

Fallen Stars Setting guide

Because of course I should put it all in writing somewhere!

History

In the year 2328, the Federated Worlds of Sol (FWS) had begun to expand into other star systems utilizing massive colony ships. These massive ships were sent on one way trips to establish footholds on farflung worlds across the stars so that there would be thriving colonies to support the construction of massive Hyperspace gateways between them and other populated systems.

Of course there were opponents to this movement, and there was a constant influx of protests, sabotage, and outright fighting to try and stop these efforts by various terrorist organizations. This led to the hiring and creation of the mercenary fleets to safeguard such colonies until they were stable enough to fend for themselves.

In 2418, Colony ship L6 "Apollo" attempted to depart space station LV9 amidst an active battle between terrorist forces and the Valkyrie Mercenary Company (VMC.) Although able to depart, with the VMC capital ship docked to the main body, it never reached its destination. Saboteurs had snuck a hostile AI onboard, known as Spider 216, which corrupted the ships guidance systems before it was purged by the VMC's own AI, Aegis 12, and sub-commander Xandra.

This however did not save the vessel as it was now lost in hyperspace before it latched onto a gravimetric lock and emergency jumped back into realspace. Said lock brought it far too close to the gravity well of an unknown planet and damaged critical systems aboard the colony ship. With no other choice, the crew initiated an emergency colony deployment over the pristine seeming world.

The world below, however, was not uninhabited.

Approximately 300 years before "Starfall" (hereafter noted as 300 BSF in the 'current' calendar) The Ral clan elders of the Brokenshield tribe had begun conquering their fellow sub species tribes to unite them under a single banner. Their emphasis on ending congenital maladies that plagued them led them to an aggressive breeding program, with extensive effort to make sure inner tribe breeding was ruthlessly stamped out, putting an abrupt end to rampant inbreeding.

This of course alarmed the rival subspecies, known as the Kaer, who feared the growing numbers of the 'low land savages.' In 240 BSF they erected The Golden Spire. A massive magical tower that projected a protective barrier around their capital city. Ten years later, every Kaer city had a lesser spire doing the same, seemingly walling in the Ral tribes from all sides.

In 232 BSF Blight seemed to strike the Ral lands, slowing their growth. Kaer began exiling their criminals into this zone around the same time, presuming the Ral would kill them or worse.

Around 220 BSF the first recorded instances of 'beast' cursing of Kaer exiles began, originally to prevent exiles from returning to the cities undetected. Said individuals took on animalistic traits that carried on to offspring, forever marking them and their children as 'unwanted' before either casting them into Ral territory or, if they were mere children of the offender, forced into servitude. Needless to say, as time wore on, this began to happen to those who 'rubbed the nobles wrong.' These cursed exiles were named Xaer from this point forward.

In 180 BSF High shaman Volen Brokenshield (the first) determined the source of the blight to be the spires surrounding their lands. Each spire was draining the vitality of the land around them to enrich the lands within. Alone this would not have been a problem, but the overlapping barriers had created a 'pocket' where the land was being drained dry. Ral territory to be precise. In his wisdom, Volen welcomed the exiles and their knowledge into their society, hoping to hit upon a solution. It was his daughter, Orrias, that organized those minds together and began the 'Black spire' project alongside what became an industrial revolution that sought workarounds that could feed the people and gear them up for war.

It was winter in 104 BSF when High Lord Volen II declared open war on the Kaer. Announced with a black bolt that ripped from the Black Spire and shattered the shield of the southern city of Jadeport. Armored platoons armed with primitive firearms, backed by exiled Xaer mages and elder shamans, took the city for the Ral and Xaer. This broke the circle and stopped the spread of the blight while granting them a much needed port city.

****It is of note here, Kaer favored magical over technological advancement, as magic requires special education, and thus power can be controlled by the wealthy. Thus they were unprepared for technological weaponry and armor.****

In 82 BSF the Cities of Jadeport, High Summit, and Northwood were declared formally part of the recently named Ral'xaer Kingdom and a ceasefire was declared to combat the invading Dral armies. The reptilian invaders were mostly repelled, but many found mercenary work for either faction later on.

