed and in fear of the restless people turning against him, abolished funding from all lines of study that could have led to the development of powerful personal armament, especially firearms. This tradition was continued by the Seekers and it remains as one of the few laws that still manifest in Yamol's legislature since the reign of Janek Acier. Since, the forces of Yamol and the surrounding lands perfected their melee tactics and even the thought of the use of firearms by human soldiers in normal combat situations has long been considered dishonorable and barbaric throughout Sogorn, the main concern being that man should not be able to kill another without seeing him eye to eye. With the YSF code of melee weaponry and the government still owning all of the military industry, thus dictating what kinds of products are released to the public, no mass-produced personal firearms are available and very few actually long for such weapons as the trend has been on melee combat throughout the years.



The time of the Seekers took Sogron to the way of fast industrialization that brought the world into a new age of scientific wonders. The beginning of the twelfth century was the age of steam power and metal refineries.

At the end of the century, Reanar Sarasten's time saw quick advancement of military mass-production and automatization in many lines of work. The greatest achievements were made in Helion, where the first spaceships were constructed and tested as early as 1245. Lord Thargan was keen to adopt the breakthroughs of Helion, but the Machine Wars and its resolution saw many designs and marvels disappear in the mushroom clouds of Yamol's warheads.

Currently, Yamol is a scientifically advanced society and has access to many wondrous applications of modern science such as fusion power, super conductors and highly advanced medicine. However, most applications remain very expensive and are thus restricted in their use. For example, fusion power is used almost solely as fuel for the most prestigious starships whereas fission reactors propel most medium craft and older models while solar sails ensure the interstellar potential of Wasps and other light ships.

Super conductor technology is limited as well, its most important incarnation being the Artificial Encephalon of Machines. Most augmentations, as well as normal computers, rely on silicon chip technology, thus being easier and cheaper to manufacture, even if not as effective and sophisticated as carbon based super conductors.

With the destruction of Helion much research data was lost forever in many fields of modern science. Some claim that the wastelands of the Fallout hold dozens of secrets in their grasp, which are there for the takers.

## Philosophy

Since the abolition of pantheism philosophy and belief in science has taken over and shaped the culture of present Sogron as much as the old ways did in their time. Sprouting from simple rationalism and realism, philosophy has evolved through the years and now its branches are many and varied.

Usually the field of philosophy is divided into two main categories, metaphysics, concerning the nature of reality, and ethics, the philosophies of good life - under these are labeled the several subsections such as philosophies concerning societies, the nature of knowledge and esthetics.

In modern times sects and cults of philosophers maintain a large number of beliefs and ways of thinking and almost any system of thought imaginable can be found from their midst.

Perceptionists believe that existence is possible only if someone perceives the thing that is considered to exist. Thus, in theory, if everyone were to lose

their senses, the world would cease to be. This fallacy the perceptionists explain by a World Spirit, who constantly perceives everything there is to sense. Such a belief leads them to believe in fate and empiric study in determining the nature of reality and the progress of life.

Neo-determinists are a group of people who think that an abstract being known as the Invisible Puppetmaster controls everything in the world and determines the course of time and space. Opinions differ, whether humans have a free will or not.

Libertists consider the world to be a chaotic place without inner organization or destiny. They think that men are free to choose whatever path they desire and that nothing is predetermined or set. A popular counter-argument says that a human being cannot choose his birth status or anything like that, but the libertist riposte with a strong belief in reincarnations, between which souls reflect on their past lives and choose a new starting status for their next one. Libertism is very popular among young artists and students who have a tendency to believe in their omnipotency.

Chronicists have determined that the only thing that keeps the world in motion is time and it the most important thing in existence. What humans are supposed to do in their life is to let time move on (the seclusionist philosophy of Helion has affected chronicism quite a bit). Thus men should free themselves of worldly possessions and duties and devote the largest portion of their life to watching time move on and record all that happens in its wake.

