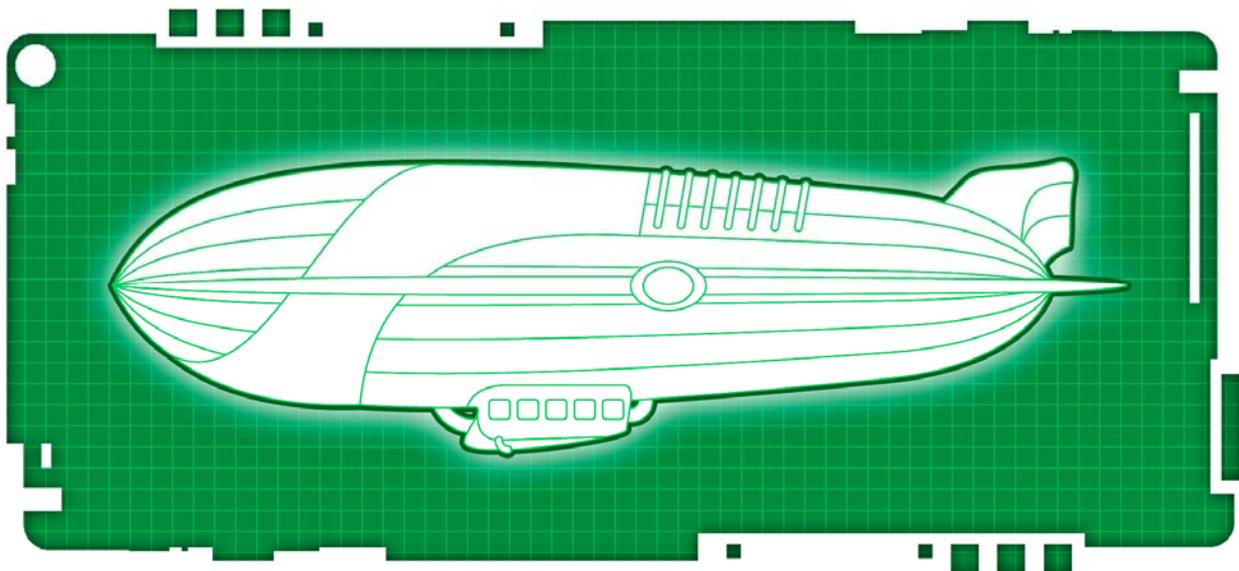


TERRAFORMER

SHAPE YOUR WORLD



EDOTIAN AIR CARRIERS

by SEAN MASTERS



#10

Requires the use of the d20 Modern Roleplaying Game, published by Wizards of the Coast, Inc.

EOTIAN AIR CARRIERS

Eotian Air Carriers Mission Statement

Eotian Air Carriers provides swift air travel and heavy-cargo transport to all the people of Eos, allowing commerce that crosses political and geographic boundaries to unite the new world of humanity.

Overview

Eotian Air Carriers (EAC) is a company based in Sun City providing air transportation around Eos in high-tech ultra-large aerial vehicles.

Eight years ago, Eotian Air Carriers appeared on the global scene offering one commodity that had been unavailable since Earth was destroyed: affordable air travel for the common people. In early 2239, Simon Halloway, a resident of Sun City, applied for a production license to build Hercules-class Ultra Large Aero Vehicles (ULAVs), a vehicle that was common to the U.S. military on Old Earth.

These colossal AVs are based around a revolutionary propulsion system, the magnetic induction engine. This engine uses the planet's magnetic field to provide lift and thrust for the aircraft. This allows very heavy payloads to be transported. However, the system is very slow and relatively unmaneuverable.

The evacuation fleet included a number of these aircraft for heavy transport of terraforming equipment, cargo, and military troops. The *Dawning Star* salvaged only one of these monstrous aircraft, the *Baton Rouge*, a Titan-class landing ship. The *Baton Rouge* was used extensively

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⚙ ABOUT DAWNING STAR

Dawning Star was the first full-scale science fiction campaign setting built on d20 Modern and powered by the Future ruleset from Wizards of the Coast. The critically-acclaimed setting was nominated for an ENnie for Best d20 Game. You can learn more and download free material by visiting www.dawningstar.com.

⚙ ABOUT TERRAFORMER

The Terraformer line of products from Blue Devil Games presents new material designed for Dawning Star but usable in most science-fiction campaigns. Each entry will offer a new prestige class, xenomorph, talent tree, feat, weapon, etc. and advice on using it into your campaign and using it to “shape your world.”

⚙ ABOUT BLUE DEVIL GAMES

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⚙ ABOUT SEAN MASTERS

Sean is a regular contributor to the active Dawning Star message boards, posting under the name “Salcor.” His contributions have included PC Gen files for Dawning Star, a conversion of The Forgotten Forge adventure module, and TERRAFORMER 6 - Dawning Star University.

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to set up terraforming stations around Eos during the initial colonization of the planet. The *Baton Rouge* ultimately fell into disrepair and, for the last 10 years, has remained dry-docked, due to a lack of spare parts.

Mr. Halloway decided it would be prudent to create an air-transport service for the people of Eos. Since the faction camps began, the process of traveling between them and the Dawning Star Republic has been extremely difficult—limited to long and dangerous ground trips or sea voyages. In addition, most of the raw materials required by Dawning Star City, Roger's Point, and other cities were not available on Dawnhome. The ULAV was the logical answer to this problem.

To begin the air service, Mr. Halloway first had to get access to schematics, production data, and licenses from DSR (which was initially very skeptical about the idea). However, to sweeten the deal, Mr. Halloway offered a 25-year contract to provide replacement parts and non-combat military transport at no charge. Needless to say, the members of the DSR Information Board were sold. This, however, has not kept the new company from being heavily regulated when in Dawning Star Airspace. All passengers, and cargo must be screened for weapons and contraband, and EAC is very thorough in this process to keep from losing its license with the Republic.