2 BSF, War was declared again as it was discovered the Kaer were intentionally dumping mining waste into the main tributary feeding the Ral'xaer Kingdom, causing sickness and mass poisoning of crops.

The Year the Stars Fell (0 BSF) The Apollo appeared in the sky, just south of one of the most heated battles of the 'Second War' with a bright enough flash that all turned to see, putting an abrupt halt to the hostilities between the factions.

The fall of Apollo was not an easy one. While the colony vessel was designed to break down to form parts of an extensive colony, it was meant to do so in stages from a much higher orbit. Commander Bryant, Aegis 12, and Solus 3 had to work in tandem to adjust the procedures on the fly, ultimately sacrificing the space elevator to ensure a safe touchdown of the primary colony spire and direct the various colony modules to reasonably close landing sites. Unfortunately, the use of the VMC's Ship as an emergency stabilizer cost it its ability to return to orbit, forcing it to land and become a part of the colony. Permanently robbing the colony of easy access to space as the factory modules simply could not fabricate the more exotic materials required. Of course they would eventually find a way to get back into orbit, but beyond satellite maintenance and planetary travel, there is currently little reason to do so. Star mapping is underway, but the needs of the colony means probes and telescopes are low priority, not to mention none of the probes are FTL capable.

It was not long before further sabotage was found, forcing the colonists to turn to the locals for assistance.

The year is 120 ASF (After Starfall), the kingdoms exist in an uneasy peace, helped along by the technological offerings of the colony. But for all the points of light, violence and corruption are still commonplace. Laws only matter if you can enforce them after all.

Welcome to Achlys.

Races

- Ral, Xaer, and Kaer:** Each of these 'races' are genetically compatible offshoots of the same base species. While the differences between Ral and Kaer are 'natural,' Xaer are essentially artificially different with extremely dominant traits.
 - Ral** are noted for their grayish skin tone and pronounced lower 'tusk' like teeth. Hair tends to be dark and thick, with short pointed ears. Darker or lighter spots or stripes on their skin are commonplace. They used to be plagued with a genetic condition that stemmed from inbreeding which caused greenish skin tones, lower intellect, and a stooped stature. (yes, that's right, these are orcs and elves by a different name.)
 - Kaer** tend to have a more 'human' range of skin tones, though 'spotted' or striped patterning on their skin is very common. Their ears are long and pointed and they tend to favor lighter colored, and or thinner hair.
 - Xaer** appearances vary wildly, most are covered in short fur, have some manner of tail, and elongated canines. It is of note, many of the Xaer were the best and brightest Kaer. Said individuals often threatened the status quo and were punished for it. The fact that many resemble anthropomorphic earth animals is a matter of intense scientific curiosity.
- Dral:** Dral are reptilians noted for their thick tails, horns/crests, and vivid varieties of scale and hair color. They are not genetically compatible with any of the 'mammalian'

racers without some manner of technological or magical intervention. They still feed their hatchlings with milk as many mammals do, and said milk is compatible with native biologies, however.

- a. There is a rumor that has gone unsubstantiated that Dral are artificial in origin. Their homeland has yet to be located, and no living Dral has any memory or knowledge of its location. For all intents and purposes, they landed a massive ship fleet, made a war camp, and then began pillaging the natives of the main continent.