Balancists see the world as a constant battle of light and darkness. This battle prompts all major changes in reality, society and history. Light is seen to represent constant motion, disorder and growth whereas dark is static, orderly and seeks to diminish expansion. Also, balancists think that the human mind mimics this universal struggle and all ethical decisions are incarnations of darkness or light, whichever has the upper hand within a person.

Officially, the rulers of Yamol promote a strongly conservatist view that has arisen after the success of Thargan's reign. The government wants its people to believe that things are good as they are and that change could lead to unwanted results in all fields of society. This philosophy also includes the notion that tradition, seniors and nobles should all be respected the highest by those succeeding them since they all are representatives of wisdom that one gathers through age and maturity. In addition, the officials consider every human being to be responsible for his or her own happiness - leading to the common way of thinking that it is possible to gain wealth, power and happiness no matter what your initial status in society is. Naturally, this has led to a situation where the weak and poor are often blamed for their demise, even if the reasons often quite clearly are in the tumultuous politics of Yamol and its government.

The official philosophy of the city has also brought with it several counter-movements, the most important of which proclaims that unity and equality are the most important values in society. These equalitarians, as they are called, propose that everyone should have a piece of the pie, even if they would not have the possibility to aggressively strive for prosperity. Of course, powerful businessmen and rich politicians make the life of the equalitarians as hard as possible.

## Helion

For centuries considered an oddball among the large nations of Sogron, Helion walked its own path to the very end. For as long as history remembers, Helion has been an isolated realm of strange ways and peculiar beliefs. First records of the land are from Gregorius Gleiw who claims to have been among those who were first to discover its wonders.

Apparently at that time Helion had a monotheist religion which appalled the ancient people of Yamol quite a bit. According to Yamol's archivists, Helion quite soon adopted its elusive philosophy according to which the world was to be let go its way with as little interruption by humans as possible. The rule of philosophers resulted in most habitants of Yamol thinking Helion to be only a place of artful proverbs and lunatics. The policy shut down Helion's foreign politics, import, export and cultural exchange for a long time and the only thing that was let to prosper was science - which was thought to be the only thing that still was unfinished in the world.

Helion has always been prosperous and self-sustaining, making it a strong nation. Its unity in thinking made it difficult to influence and most of its philosopher kings were respected and loved by their people, for it was so that Helion was a land of tranquility and prosperity for decades after decades - that is, until Yamol saw fit to meddle in its affairs.

The Enlightened of the Millennium where members of the first, and last, generation that was interested in the outside world. When their founders-to-be visited Yamol and saw how it was a place that strived to reach global dominance they grew frightened for their home. The Enlightened realized that seclusion was not an answer to the growing threat of the expanding power of its neighbour. Most of their followers were of the same young generation that saw the flaws of their forefathers and by their actions Yamol finally found a reason to destroy the oddball that had stood beside it for hundreds of years. The irony of the situation is often debated by Yamol's philosophers.

## Current Situation

Yamol has found a way to rule the world. It is alone in its might, but it sure is mighty. In Lord Thargan's time it raced for the stars and became more

prosperous than ever, tolerant and full of possibilities to everyone who would come there to find their fortune. Now in 1299, the governors of Yamol are doing a good job in destroying all the unity Thargan succeeded to create.

Yamol is a land of strict social classes. Birth rank determines a lot about one's possibilities to become educated and wealthy. An even more important factor is species and origin: Orcborn are not seen in government posts, most outsiders find their homes on the streets and in the gutters and Mutants are not considered human at all and are feared by most as monsters of bedtime stories. Machines are still searching for their place in society, but most succumb to drug-abuse and suicide, for they are seldom understood or appreciated as most think them to be what their names imply and forget that whatever their bodies have undergone, they still have a spark of humanity within them.

Yamol is into nine sectors, each of which is ruled by one Governor. They have become almost like separate states as some sectors strictly demand proper documents and authorization from everyone attempting to enter their borders. In addition, due to the humongous size of the metropol, people from different areas seldom visit other sectors than their own. Even more separate from the main city are the Havens that have a totally different way of life than anyone on the planet.