The first John Henry-class ULAV launched from the EAC plant on the outskirts of Sun City on June 23, 2244. Since then, the EAC has created a fleet of ten John Henry cargo ULAVs, and five Earhardt-class passenger ULAVs. Shortly after the first ULAV was produced, the EAC began transporting pure silicon from Broken Town to Dawning Star City. This freed up the limited ESF heavy-lift shuttles for space duty. The brisk silicon trade provided EAC with a regular source of income, which allowed Mr. Halloway to expand the fleet. Currently EAC has three cargo ships—the *John Henry*, *Paul Bunyan*, and *Labors of Hercules*—permanently assigned to the Broken Town–Dawning Star run, and *John Brown* is assigned to the Broken City–Rodger's Point run. The other six cargo ships are available for hire for other cargo runs, often transporting murcows from Lanner's Crossing or equipment from Delhi for the Terraforming Guild. The passenger ships are constantly transporting people to and from Sun City and other points throughout Eos. From time to time, they also provide ferry services transporting people and equipment to the different continents. This policy to service all the cities on Eos has made EAC one of the most profitable companies on the planet.

As a rule, though, EAC does not schedule its flights directly from a town within the Dawning Star Republic to a member of the Eos Freedom League. Many officials within DSR are not comfortable with the thought of EAC's open business with the EFL. However, they will not infringe on the company's free-trade policy—especially since the EAC is providing such an invaluable service by freeing up much needed heavy-lift assets for the EDF. The contract to provide non-combat military transport has provided a very valuable asset to the DSR, placing the EAC in high esteem with the Eos Defense Force. Currently the EDF command staff is discussing a contractual bid for another five Titan-class areocarriers, a multi-billion credit contract. Councilman Reinhardt is currently stalling this contract in

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the appropriations committee at the behest of one of his major contributors, Maximillian Dagos. Many in the media believe this is because Mr. Dagos wants the contract for himself. The truth is much different than anyone expects.

In 2237, Simon Halloway, and his cousin Marcus Johanson were struggling to keep their fishing business running out of Sun City. They spent years chasing schools of delhi beacons and Eotian sunfish with little success. After a very disappointing run, the cousins were returning to Sun City when they were caught in the path of an un-forecasted hurricane. In the sprint out of the storm's path, the ship ran aground near one of the smaller islands in the Sunset Archipelago chain. While assessing the damage to the small fishing trawler, they found that they were beached on a reef that had grown around an orbital drop container, stenciled with the name "Zimmerman's Dream." This was one of the industrial transport ships from the evacuation fleet. With dreams of the immense profit that this salvage would gather, the cousins ventured into the structure. They found that it was, in fact, a self-contained robotic factory for creating ULAVs and that the ship's self-diagnostic systems indicated it was operational. The cousins and their crew agreed that they would all split the profits of this find after they were able to salvage it. None of the crew actually thought of the actual implications.

After returning to Sun City, Halloway and Johanson started looking for financing for the ensuing artifact salvage operations, keeping the details of the find under tight scrutiny. After a month of searching, David Anderson, a representative of Maximillian Dagos, approached them. Mr. Dagos, offered them full financing in the salvage operation for a 33% cut of all profits from the operations. But first, Anderson insisted on examining the artifact alone with Halloway and Johanson.

Upon seeing the ship name on the side of the container, Anderson realized how monumental a discovery this was. Unfortunately, the political consequences could be devastating. The trio returned to the trawler, and began devising a business plan. Mr. Dagos's original offer would stand, and Anderson had the liberty to offer various other services to the young discoverers. Eventually it was agreed that, during the salvage operations, Halloway would negotiate with the DSR to obtain the data on the Hercules-Class ULAV as a smoke-screen to the existence of this factory. The facility was capable of producing two Hercules-class or one Titan-class ship per year. The robotic factory would be hidden within a false hanger factory, where the crew of the trawler would go, acting as the work crews. To slow down the production rates, Halloway offered the production of spare parts for the *Baton Rouge* (not a part of the agreement that Anderson liked, but he accepted).

In 2239, all of the cards fell into place for beginning Eotian Air Carriers: The licensing agreements with the DSR were finalized, the production facility was "built," and the salvage of the factory was completed. Anderson conveyed to Halloway and Johanson, that Mr. Dagos sought to unify humanity, and that this endeavor was a step in the right direction. However, to keep their secret, the fledging company, under Anderson's direction, created a small but efficient security division to provide security

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to the site and ships as well as limit the information about the company's production process. In the last year and a half, there have been two attempted infiltrations into the EAC main compound by EFL Special Forces. Due to the increasing interest in the EAC by various government agencies, the high security is warranted.

Structure

Eotian Air Carriers is patterned off the organization of various airlines from old Earth. Simon Halloway is the CEO of the company, and Marcus Johanson is listed as a vice-president, though he is busy running his steadily growing fishing and shipping interests. David Anderson is company president, handling many of the more intricate day-to-day operations of EAC.

Base of Operations

The main base of operations for Eotian Air Carriers is a large compound 40 miles east of Sun City. This facility contains the main administrative offices, crew-training facility, berthing and maintenance docks, and the production hangar, as well as a small harbor for Marcus's growing fleet of sea vessels. EAC has become a major employer for many residents of Sun City, and the company has purchased hundreds of acres of land around the compound to build employee housing and for expansion. Mr. Anderson ensures that security at the EAC compound is impeccable, including a security checkpoint at every gate and in each building, roving patrols on Styler Scout bikes, and two on-call strikes teams. Hidden automated weapon turrets with biometric identification systems have also been installed within the main factory to keep out any interlopers.