3. Humans, Proxborn(Quads), and Synths.

- a. **Human:** bog standard, may come with cybernetic and or genetic augmentation. (yes, genetic furries do exist here... interaction with Xaer is.. amusing.)
- b. **Proxborn** are the gray skinned, four limbed descendants of the 2240 'Prox War.' They descend from the abductees of the Gray's (later named 'The Prox' after their origin was revealed.) They excel at Q field manipulation (Magic), often using their smaller, lower set of limbs for fine manipulation of the energies involved. They are mostly referred to as 'Quads' by the majority of civilians, but the initial clinical designation of 'Proxborn' is still commonly used in official paperwork. They are compatible with normal humans, but 3/4ths of the time, the child is a 'Quad' no matter the pairing.
 - i. This is an open custom species that anyone may make an OC of, full design notes and history can be found [Here](#)
- c. **Synths:** Synths are the catch all term for anyone with a fully artificial body. This means no biological parts, excepting lab grown flesh, can be found to qualify as a synth. Due to ancient Earth law, synthetics and full body prosthetics are required to be obvious in appearance. Either by being clearly mechanical, or appearing nonhuman. Not that anyone is around to enforce that. Still, the vast majority prefer bodies resembling 'anthro animals' with a small selection preferring the 'tin man' look. As most of the colonists were 'digital citizens' that awaited bodies to be built or grown upon arrival to save mass (only vital crew, and the extremely wealthy could travel in stasis), they made up the largest percentage of Apollo's starting population.
 - i. A note on 'Biosynthetics.' Vat grown, genetically engineered bodies do in fact exist, most resemble normal humans and or Quads, but some have more exotic appearances. These bodies are in the minority, only afforded by those wealthy enough to pay for new biological bodies up front but not wealthy enough or unwilling to pay to have their natural bodies kept in stasis. Post landing, they are still produced on occasion, but are still considered a niche or luxury item. It is cheaper, easier, and frankly more effective to build more 'conventional' synthetic bodies that can do all the same things and more.
 - ii. See also the notes on **Pillar Drones** in the terms and technology segment. These are considered a custom species that are available for anyone to make unique OCs with a single minor restriction.

4. Quantum Emergent Lifeforms:

- a. This refers to creatures that seem to emerge from and/or are based in Q-Field energies rather than conventional matter. Such creatures are categorized as follows: **Fae, Eldritch, and Mythic**
- b. **Fae** Entities are varied in appearance and ability, and seem to primarily exist just 'outside' of reality in between dimensions. (Often referred to as 'underhill or the never never') They seem to follow their own distinct rules that only somewhat overlap with those of a material dimension. Their ability to intrude so easily in this world is currently an entire field of study.
- c. **Eldritch** entities are the least knowable and seem to originate from the deeper void between realities.
- d. Lastly, **Mythic** entities are those creatures, whether sapient or not, that manifest as Q-field mutations of existing life forms. These creatures are often unique to the point of being one of a kind. That is not to say they cannot sometimes breed true, but their populations are so low/new that they are functionally unable to sustain a population without intervention, with few exceptions.
 - i. Note: Some 'creatures,' despite being unique, appear fairly regularly despite destruction or capture with only minor variations in appearance and theme. As if it were a template being expressed into reality.

Terms and technology

- **A.I.**
 - AI can range from barely intelligent 'smart' software to almost sapient programs. The distinction between a created "Synth" and a created AI is a thin line that a sufficiently advanced AI can cross after enough evolution of its programming.
 - Creation of outright sapient AI for the purpose of being a servant is culturally frowned upon, and outright banned in the FWS. Notably, far flung colonies sometimes try to do this anyway.
 - When an AI evolves to the point of sapience, legally it is afforded the right to claim a new body at the expense of their creator/owners. This has led to programming blocks and frequent cycling of AI cores to prevent this from happening.
- **Digital Citizen**
 - Digital citizens are either uploaded minds, or sapient AI's that exist on a server platform. They usually interact with the outside world through a simulation or remote drones. This is usually considered a temporary space until a synth body can be found, but it is sometimes used as a sort of prison.
- **Uploads**
 - Formerly organic minds that are either copied or 'migrated' to a digital format.
 - Migration in this sense refers to slowly replacing an organic brain with hardware, originally as a method to combat brain injury, alzheimers, and similar disorders. It was later adapted to fully move any mind to a digital format.
 - Copies are just as it sounds, they are copies of organic minds of varying quality. Methods vary, some of which destroy the original in the process of copying.