Governors are elected for life, but are free to retire if they wish. Most Governors are former Barons, nobles who act as their seconds in command. After a Governor's death or retirement, any Baron can apply for his post and the follower is decided by the remaining Governors. Most often, the closest Baron to the deceased inherits the rank of a Governor. Below Barons are various Dukes and Duchesses, the common leaders of noble families. Judges, who hold judicial power in the Yamol, are often elected from the ranks of educated Dukes, but it is not impossible for people of the lower classes to go through the necessary training to become a Judge.

Being the only super-power on a planet does not guarantee peace as many thought after the Machine Wars. The Governors' speeches about reducing the size of the Security Force have long been forgotten, since each and every soldier is needed to fight the constantly growing criminal threat. Small time militias are not a rare sight in Yamol and many areas are totally controlled by groups of space pirates, drug barons and thieves. Gang wars are often left alone in fear of losing soldiers and equipment, which of course is payed by the citizens on whose streets the fighting takes place. Furthermore, in the shadows the Governors continue to struggle for supremacy and it is not unheard of to see YSF squads with differing insignia fight each other. This inner strife is strictly denied by all officials who fear for the city's relative stability which in the end is the only thing keeping the Governors on their thrones. Currently, most factions that could tip over the scales, like major criminal groups, prestigious philosophers and the wealthiest businessmen, benefit from the current system where everyone is pretty much free to go

their own way. No-one has seen it worthwhile to create more havoc than is necessary and so far that is what keeps the government of Yamol in place.

The whole of Sogron that awaits outside Yamol's suburbs does not care much for the big city in the continent's heart. Nomads are constantly on the move and are not much affected by the great city-state, even though they have recently been forced to travel farther than before to find the animals that make up their living. Tribals, on the other hand, have mythologized Yamol for their own needs: some consider it to be the reincarnation of all evil while others believe it to be a legendary city of dreams or the manifestation of a netherworld of ancestor spirits. Most often, the closer a tribe lives to Yamol, the more realistic its views on the city are.

Havens are a bit more complex bit in the social map of Sogron. While the eight of them are self-sufficient and manage perfectly well by themselves, they still need the world on the surface for many luxury items, tools and resources to expand and to bring new "orbitals" to their wake. However, it is only a matter of years that the largest of Havens have grown so much as to survive completely for an indefinite time without Yamol's support. Thargan's dream of a people living in the sky has come true, but that people no longer considers itself to be one with the citizens of Yamol. Many prominent orbitals think Havens should develop further and remove themselves from under Yamol's rule, but as they are unable to obtain armed forces and are still quite small in number and prestige this is still an unrealized dream.

### Infrastructure

Yamol draws most of its resources from extensive mining and exploitation of natural reserves. The volcanic moon, called the Dark Knight, has proven to be filled with minerals and useful substances such as iron, gold, titanium, silicon as well as different gasses. It also houses important uranium reserves and along with the northern mountains of Argant provides most of the energy needed to keep the humongous metropolis running. Oil is mostly used in the manufacturing of plastic compounds and the like, but it also fuels all surface craft - with different mixtures for ground and air-vehicles. The main oil fields lie under the oceans where Yamol reached with several closely guarded offshore drills and refineries.

Food production has evolved to a totally new level in Yamol. There are a few patches of semi-natural farms, but most food is made synthetically in immense factory halls where grain grows in a day. Eating animals has become the privilege of the upper classes and most others enjoy different soylent products spiced with artificial flavours to receive their protein and bicarbonate needs. Water is a valuable asset as well, most of it being pumped from deep within the earth where pollution has not taken its toll. As these reserves often do not have the time to naturally replenish in all areas, Yamol has developed an effective water purification system of household water.