In addition to the main base, EAC has set up major annexes in Dawning Star City, Rodger's Point, and Broken Tower. Each of these annexes has a terminal for passenger and cargo transfer, as well as a maintenance hanger big enough to hold one ULAV. Security at these locations is extremely high to ensure the neutrality of the EAC in the brewing turmoil on Eos. The staff at these locations are proven company employees with long service records, sworn to destroy any plans and parts at the facility should any government attempt to nationalize the corporate resources.

The other minor cities on Eos have contractual agreements with the EAC to provide large open landing areas for ULAV service. The amount of the contracts with the Terraformer's Guild in Delhi has forced Halloway and Anderson to consider building a fourth annex in the rugged town.

Resources

Eotian Air Carriers has proven to be the most successful private business venture on Eos to date. Only Daxion Arms rivals EAC's earnings, and they are several million credits short of Halloway's yearly income. Halloway has invested much of the company's earnings back into Sun City, much to Captain Hennessey's pleasure. EAC is building the largest modern housing development in the Sun Islands for their employees. All employees receive one of the best benefits packages on the planet,

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including medical coverage that rivals that of DSR employees and free travel on any of the EAC's passenger aeros. Equipment in all of the facilities is top-of-the-line, providing employees instant access to EONET, and a state-of-the-art podcast center for sales calls.

In addition to the advantages for employees, Eotian Air Carriers has one of the largest private security forces on Eos. This force was assembled very carefully under Mr. Anderson's meticulous eye. Security operatives are screened for loyalty, as well as skill. Once recruited, the operative goes through a fierce training regime in the jungles around the main compound, including ship and site security, urban combat training, anti-insurgency, counter surveillance, and lethal and non-lethal law enforcement tactics. This makes EAC security members some of the highest trained soldiers on the planet, and they are completely loyal to the EAC.

Along with training, Mr. Halloway ensures that his troops have the best equipment money can buy. EAC provides ground patrols with laser weapons, and the tactical response forces are equipped with Daxion Arms equipment. For the ship and building security, EAC equips their operatives with the EAC shipgun, a combination laser and tangler gun. Along with state-of-the-art weapons, EAC security operatives also have access to two Basil APCs, and two armed Dromedary aeros. All of this equipment and personnel exist for one purpose. To support and defend the fifteen ULAVs of the EAC. The current EAC fleet is listed below with their registrations, classes, and current assignments.

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Registration	Name	Class	Assignment
EAC-001	<i>John Henry</i>	John Brown	DSR Silicon Run
EAC-002	<i>Amelia Earhardt</i>	Earhardt	DSR Sun City Run
EAC-003	<i>Paul Bunyan</i>	John Brown	DSR Silicon Run
EAC-004	<i>John Brown</i>	John Brown	Roger's Point Silicon Run
EAC-005	<i>Labors of Hercules</i>	John Brown	DSR Silicon Run
EAC-006	<i>Mu-Lan</i>	Earhardt	Northern Faction-Camp Run
EAC-007	<i>Pecos Bill</i>	John Henry	Open
EAC-008	<i>Marie Antoinette</i>	Earhardt	EFL Faction-Camp Run
EAC-009	<i>Mark Twain</i>	John Henry	Open
EAC-010	<i>Essence</i>	Earhardt	DSR Sun City Run
EAC-011	<i>Daniel Boone</i>	John Henry	Open
EAC-012	<i>Babe, the Blue Ox</i>	John Henry	Open
EAC-013	<i>G-Tom</i>	John Henry	Terraformers Guild
EAC-014	<i>Johnny Appleseed</i>	John Henry	Open
EAC-015	<i>Marilyn Monroe</i>	Marilyn Monroe	Special Assignment Only

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While each of these craft would cost millions of credits to produce, EAC produces them in-house. The only parts that are purchased elsewhere are the fusion power plants, which Holloway purchases under contract from the Styler vehicle plant. EAC has a requisition limit of 40 (Military) but is capable of building its own ULAVs with Purchase DCs up to 55.

Involving the Heroes

There are a number of ways for the PCs to become involved with Eotian Air Carriers. The easiest is to have the characters as crewmembers on one of the ULAVs. This could play out much like a more typical space opera adventure, with the characters traveling the globe and experiencing the vibrant cultures and environments of Eos. Similarly, the characters could be passengers on a ULAV; perhaps the trip is part of a xenoarcheology expedition, which requires the team to travel to a number of different ruins around Eos. Maybe the trip is the end of a long murcow drive, with the characters delivering the goods to their market in Dawning Star City.

The conflict between the DSR and EFL can also be intertwined with Eotian Air Carriers. Perhaps Dawning Star Intelligence is curious about the heavy security that Eotian Air Carriers employ. Maybe the Dawning Star Republic hires the characters to infiltrate the main compound to find out why the security is so tight. PCs might also be hunting down an EFL special forces informant and find out about a meeting between the informant and his contact on the *Marilyn Monroe* during the Fourth Annual Grand Poker Challenge. On the other hand, the characters might actually be EAC security operatives, defending the company's assets and secrets, fighting off the intrigues of the DSR, the EFL, and competing corporations.

Using Eotian Air Carriers

EAC is one of the largest and fastest growing companies on Eos. By providing transportation services to all people of Eos, EAC may have a significant effect on the PCs. Now, traveling to Sun City on EAC aeros is the fastest growing trend in Dawning Star City. Because of this Sun City has seen a jump in its transient population. The EAC can also haul players and equipment around the globe. However, characters that violate their regulations could find themselves with a dangerous new enemy.

Mr. Holloway is also becoming a popular philanthropist, rivaling the enigmatic Maximillian Dagos. Mr. Holloway is currently funding a number of projects scattered around the globe, including several of Dawning Star University's Deep Sea explorations. Holloway's daughter, Jessica is a junior attending Dawning Star University. She could be a potential target for EFL agents looking to blackmail Holloway as well.

Learning About Eotian Air Carriers

The PCs can learn more about EAC with Gather Information, Knowledge (Business, Current Events, Local), or Research checks.