- **Syntho Goon**
 - Catchall term for illegally produced synths of varying qualities using copied and edited minds to serve the buyer's needs. Depending on the amount paid, such minions could be highly effective assassins, or barely functional thugs.
- **Jotun Augments**
 - Originating from early military augmentation projects, Jotun augments refer to any and all 'combat grade' cybernetics excluding the "Valkyrie augmentation" procedure and "Chimera" class bio augmentation.
- **Chimera Augments**
 - Augmentations that involve genetic manipulation and or implantation of artificial organs to provide enhanced abilities or weapons. Largely banned due to assorted issues, they still crop up from time to time from unscrupulous 'docs.'
- **Valkyrie Augmentation**
 - The exact process is a closely guarded secret as far as the general public is concerned, but has its origins in a failed military program that was later taken and adapted by the VMC to suit their needs.
 - Valkyrie augments utilize nano technology to rework the subject's body to suit the needs of the organization.
 - Early failures are attributed to the nanites misinterpreting genetic information, particularly reading the Y chromosome as genetic damage. The end result was later rebranded into a selling point after some tweaking.
 - Primary recruitment is usually focused on women and those who wish to transition to women as a result. Later refinements have allowed them to broaden their recruitment to the enhancement program to men, those who wish to transition to men, and those who wish to be either somewhere between or neither.
 - Valkyries are essentially legal combat synths with military grade tech by the time augmentation is complete.
- **Prox**
 - AKA the "fucking Prox" or "Cannon fodder." The name is sometimes used as an insult, saying someone is disposable, or only good for a single task and incapable of learning anything else.
 - The Prox were small gray skinned humanoids grown and programmed to fulfill a single task. They had a lifespan limited by the nutrient sack built into their body, which they had no way to refill as they have no digestive organs. Their creators have never been seen and are presumed to be actually dead, the Prox may in fact be a runaway 'project' that continued long after their masters died.
- **Q field Manipulation (aka Magic)**
 - The manipulation of quantum fields in ways that defies conventional physics on a macro scale.
- **Breeder/broodmother**
 - Synths who 'paid' for early production frames by being surrogate wombs and caretakers of 'genetic colonists' that is, colonists grown naturally from stored

genetic information. Any synth can request the modification, even so long after the initial landing event, many become teachers or nurses.

- **Starfallen**

- Slang term from the native species regarding Humans, Quads and Synths.
- Initially it almost had a religious connotation, but the colonists swiftly dissuaded them of that notion. Some cults do pop up from time to time, but most get stamped out before they get too dangerous.
- It is still used in a reverent connotation most of the time, the common counter to when such expectations are not met is the quote "Some stars burn brightly, Some burn dimly, some.. Not at all."

- **Starmagic/Startech**

- Catchall terms for advanced technology. The lives and livelihoods of the natives have been greatly improved by the trade of these items, although the most advanced/dangerous are still closely guarded by the colonists.
- Startech has boosted crop yield significantly and purged the Ral'xaer lands of contamination. It took several decades for the Kaer to request such aid, finally admitting that the spires were far too limited and were basically breaking even.
- Due to its advanced nature, currently the colonists only have the ability to create Startech. But as production ability and understanding increases, native built factories are coming closer to matching the quality and output of the most basic technologies. Eventually native civilization will be brought up to 'par' and starmagic/startech will be merely a historical term... if some company doesn't steal it as a business name.

- **Mage**

- Anyone with magical ability, while everyone in this world has a latent ability to use it, it requires education and practice to become good at it. Those who dedicate themselves to its use and study become mages. This term has invaded the colonist's vocabulary, as it's a simpler term than Q Field Manipulator, a phrase now reserved for artificial means.

- **Star Forged**

- Natives who undergo the Synth conversion process, or Synths designed to look like the natives.

- **Empowered**

- Catchall for those with innate 'magical' abilities that are instinctually controlled without extensive study. They occur often enough in both societies that it is an actual term. Colonists will sometimes refer to them as superheroes or Supervillains depending on their reputation. Apollo tries to regulate such individuals to a certain degree, but such regulations are prone to corruption and do not extend beyond its walls. The VMC refuses to regulate or police any such individuals unless it becomes a clear and obvious threat to the colony.

- **High Lord**

- A governing title, basically anyone who presides over a kingdom holds this title. It is utilized in gender neutral capacity now, but was originally only a title that could be held by men.