Education is a good way to gain social status in Yamol, but studying costs money and is thus the privilege of the well-earning. A child of a lowly merchant can usually be easily schooled from age 6-17 in general schools, but after that different academies ask for large tuitions that are too much for most commoners to pay. General school gives a person basic scientific, philosophic and language skills and also offers different specialization paths such as arts, sports or advanced sciences (such as higher physics, biology or economics). After general school a wealthy student can continue to several government academies (most of which are backed up by private funding) which provide an academic degree in three to five years. It is also possible to apply to the YSF at this stage. Most students graduating from general school do not have the possibility to continue their education and thus start a working life in whatever field they have enough talent or interest in.

A military career at the Yamol Security Force usually begins at the age of 17-18. In two years a trainee is augmented, trained and some say brainwashed to serve their home and become the most dangerous warrior on the planet. After the two year training period soldiers are deployed at different units and start their service at the fullest. Some strive to become pilots or strike-force specialists, but almost everybody has to begin their military life as patrolmen of Yamol's different sectors. Only those with the right connections and big enough fortunes get to skip the lowly policing duties and head straight for officer courses and the like. Life in the force is open to members of all peoples, as long as they are able to pass the entrance exams and deposit a hefty sum of gold in the process (a sum that is returned to their families if the applicant would happen to die before his training is complete).

Another option for YSF rookies is to apply for Machine transformation. An applicant goes through strict psychological and physiological tests as it needs to be accurately determined whether one is truly a volunteer, suitable for the responsibility and does not die in the transformation process. This is the only way starting player characters can be both Machines and YSF soldiers, it is just not possible for a renegade Machine to apply to the force and gain all the perks of a soldier.

Yamol's judicial system is straightforward, corrupt and violent. Verdicts are strict and range from fines and imprisonment to forced labour and death. YSF soldiers are the primary enforcer officers who do most of the arrests and participate in investigating crimes (there is also a special investigative branch in the YSF whose members are not necessarily military trained). After arrested a criminal is interrogated by the closest officers who decide whether to press charges or let the villain go with or without fines. If a trial is held, witnesses are heard and the Judge is responsible for the determination of guilt, the final verdict and even supervising the carrying out of his judgment. Thanks to high criminal activity there are numerous Judges in Yamol, some more law-abiding than others.



## The Sectors

Yamol is divided into nine sectors, each ruled by a different Governor. Each sector has its own perks and quirks, but all of them share a common urban identity and are practically indistinguishable to those coming from the outside. It should be noted that even with separated districts and near-unlimited power of their lords within them, decisions concerning the whole of the city are made by all the Governors. Also, each sector in the city is so large that a complete description would be nearly impossible to present within the limits of this pamphlet and thus only the most marked details are noted. Dungeon Masters should not worry too much about the sectors' inner structure and can safely assume that whatever their adventurers need will be available within a certain sector.

August Erenden is the militaristic Governor of Sector 1. A former general of the YSF, his greatest ambition is to rid his realm of crime and make it as safe as are Havens on Yamol's orbit. However, his zeal has made several areas of Sector 1 the most monitored and patrolled places in Yamol, which in fact makes people feel a lot more insecure than the occasional robbery and street-brawl. Sector 1 is not accessible without proper documentation that must include the length and reason of the visit and a quick background check of the visitor.

Sector 2 is the turf of Darius Rachte, a keen businessman mostly concerned with owning as many profitable enterprises as possible. Sector 2 is mostly inhabited by wealthy nobles and merchants and there are a lot of high-tech production facilities in its area. It is famous for its luxury hotels and shopping malls, but even Sector 2 has shadowy alleys populated by many mercenaries and criminals.

Thia Leon rules Sector 3. She is a very educated philosopher and diplomat, who was also Lord Thargan's close advisor. Under her rule Sector 3 has remained the centre of science and research in Yamol with four academies and several private R&D facilities. Thia Leon is not in good terms with certain YSF officers, which has had the impact of lengthening response times of patrols in Sector 3.