The tables on the following pages describe details the characters may learn from their investigations. In each case, success at a given DC

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grants that DC's information and all the information provided by lower DC results. GMs may want to reward slightly more information than what is provided depending on how much a player's roll exceeded a given DC. At the GM's discretion, other Knowledge skills might be used to reveal similar information.

GATHER INFORMATION *OR* KNOWLEDGE (LOCAL - SUN CITY)

This skill check represents what information the characters can find when questioning the general population. The farther the characters are from Sun City; however, the harder it is to discover useful information. When using Gather Information in any location other than Sun City apply a -5 penalty to the check.

KNOWLEDGE (CURRENT EVENTS) *OR* KNOWLEDGE (POPULAR CULTURE)

As one of the fastest rising companies on Eos, Eotian Air Carriers and Simon Halloway are often in the news and on the lips of the common man.

RESEARCH *OR* KNOWLEDGE (BUSINESS)

Eotian Air Carriers is required to file appropriate corporate reports and legal documents relating to their various transactions. Appropriately skilled characters could develop information not available to others.

GATHER INFORMATION *OR* KNOWLEDGE (LOCAL - SUN CITY)

DC	Information
1	Eotian Air Carriers provide air transportation to every major town in the planet. They have been very good for the economy of Sun City, and have improved the lines of commerce and communication between the Dawning Star Republic and the Faction Camps.
5	Mr. Halloway is a very giving man. This year alone he has donated millions to upgrade and improve the Sun City Medical Hospital. Now it rivals Dawning Star City General Hospital in sophistication and training.
10	The main EAC campus lies 40 miles east of Sun City on Lindbergh Road. It is one of the fastest growing areas on the Sun Isles. They are building housing for 1,500 employees, with land being cleared for another 1,500 houses over the next fiscal year. They offer great benefits and good pay. I am even thinking of applying for a job there.
15	After the fireworks at this year's Poker Challenge, Mr. Halloway offered Captain Hennessey the use of the <i>Marilyn Monroe</i> next year. It seems that while the gunfights add a dramatic flare to the competition, Mr. Halloway believes that it's bad for business.
20	Security is extremely tight at the EAC main campus. Armed troops patrol the grounds and they even have tanks and gunships! These troops are so tough, the Sun City sheriff has asked for their assistance on occasion.
25	Mr. Halloway seems to be one of the most successful businessmen on the planet, and is very generous with his money. The weird thing is that he doesn't seem to be very savvy with business or particularly skilled at engineering. The EAC public relations sell it as another little guy's success story, but something just doesn't seem right.

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NPCs

Following are descriptions of three central figures of EAC.

SIMON HALLOWAY

Simon Halloway (Dedicated Ordinary 3/Charismatic Ordinary 3) was a normal hard-working man struggling to provide for his family. Now he is one of the wealthiest businessmen on Eos, in control of the most sought after service on the planet. Simon was born in Red Hill in 2213, the only son of James and Cynthia Halloway, planetary ecologists, evaluating the Eotian flora and fauna. Through Simon's youth, his family was dedicated to establishing a new home for humanity, but they did not agree with the new developing political factions. Eventually they decided to settle on a small homestead outside Red Hill, to raise murcows.

Simon grew up working on the ranch and doing odd jobs around the community. Early on he demonstrated his skill at carpentry and masonry, and he eventually built a successful business with a good reputation around town. In early 2233, Simon married Anna, his childhood sweetheart, and their daughter Jessica was born later that year.

KNOWLEDGE (CURRENT EVENTS) <i>OR</i> KNOWLEDGE (POPULAR CULTURE)	
DC	Information
1	Eotian Air Carriers provides the most reliable air cargo and passenger transportation on the planet. Here is the travel time and costs for transportation around Eos. (See the table at the end of this issue.)
5	Mr. Halloway has donated millions to various charities around the DSR. Recently he has been putting tons of money into developing the Iron Scar Vocational Institute into a full college.
10	Princess of the EAC dynasty, Jessica Halloway, attended the 8 th Annual DSU Independent Film and Holo Awards Gala with a stunningly handsome man on her arm. Rumors on campus indicated that the young Halloway's grades have been slipping since he came into her life. We are wondering if Simon knows what his hard-earned money is buying here in the "shining towers of knowledge."
15	This Christmas, Simon Halloway announced the use of the <i>Marilyn Monroe</i> for a Polar Express Flight from Sun City to the southern pole. This event is the talk of the town for all the children. There is also a world-wide lottery for the first 100 tickets (for 1 child and 1 parent or guardian). This flight will include meals, entertainment, and a visit from Santa. Lottery ticket sales begin in August.
20	The EAC has recently halted all transportation to all EFL-associated settlements on Eos. Sources indicate this is due to an alleged raid on the EAC main compound outside Sun City. Patricia Rodgers denies this, claiming that the EAC stoppage is due to land disputes over the latest EAC terminal in Delhi. Simon Halloway declines to comment on the stoppage.
25	The DSR Military Appropriations Committee is reviewing an EDF proposal to offer EAC a contract for 5 Titan-class ULAVS over the next 20 years. The EDF has been pleased with the level of support for the <i>Baton Rouge</i> , and hopes to expand its fleet of ULAVs. Councilman Donald Reinhardt of Red Hills expressed concern with the blatant violation of DSR contractual procedures: "The EDF seems to think they have the power to just grant contracts to whoever they wish. This is a democracy, and fair business practices must be followed. They must make the contract open to all who wish to compete." General Yao replied: "The EDF fully supports fair business as required by DSR law. However, currently Eotian Air Carriers are the only business on the planet that can support the requirements of this contract within the current timeline."