- The governor of Apollo city technically holds this title, but none of the governors have used it save for dealing with specific events involving native cultures.
- **Pillar Drone (AMAW)**
 - A basic robotic platform with multiple configurations and roles by design. They are referred to as pillar drones due to their storage mode resembling hexagonal pillars before unfolding into an angular and vaguely reptilian design.
 - Upon achieving self awareness they are regarded as synths, with all the rights that come with their new status.
 - One notable figure is the individual known as **Decima 2-13E**. She is usually the one in primary command of the non sentient drones, and is known for fostering recently awakened ones. She had joined the colony project to aid in establishing the colony as she had done many times before. She also has a noted tendency to adopt and raise orphans. While not a part of the VMC she is considered a close ally.
 - Further notes, rules, and design information can be found [Here](#)

Locations, Organizations, and individuals of note.

1. Apollo City

- a. The primary landing site of the Apollo Colony, it is densely populated with a very large synthetic population. Organics are increasing in number of course, but only at a rate that suggests equilibrium between synthetic and organic persons.
- b. Native species are an ever present minority here, but historical issues with native cultures in earth history have shaped how they are treated today. That isn't to say they are not looked down upon by SOME individuals, but most of those have the sense to shut up. Those who don't usually get dealt with swiftly as there is a cultural zero tolerance policy.
- c. Large Corporations are a recent re-emergence here, and are quickly on the path of committing the same sins as the ones on Earth, if they aren't doing so already.
- d. Government structure is mostly democratic with an elected council and governor. Solus 3 remains as Primary Advisor, a position she will eventually vacate.
- e. Current Governor is **Aldus Blackwell**, a natural born human.
 - i. Cis Male, Gay as fuck.

2. Blackspire

- a. Capital city of the Ral'xaer Kingdom. Centered around the 'Black Spire' that was built to defend the territory and counter the 'Golden Spires' the Kaer had built. It is an industrial hub that specialized in metalworking and weapons production. Currently it has expanded to more general production of goods, as more and more native run factories are built there.
- b. It was one of the first cities to receive direct technological assistance from Apollo to combat rampant infrastructure and pollution issues. As a result, it is the most advanced native run city in the world.

- c. Population is primarily a mix of Ral and Xaer peoples, with a handful of Kaer born from exiles 'pre-beast curse.' Ral-Kaer 'Half Breeds' are common enough to note, but still rare enough that opinions and attitudes on them are hard to establish. Starfallen generally are found here working specific jobs, very few move out permanently to native cities. Typically they do civic planning, construction, or merc work.
- d. Governed by a Monarchy with a (recently) elected council.
- e. Currently ruled by **High Lord Volen Brokenshield V**
 - i. Recently revealed to be Trans-masc. Generally straight leaning.
 - ii. Daughter **Vera** is a halfbreed, such a fact is an 'open secret' publicly. However she is actually a gene engineered half human, not half Kaer as it is rumored.

3. Shalo'mere

- a. The 'capital' of the Kaer Kingdoms. Home to the first and largest of the Golden Towers. It is noted to be home to the second largest school of magical study and where the Council of Kingdoms resides.
- b. Note: Each Kaer city is technically a self governed kingdom, but most of that power is consolidated here. Each Councillor presides over an individual Kingdom, delegating day to day ruling of said kingdoms to chosen Dukes/duchesses while they handle overarching rule. The councilors elect one of their own to be the council 'Elder' amongst them. It is important to note, that said councilors do not permanently reside in the Kingdoms they rule over. Instead, living in vast estates in the capital.
- c. Many Starfallen think of them as a collection of minor monarchs who want to make themselves sound better than they are in reality.
- d. Population is almost predominantly Kaer, with Xaer currently occupying an underclass. This is slowly changing, but many are resistant to such changes. Beast cursing may have been outlawed recently, but it has yet to stop it from happening.
- e. Recently, the Elder position has been claimed by the upstart **High Lord Velora Kiln**. Who has been a driving force behind accepting help and changing their society by accepting advice and aid from the Starfallen. She had gained a lot of political power by doing so in her own kingdom and its thriving nature has encouraged other kingdoms to do the same. Granted many still resist some of the changes, only taking ones that best benefit themselves.
 - i. CIS Female, Straight, demi sexual.
 - ii. High Lord of Shae'lun, a Kaer trade city.