Xanad the Bronze is an ominous nobleman and a cunning politician who has been in the game longer than many of his competitors remember. Xanad rules Sector 4 in the middle of the city, which acts as a transportational hub between the other sectors. Sector 4's centre is relatively sparsely populated being crowded mostly with offices, light industry and service-providing facilities. The largest square and meeting place in Yamol, Thargan's Plaza spreads in the heart of Sector 4. There also rises the city's core of political action: the Government Palace.

Sector 5 is known for its vivid nightlife that offers the most exhilarating entertainment in the world. Criminal activity is common and remains mainly undisturbed as the crime-bosses remember to grease the wheels of the

sectors officials quite generously. The sector is ruled by Yesh Drenedin, a man whose fingers reach far and wide, manipulating mobsters and politicians alike. Mostly due to his influence things haven't gotten totally out of hand in Sector 5 as the gangsters know he's got the means to wipe them out if they betray his trust.

Sector 6 is often considered to be the poorest of all the sectors. It has a high Mutant and Orcborn population and only a small business centre. Heavy industry and food production facilities are the main sources of income for the sectors inhabitants. Sector 6's Governor is Shana Morgeon, who was one of the most prominent freelance Techmage's in Lord Thargan's service. She excels at Machine-design and it is said that her private guard consists solely of ultra-loyal and highly innovational Machine specimen.

Thomas Elipses is the elusive ruler of Sector 7. He is the former leader of the YSF's investigative branch, who seized control in the sector with semi-official military forces. He is not widely trusted by his fellow Governors, but remains a potentially powerful ally to anyone daring enough to make deals with him. Sector 7 is middle-class and relatively peaceful, its major products are spacecraft components and military accessories.

The humongous launch facilities of Scarab transports crowd the skyline of Sector 8. Ruled by Frances Lumen, Sector eight is the best place to live in if one wishes to reach the greener grasslands of Havens. Statistically, 28% of all orbit-approved people come from Sector 8. Governor Lumen has the closest relations to the orbitals and many consider him to be more preoccupied with the matters of Havens than his own sector. He is a devout spokesman of orbital living and interstellar exploration.

Sector 9 is Agathon Sidhart's domain. Considered to be the richest man in Yamol, he owns several large businesses and research teams, making him very influential among the Governors. His sector is prosperous and large, with a wide demography of different social groups. The largest YSF base is also situated in Sector 9, which has had the tendency to calm things down in neighbouring areas.



# Chapter 6



## Dungeon Master Data

I control, I am in charge of everyone's future,  
red button is mine.

# Chapter 6

## Dungeon Master Data

**"I control, I am in charge of everyone's future, red button is mine"**

This section shortly overviews different plots and rumours that are rampant in Yamol in 1299. They can be used as scenario seeds, campaign background or random bits of fluff, however the DM sees fit.

### Interstellar travel

Prior to the Machine Wars, both Yamol and Helion were very interested in journeying to distant galaxies. The war put a stop to active plans of such journeys, but the racing technological development brought in its wake fusion powered and solar-sail driven starships.

After the war, no official plans have been revealed to reach for the far stars, but many rumours of secret missions circulate in the military circles. Some say that one of Lord Thargan's last orders was to send his most trusted men on a mission to find habitable planets. Others claim Thargan's body was taken to the stars and many think that the Governors have several interstellar cruisers out there, charting the unknown. Also, one can only wonder what the powerful leaders of Helion did with their vast knowledge of space-travel before their glorious nation collapsed.

A further addition to all the rumours are the two Juggernaut-class starships that are said to near completion at one of YSF's secret shipyards. So far Yamol has not had a chance to bring these masterpieces of Helion war industry to production or use and it is unclear against what sort of a threat the city is preparing for.

### Purges and Wars of Truth

Many anarchistic and revolutionary philosophers have long claimed that the government is doing everything in its might to suppress their activity. It is a known fact that YSF soldiers have a habit of breaking up meetings of anti-governmental factions and to imprison their leaders for indefinite times.