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RESEARCH OF KNOWLEDGE (BUSINESS)

DC	Information
1	Eotian Air Carriers is a successful business headquartered in Sun City. The players get access to their EoNet site, which includes flight schedules, fares, general information about the company, and information pertaining to general company policy.
5	Eotian Air Carriers' open policy of free trade between all humanity has proven quite profitable. Dawning Star expeditions, and murcow herders from Lanner's Crossing are examples of the wide range of customers that the EAC supports. If you have need of heavy cargo transportation, please contact one of our service representatives through the EAC EoNet site, or visit one of our terminals at Sun City, Dawning Star City, Rodger's Point, or Broken Town. Our professional staff will provide you with all the information that you require to schedule your cargo transportation today. NOTE: The EAC does not participate in the transport of illegal goods and services. All transportations and sales licenses must be provided in advance.
10	Eotian Air Carrier's earnings this quarter exceed all other companies, including Daxion Arms and Styler Vehicle Consortium. Reports indicate a sizeable reinvestment in areas of employee housing, medical support, and security protocols.
15	EAC security has recently acquired Kolar & Rodriquez Weaponsmiths of Sun City. Kolar and Rodriquez have handled the weapons account for the EAC for the last three years. Mr. Anderson of EAC: "This acquisition was approved by all parties involved. Mr. Kolar and Ms. Rodriquez have worked closely with EAC Security, and are excited about the prospect of joining the EAC."
20	The EDF's potential contract for the EAC to produce five additional Titan-class ULAVs has come under scrutiny by the DSR Military Appropriations Committee. However, in Sun City the thought of such a huge contract has caused ripples of joy through the community. "I sure hope that they get the contract, which means I might actually be able to get a job there, instead of slaving away fixing these fishing boats," stated Jason Melton, a union welder at the Henderson Dry dock. A local production study has shown that the EAC factory is one of the most efficient production facilities on Eos. The only parts not manufactured on site are the fusion generators, which the EAC get from Styler Vehicle Consortium at a discount.
25	Over the last few years, numerous analysts have expressed concern over the rapid growth of EAC. Since its establishment the company has filled the gap for commercial cargo and passenger transportation. However, there seems to be a distinct lack of technological progress in its fleet. Also, with growing security costs and steadfast refusal to outsource any of its production processes, we could see the EAC beginning to slip. There are several companies attempting to acquire blueprints, and production data from the DSR to challenge EAC's domination of the market. Without further progress, it is only a matter of time before Eotian Air Carriers loses its edge.
30	The acquisition of Kolar & Rodriquez Weaponsmiths was in part driven by competing overtures by Daxion Arms. Many speculate this move was driven by the two recent raids by the EFL special forces that failed to penetrate EAC security.
35	(Research only) During closed sessions of the Military Appropriations Committee General Yao stated: "EAC security capability is been a point of concern for the EDF. While Eos is a dangerous place, their security rivals that of the EDF Command Center at Brandes Peak. Part of the reason for this contract is to evaluate the EAC's production capabilities. While the rate that Mr. Halloway's company produces the ships is well within current manufacturing capabilities on Eos, we have had some puzzling reports. Intelligence operatives in Broken Town have reported an incident where the EAC <i>Labors of Hercules</i> came under attack by a band of raiders. The attack was completely ineffective due to a 'hazy glimmer that appeared around the ship and return fire from a hidden point defense system.' The glimmer that appeared around the ship is similar to the effect created by the <i>Baton Rouge's</i> magnetic defense field. After extensive research, none of the data acquired by Mr. Halloway prior to creation of the EAC pertained to weapons or defensive suites for the ULAVs. This development requires further study by DSR Intelligence and warrants caution in dealing with EAC. If EAC has military-level production capabilities, then we should put them to our use so they do not fall into the hands of the EFL. In addition, we should be prepared for immediate seizure if EAC's neutrality shifts towards the EFL."

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Unfortunately, the next year, Anna caught blood blisters and perished.

In 2235, the Halloways were on a murcow drive with Anna's family, when the Republic attacked Red Hill. While the family was away, the EFL took up residence in their ranch, which was then destroyed in the Republic assault. Looking at the ruins of the home his family has spent the last quarter century building, Simon decided that he had experienced enough. Red Hill was no longer a home to him, so he contacted one of Anna's cousins, Marcus Johanson, who ran a fishing boat in Sun City. In 2236, with only his 5-year-old daughter and the clothing on their backs, they left their home to start working with Marcus. After one year on the boat, their luck changed with the discovery of the factory from the *Zimmerman's Dream*.

This discovery however was not without its obstacles. Now Simon and his family were propelled into the deadly world of politics and global economics. For the first few years, he relied heavily on the knowledge and expertise of David Anderson to see him through the establishment of the company and the negotiations with the Dawning Star Republic. Simon's naturally open demeanor and honest hardworking view of the world serves him well in this new area though. Most people who meet Simon for the first time instantly like him, and the ease with which he wields his new fortune helps immensely.

With the success of Eotian Air Carriers, Simon has been able to pursue many of his dreams, including providing the best the world has to offer to his daughter, rebuilding his family's estate in Red Hill, and learning to fly.

However, even with the success of the company and his growing business skill, there are still hurdles for the Halloways to cross. First, Mr. Anderson is beginning to chafe under Simon's growing skill in business, which means he relies less on Anderson's knowledge. Second, Marcus Johanson has been supporting the company less with each year, investing his stake in a growing fleet of sea-going vessels. This has greatly increased the burden of management and leadership on Simon, who is handling it fine, but tends to underestimate his abilities. He is looking forward the day that he can retire, settle down on the family ranch, and turn the company over to Jessica.

JESSICA HALLOWAY

Jessica (Smart Hero 2) is Simon Halloway's only child and has been the impetus of his drive to establish a better life for his family. Jessica does not remember her mother, due to her death when Jessica was an infant. Her first memories are of sitting on her father's lap, turning the key to a tractor that he had just repaired. Spending her life tinkering with machines and working with her father made her quite the tomboy, which many men now find intimidating. After they left Red Hill, Jessica settled in for a life at sea, which she took to immediately. When her father and cousin Marcus found the factory, she was immediately intrigued.