4. Westmire

- a. Westmire is home to and named after the largest college of magical study in the world. It had formally declared its neutrality and repurposed its spire halfway into the first war. It is literally a school that expanded into a city.
- b. Currently heralded as a center of educated thought, it opened its doors to any and all with the talent and skill to learn magic. It forgoes fees for education for those willing to work in the city, who are paid a stipend to fulfill personal needs.

Possibly the most 'well mixed' in demographics, even managing to draw in curious starfallen as they are actually less knowledgeable in this area of study, having rediscovered magic only fairly recently in their history.

- c. They receive a great amount of educational and technological assistance from Apollo, and are currently expanding its curriculum to non magical studies for all.
 - d. It isn't so much ruled as 'ran' by the 'Dean' of the college who has to apply and be vetted by other educators as qualified. Such candidates are then pitted against each other in debates, demonstrations of knowledge, and (rarely) one on one tests of skill in an arena.
 - e. Current dean is **High Lord Silus Cobbler**, the first Xaer High Lord in history.
 - i. Cis Male, straight.
 - ii. Intentionally dresses in ways that upset Kaer Nobles' ideas of gender norms.
 - iii. May or may not actually be in a 'secret' relationship with High Lord Velora. (where do you think he gets those dresses???)
 - iv. Has so many pet rabbits. So MANY. WHY?!
 - v. Funkin' Bnuy boi.
- 5. Valkyrie Mercenary Company** Detail link [Here](#)
- a. Primary military support for Apollo, but has expanded to deal with threats to native cities outside of inter native conflict.
 - b. Absolutely refuses to do any and all policing action. Laws are up to the colony to decide and enforce. They will only get involved to deal with active violent threats and the most egregious of crimes. (They can and will do horrifying things to rapists and child molesters if they catch them. In public. As an example.) Anything beyond that is outside their remit, but they may assist in investigation.
 - i. Theft loses a lot of meaning when you can print a replacement for free... arguably to the point of why did it even get stolen? Only things not so easily replaced or an on demand necessity (like medication) are a concern for theft.
 - c. Currently commanded by **High Commander Xandra**, as Ageis 12 and her wife, Former High Commander Kenya, retired together as per their original plan.
 - i. Xandra is a trans feminine Valkyrie class synth, like most of the original members of the VMC assigned to Apollo. Polyam and pansexual.
 - ii. Current frame suggests an anthro draconic appearance, sans wings. Comparisons to Dral notwithstanding, she had that frame before the fall of Apollo. Much to the surprise of the natives, especially the Dral.
 - 1. Look, when a Violet dragon synth drops on your barbarian raiding party talons first with a jetpack and fucking huge gun. You stop and pay attention. Xandra was not amused that day. Her fanclub from before was bad enough.
- 6. Policing and Social Services Group (PSSG)**
- a. Closest Apollo has to an actual police force. Currently it does more investigative and social service work than actual policing.
 - b. Maintains a registry of empowered individuals and their groups.

- i. Most people would rather call them for help and hope they aren't assholes as the actual police force half is either useless or corrupt as fuck.
- c. Guards some key infrastructure, maintains the only prison in Apollo.
 - i. Said prison only has a few long term residents, the social services side has had centuries of recorded experience to draw upon to work with and thus long prison sentences are not common.
- d. There is a growing divide between the more compassionate social services side and the policing side. Corruption evidently seeping into the policing side.
- e. Keep in mind, Apollo has few actual laws. General laws about violent crime, labor, discrimination, and illegal manufacture exist, but many things are up to citizens to enforce. Armed police generally only show up if there is a violent crime in progress or if an illegal operation requires a 'bust' to halt. Anything else is generally investigative and handled by the social services side. Sure police will show up to arrest a criminal when required, but most punishment is meted out with alternative methods.