In addition to government driven persecution, many private groups have their own manhunts. Racist factions are quite common, several of them loosely organized against Orcborn, Mutants or other outsiders and "abnormal" groups. Against such racist violence has risen the Orcborn Liberation Front that seeks to further the rights of all Transhumans in the city, especially those of Orcborn. They begun with a wholly non-violent

movement, but with spreading fame they were subject to several bombings and other acts of terror and recently the most radical members of the OLF have started to fight fire with fire.

Third cause of instability on the streets are mobs led by semi-prominent philosophers who rally their followers against those who oppose their views of the world. Small-time wars caused by such controversies are usually relatively timid and restricted to small areas, but it is not unheard of that the security force chooses to interfere when things get too rowdy.

Furthermore, Yamol is filled with people who (quite rightfully) think that things would be much better if Lord Thargan still held the throne. These monarchists include many commoners, making them quite unorganized, but there are those who are constantly machinating plots to take over the city with a sovereign candidate of their own.

### The Lost Secrets of Helion

A common belief in all Yamol is that the Fallout still holds within remains of the power of Helion and its people. Veterans who returned from the front told of swords gilded with unknown metals, imaginary war-machines and sophisticated technology, all that just awaits to be fetched from the radiated clutch of the Fallout. Many a brave adventurer has set out to see the wonders of the lost lands, but so far none have returned to tell the tale or show proof of the marvels.

### Strange Disappearances

Information has leaked from the YSF offices that several prominent personalities, including scientists, ex-officers, Techmages, have disappeared in a short period of time. In addition, strange foreign advocates have been seen skulking about the ill-reputed areas of Yamol's sectors. Apparently an investigation is about to begin, but no official information has been revealed on possible leads or anything related. The wildest guesses imply that a grandiose revolutionary plot could be behind all the strangeness, conducted perhaps by monarchists in exile or even the rumoured remnants of Helion's army.



# Epilogue

**"Spread my ashes to the stars. Fall forever in the dark."**

The fumes of streamlined surface craft turned the light of the two moons stained and gloomy, so that it kind of dripped onto the lowest street levels that were habited by nomads, ruffians and the diseased.

The thunder of turbines shook filter-glass windows and made sleeping impossible on Sectors Four and Eight. Colony ship Proteus Beta crawled to the city's sky like a fat middle-finger, gloating at everyone it left behind hands crossed, wishing for a chance to one day travel to one of the space-stations called Havens.

Proteus Beta rose over the skyscrapers and started its afterburners. Their blueish burst left the air quivering at its wake. A lone figure watched the ship's departure from the balcony of a towering building that constantly changed its colour. In under a minute the transport left the few city lights behind and disappeared out of sight. The figure lowered her eyes towards the street that slithered like a stream far below her. A Locust-class craft speeded past her right under the balcony towards the centre of Sector 5 and its exotic nightlife. The night in Yamol might have seemed quiet and static at first sight. A patient onlooker could see however that the enormous metropol never really halted. Not even if the dark shapes of the security forces in their sturdy suits of armor did their best to keep the streets empty of thugs and persons engaging in nocturnal professions.

The woman stirred to the buzz at her door. She wasn't expecting anyone, but still walked slowly through the dark apartment without minding the piles of clothes and dirty dishes that lay here and there. The light in the hall lit as she stepped over the doorstep. The static on the hall-monitor revealed that the camera that was supposed to watch the front door was once again out of order. Adjusting the weapon at her side, she brushed the touch-indicator and the door slid away. A metallic voice ordered her to stay where she was and stated that there was about to be only a routine checkup. Five soldiers in composite armor with swords in their hands didn't really confirm the statement. Adding up her chances the woman stepped aside and let the soldiers through her door.