During the recovery of the factory, and the development of production, Jessica's skills proved useful even at her age. She showed considerable skill with repairing the damaged computers and overcoming the minor programming glitches that were required to get the factory up and running.

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In fact, she was actually the person that discovered the design alteration software that allowed for the change of the Hercules into the John-Henry.

Once the company began, Simon had Jessica entered into a school for skilled children in Sun City, and he eventually paid for her enrollment in Dawning Star University. Jessica is currently a sophomore in the school and seems to be more focused on the nightlife of Dawning Star City than in studying, flaunting the hard-earned money of her father on frivolous entertainment. This is all a calculated ruse to draw the attention of the media, which focuses on her rather than digging into the company's shadowy workings. Jessica is actually exceeding in three majors: business management, aeronautical engineering, and computer science. She is also something of a hacker-in-training, using her skills with the computer to deflect any unofficial inquiries into her records and to covertly extract design specs for a number of ULAVs from the school's library. She is storing these for future modifications to EAC vehicles. After graduation, she intends on working as a ULAV crew chief for a few years before taking a management job in the company.

DAVID ANDERSON

David Anderson (Tough Hero 4/ Charismatic Hero 4) is one of Maximillian Dagos's main "problem solvers." David Anderson started as a fledgling mob boss in Rodger's Point. For several years, he built a growing criminal empire through skill and violence. He was patient with legitimate customers and ruthlessly efficient with his enemies. Eventually, he was captured by Patricia Rodgers's security force, and was left to rot in the infamous Point Rock Prison. There he sat until he was taken from his cell and transported to the *Last Resort* for a meeting with Mr. Dagos.

Mr. Dagos was impressed with Mr. Anderson's skills, and offered him a position as one of his operatives. He would be responsible for brokering deals for Mr. Dagos and ensure compliance with the contractual agreement. Mr. Dagos was the first person to respect David, and he went through considerable risk to have Anderson extracted from his prison cell. That sacrifice was enough to secure Anderson's loyalty. Anderson took the position without reservation. Since that faithful day, Anderson has been serving Mr. Dagos with distinction. His service has made him a very wealthy man, which in turn has cemented his loyalties. When Mr. Dagos began hearing rumors of the Holloway find, he sent David Anderson to negotiate for the salvage operation. After seeing the actual factory, Mr. Anderson believed that this could further Mr. Dagos's business aims, and subtly directed the development of Eotian Air Carriers. Mr. Dagos impressed the importance of secrecy when dealing with the salvage from the *Zimmerman's Dream*. He left Mr. Anderson to deal with the details. Since then Mr. Anderson has been overseeing the day-to-day operations of the company. He ensures that the draconian security measures are observed, and the security branch is extremely loyal to him. He will ensure that EAC continues working towards Mr. Dagos's goals. At the moment, the Holloways have been meeting Mr. Dagos's aims. While Simon is starting to take on more of the business's management duties, he has not deviated from Mr. Anderson's mission requirements.

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Equipment

The following gear represents some of the unique developments of EAC.

EAC Shipgun (PL 6)

When Mr. Anderson established the stiff security requirements for Eotian Air Carriers, he insisted that the building and ship-security teams be provided with a weapon that could subdue any adversary within the tight confines while minimizing damage to the facility or ship. The initial contract was answered by the Sun City weaponsmithing team of Kolar and Rodriguez. The two weapon designers recommended a version of a tangler gun created locally, augmented with a laser burst pistol should the tangler not subdue the adversary. The weapon proved reliable in urban testing, and is now the standard issue weapon to all EAC site and ship security personnel.

The weapon is treated as a standard tangler with the following weapon gadgets: Integrated equipment (laser sight); alternate weapon (laser pistol, autofire module, reflecting spread module). Purchase DC 26 (Res +2).

EAC Security Armor (PL 6)

At Mr. Halloway's insistence, the security operatives of Eotian Air Carrier's are not only equipped with the best weapons, but the best armor as well. All EAC security personnel are issued a set of this custom armor after they have completed training. The suit provides competent armor, while not compromising mobility. It also contains a communication suite that rivals the EDF combat armor and includes an emergency triage system to help stabilize wounded security troops.

The armor is treated as light combat armor with the following armor gadgets: Integrated equipment (universal communicator, fast-use medkit). Purchase DC 16 (Lic +1).

EAC Security System (PL6-7)

To ensure the security of the ULAV construction factory, Mr. Anderson has established a draconian level of security within the EAC main compound. All EAC personnel are required to receive a shepherd chip implant with a nanobeacon addition. The shepherd chip has a number of uses. The employees can store credits on them to pay for goods at the EAC commissary, to transfer medical information at the time of treatment, etc.

The shepherd chips are constantly monitored at the EAC facilities by an App-3 advanced program, which compares an individual's security clearance with their current location within the compound. If an individual is in an area that they are not cleared for, the system alerts Mr. Halloway, Mr. Anderson, and the nearest security team. The individual is captured, interviewed, and it is then determined if they are a danger to the operation. The system can even release a paralyzing agent directly into the target's bloodstream if necessary to subdue a would-be corporate spy. Transgressors may be given a stern warning, docked pay, and returned to their work area, or if the threat is significant they are released

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from employment and blacklisted in Sun City. This has not happened very often since the company began; Mr. Halloway treats his employees well enough that they are too happy making money instead of snooping around. Visitors are issued guest badges that contain the same information.

Magnetic Induction Engine (PL 7)

The magnetic induction engine taps into a planet's magnetic field to provide lift and thrust. It allows ships of unprecedented size to operate within a planet's atmosphere and land safely on the surface. Magnetic induction engines can take the place of thrusters as secondary engines on larger starships as well, but they only operate within a planet's magnetosphere. This propulsion system can also be used in terrestrial aircraft in place of normal engines.

A ship with a magnetic induction engine as its primary source of propulsion cannot have a power cells or solar cells as its primary power core due to a lack of energy density. Vehicles with magnetic induction engines must have fusion generators or similar power sources.

Minimum Ship Size: Huge; Tactical Speed Bonus: set speed 202 character squares (20 Chase Squares); Maneuver Modifier: Increase the ship's size modifier to Defense by one-eighth (for example, a colossal ship's size modifier to Defense increases from -8 to -9). Purchase DC: 12 + one-quarter the base cost of the ship.

Global Positioning Navigation System (PL 6)

The Global Positioning Navigation System is a precision navigation system that uses a planet's GPS satellites to update data points for an inertial navigation system. This system provides a +5 to navigation roles when the vehicle is in a position to receive satellite inputs. Purchase DC 15.

Vehicles

Following are descriptions of EAC's current ULAV models.

JOHN HENRY-CLASS

The John Henry is the first ultra-large aero-vehicle produced by Eotian Air Carriers from Sun City. The John Henry is a modification of the Hercules-class ULAV used by the United States of the Americas prior to Earth's destruction. These aero-vehicles are based off an early 20th-century concept of creating an airship that could move large numbers of men and equipment over great distances. Unfortunately, this idea was not feasible until the creation of the magnetic induction engine. Initial designs allowed for very heavy payloads, but they were slow and had relatively poor maneuverability.

The EAC licensed the designs for the Hercules from the Dawning Star Republic in June of 2243, and the John Henry lifted out of the production hanger in 2244. Since that time, the EAC has created 10 John Henry-class ULAVs, which transport pure silicon from Broken Town, murcows from Lanner's Crossing, and more.

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The John Henry can lift a payload of up to 100 tons and operate with a range of about 2,400 nautical miles over a 24-hour span, after which it has to land to let the magnetic buffers cool down. The ULAV's cargo space can carry one Atlas heavy lift aircraft, with room for miscellaneous equipment. This cargo loading system allows the John Henry crew to load any potential cargo quickly, from large vehicles to transportation containers. For normal loads, the John Henry has a clam-shell door and collapsible cargo ramp in the rear. For large loads, the cargo bay floor folds into the walls while the magnetic induction system is used to raise the load into the cargo bay, and the floor is replaced after loading. Any cargo transported by the EAC must be legal, and sales licenses must be verified prior to loading. This is non-negotiable, and any crew violating this rule is immediately discharged without debate or second-chances. Any weapons carried by passengers must be stored in the ship armory, and are not accessible without approval of the skipper.

The crew complement of a John Henry-class ULAV includes a skipper (pilot), co-pilot, navigator/radio operator, engineer, crew chief, and two loadmasters. Along with the crew, the EAC normally includes a small security detail to defend on the ground (and to help secure the cargo). The ship is equipped with GPS-updated INS for navigations, and contains a full communications suite, including UHF, VHF, FM, and satellite-band capability. Bunks and a small galley are available for the crew, but any passengers must sleep in spartan quarters within the cargo hold.

One interesting side-effect of the magnetic induction engine is the static electricity that it generates. On takeoff and landing, bolts of harmless electricity arc between the ship and the ground. When landing near water, this creates a bizarre ground fog that envelops the ship. The worst of this effect comes when storms are brewing within the general area of the ship. It increases the chance of a lightning strike (which is insulated to deal with just this occurrence.)

Engines: Magnetic Induction Engines

Armor: Polymeric

Power Plant: Fusion

Defense Systems: Autopilot, Damage Control System

Sensors: Class I Sensors, Global Positioning Navigation System,

Communications: Radio Transceiver, Intercom system

Weapons: -

EARHARDT-CLASS

The Earhardt-class ULAV was put into production shortly after the John Henry took over the "Silicon Run" between Broken Town and Dawning Star City. The Earhardt replaces the immense cargo bay of the John Henry with passenger berths. The space is broken into three decks each with a 10-foot ceiling. Each deck has 11 staterooms, similar to those found in a train's sleeper cars, that can sleep two adults and two children. Each of these rooms has bay windows and suitable privacy from a bulkhead separating them from the main passenger area. The general passenger area on each floor can hold 130 people with carry-on luggage. Steward

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quarters and a small kitchen replace the armory and storage area, and a lounge with plush seats and a long picture window are at the stern of the ULAV.

The bottom of the ship has been modified to include a restaurant that seats 75, with windows in the floor, offering a stunning view of the landscape below. The restaurants in the four Earhardt-class ULAVs offer different menus: the *Amelia Earhardt* serves classic American cuisine; the *Essence* has an eclectic menu specializing in fine Indian food and made-to-order sandwiches; the *Marie Antoinette* serves European cuisine, primarily French and Northern Italian; and the *Mu-Lan* serves Asian dishes.

Between the restaurant deck and the first passenger deck is the service level that includes crawlspaces for the ship systems, passenger utilities, and the baggage compartment.

Engines: Magnetic Induction Engines

Armor: Polymeric

Power Plant: Fusion

Defense Systems: Autopilot, Damage Control System

Sensors: Class I Sensors, Global Positioning Navigation System,

Communications: Radio Transceiver, Intercom system

Weapons: -

JOHN BROWN AND MARILYN MONROE CLASSES

These two classes of ULAV are modifications of the existing John Henry/Earhardt design. Each of these classes adds defensive systems and point defense weapons to ensure the cargo's security. The existence of these weapons and defensive systems is a closely held secret. The John Brown-class was developed to defend the precious silicon shipments on the Silicon Run. These ships have proven themselves time and again against raiders and dangerous Eotian fauna. The *Marilyn Monroe* is the first passenger-class ULAV with the new enhancements. Mr. Halloway reserves it for special occasions, such as next year's Annual Poker Challenge. The *Marilyn Monroe* also removes the large block of passenger seating on each deck and doubles the size of the passenger cabins. The open space in the center of the ship houses a dance club, a casino, and a pool on the top passenger deck with a domed transparent ceiling.