# Appendix

Table I - Ranger Abilities

Ranger Level	Hide in Shadows	Move Silently
1	10%	15%
2	15%	21%
3	20%	27%
4	25%	33%
5	31%	40%
6	37%	47%
7	43%	55%
8	49%	62%
9	56%	70%
10	63%	78%
11	70%	86%
12	77%	94%
13	85%	99%*
14	93%	99%
15	99%*	99%
16	99%	99%

\* Maximum percentile score

Table II - Thieving Skill Armor Adjustment

Skill*	No Armor	Metal or Heavy Composite	Light Composite
Pick Pockets	+5%	-30%	-25%
Open Lock	-	-10%	-10%
Find/Remove Traps	-	-10%	-10%
Move Silently	+10%	-20%	-15%

Hide in Shadows	+5%	-20%	-15%
Detect Noise	-	-10%	-5%
Read Languages	-	-	-

\*Using physical thieving skills is not possible while wearing a full suit of Power Armor.

**Table III - Character Starting Wealth**

Warrior	5d4 x 100 gp
Philosopher	(1d4+1) x 100 gp
Rogue	2d6 x 100 gp
Techmage	3d6 x 100 gp

**Table IV - Armor**

Name	Cost	Weight	AC Value
Leather Armor	200 gp	10 lbs.	6
Metal Armor	500 gp	30 lbs.	4
Light Composite	1500 gp	15 lbs.	4
Heavy Composite	2500 gp	20 lbs.	2
Power Armor	10000 gp	80 lbs.	-3

**Table V - Revised Missile Weapon Ranges**

Name	ROF	S	M	L
Compound Bow	2/1	90	150	240
Compound Xbow	1	100	170	260
Machine Cannon	1	220	300	420

Table VII - Revised Intelligence

<b>Score</b>	<b># of languages</b>	<b>Feat Gained Every</b>	<b>Learn Feat</b>
1	0	-	-
2-8	1	-	-
9	2	4th	45%
10	2	4th	50%
11	2	4th	55%
12	3	4th	60%
13	3	3rd	65%
14	4	3rd	70%
15	4	3rd	75%
16	5	3rd	80%
17	6	2nd	85%
18	7	2nd	90%

Table VIII - Revised Wisdom

<b>Score</b>	<b>Follower Level</b>	<b># of Followers</b>	<b>Author Adjustment</b>
1-8	-	-	-
9	1st	1d2	+0
10	1st	1d2	+0
11	1st	1d3	+0
12	2nd	1d3	+1
13	2nd	1d3	+2
14	2nd	1d4	+2
15	2nd	1d4	+2
16	2nd	2d3	+3
17	3rd	2d3	+3
18	4th	2d3	+4



**Table IX - Philosopher's Followers**

<b>d100 Roll</b>	<b>Follower Type</b>
1-30	Junior Philosopher
31-45	Fellow Philosopher
46-50	Senior Philosopher
51-60	Rogue
61-70	Warrior
71-80	Techmage
81-85	Ranger
86-90	Knight of Reason (Warrior/Philosopher)
91-95	Dilettante (Rogue/Philosopher)
96-100	Special or DM's Choice

**Table XI - Timeline**

0	Start of the Yamol Reckoning (founding of Yamol)
0-237	Age of the Poet (Rising of Azgar, Discovery of Helion)
237- c. 750	Age of Darkness
c. 750- c. 935	Age of Steam
935-976	Age of the Tyrant
976-1187	Age of the Seekers
1187	Reanar Sarasten seizes control
1192-1244	Azgar War
1251-1288	Age of the Sovereign
1275	Machine Wars Begin
1288-present	Age of Governors

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Tarot - Rider of the Last Day

Dream Theater - Metropolis Pt. I - The Miracle and the Sleeper

Dream Theater - Wait For Sleep

Tarot - Dark Star Burning

Sonata Arctica - Fly With the Black Swan

Tarot - Messenger of Gods

Sonata Arctica - Destruction Preventer

Tarot - Ashes to the Stars

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