Engines: Magnetic Induction Engines

Armor: Polymeric

Power Plant: Fusion

Defense Systems: Autopilot, Improved Damage Control System, Chaff Launcher, Magnetic Field, and Point Defense Systems

Sensors: Class II Sensors, Global Positioning Navigation System, Targeting System

Communications: Radio Transceiver, Intercom system

Weapons: -

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TITAN CLASS

The Titan-class ULAV was the largest prior to Earth's destruction. America used them in large flotillas. Each Titan could deploy up to one full armor company at a time. However, due to the decreasing weight of warfare in the 21st and 22nd centuries, it was rare to see main battle tanks in a role other than support. The Titan was also capable of defensive fire when approaching a landing zone in the form of a turreted pair of starship-scale needle drivers, and two CHE missile launchers (which could be replaced with nuclear or KE warheads). These systems could also be used as fire support for the ground troops, much like the Missouri-class battleships where used during the island hopping campaign of WWII.

After the loss of the *Zimmerman's Dream*, the DSR was only able to recover the *Baton Rouge*, which landed safely on the northern edge of the Green Sea. After minor repairs, the *Baton Rouge* primarily transported terraformers and their equipment around the globe. This continued until the primary magnetic induction engine was damaged in an electrical storm in 2234. Unable to repair the damage, and unwilling to dismantle her out of respect for the crew of the *Zimmerman's Dream*, it sat moth-balled in a hanger, until Holloway approached the DSR. Since then, the *Baton Rouge* has transported cargo and military equipment between key military installations within the DSR, but the Republic Military Affairs committee has requested that such a powerful warship steer clear of known EFL faction camps, for fear of spurring open conflict.

The EDF is still searching for any salvage from the *Zimmerman's Dream*, but hope has all but dried up. All members of the pathfinder teams have been marked as missing in action, and the equipment contained within the *Venice* and other drop pods on the ship have been written off as lost in action due to human error.

Engines: Magnetic Induction Engines

Armor: Neutronite

Power Plant: Fusion

Defense Systems: Improved Autopilot, Improved Damage Control System, Chaff Launcher, Magnetic Field, Point Defense Systems, Sensor Jammer, Decoy Drone Launchers, and Light Fortification

Sensors: Class V Sensors, Global Positioning System, Improved Targeting system

Communications: Radio Transceiver, Intercom system, Laser Transceiver

Weapons: 2 fire-linked Needle Drivers, 2 Missile launchers, CHE

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Class	PL	Crew	Pass.	Cargo	Init.	Man.	Top Spd	Def	Hard	HPs	Size	Purch	Restr
John Henry	7	8	4	100t	-5	-10	202 (20)	1	20	230	Col.	52	Res (+2)
John Brown	7	5	4	100t	-2	-10	202 (20)	1	30	230	Col.	55	Mil (+3)
Earhardt	7	30	750	14t	-5	-10	202 (20)	1	20	230	Col.	52	Res (+2)
Mar. Monroe	7	45	200	25t	-2	-10	202 (20)	1	30	230	Col.	55	Mil (+3)
Titan	7	45	750	1000t	-6	-10	202 (20)	1	40	400	Col.	62	Mil (+3)

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EAC COSTS		
Service	Purch DC	Restriction
Intra-DSR, coach	15	-
Intra-Faction Camp, coach	16	-
DSR-Faction Camp, coach	18	Lic (+1)
Intra-DSR, first class	18	-
Intra-Faction Camp, first class	19	-
DSR-Faction Camp, first class	21	Lic (+1)
Intra-DSR, Large cargo	15	-
Intra-DSR, Huge cargo	18	-
Intra-DSR, Gargantuan Cargo	20	-
Intra-DSR Colossal Cargo	25	-
Inter-DSR, Large cargo	18	Lic (+1)
Inter-DSR, Huge cargo	20	Lic (+1)
Inter-DSR, Gargantuan Cargo	25	Lic (+1)
Inter-DSR Colossal Cargo	30	Lic (+1)

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EAC TRAVEL TIMES (in hours)															
	Sun City	Dawning Star	Iron Scar	Red Hills	Greenville	Harvest Town	Broken Town	Rodger's Point	Steel End	Hapeville	Sunder Ridge	Shackleton	Ice Town	Lanner's Crossing	Delhi
Sun City	-	11	8	12	14	16	24	15	11	6	19	19	13	12	12
Dawning Star	11	-	7	4	7	7	15	26	22	17	30	30	24	23	23
Iron Scar	8	7	-	10	17	18	23	23	19	14	27	27	21	20	20
Red Hills	12	4	10	-	10	8	13	27	23	18	31	31	25	24	24
Greenville	14	7	17	10	-	5	15	29	25	20	33	33	27	26	26
Harvest Town	16	7	18	8	5	-	10	31	27	22	35	35	29	28	28
Broken Town	24	15	23	13	15	10	-	15	20	27	13	19	37	36	36
Rodger's Point	15	26	23	27	29	31	15	-	26	21	34	4	28	27	27
Steel End	11	22	19	23	25	27	20	26	-	7	12	30	24	23	23
Hapeville	6	17	14	18	20	22	27	21	7	-	19	25	19	18	18
Sunder Ridge	19	30	27	31	33	35	13	34	12	19	-	38	32	31	31
Shackleton	19	30	27	31	33	35	19	4	30	25	38	-	32	31	31
Ice Town	13	24	21	25	27	29	37	28	24	19	32	32	-	25	25
Lanner's Crossing	12	23	20	24	26	28	36	27	23	18	31	31	25	-	24
Delhi	12	23	20	24	26	28	36	27	23	18	31	31	25	24	-

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