

Lords of Ascension

A whiff of crackling ozone, the whine of spinning gears and the ghastly illumination cast by the optics built into a mask as expressionless as the soul beneath it herald the approach of the Lords of Ascension. Buried away beneath the earth, within their fortress city of Avalin, reside a group of ponies with a singular focus on developing new insight into manipulating technology for their benefit.

To this cloistered order of warrior-scholars, the acquisition of knowledge is zealously preached as the final way to end the millennia of suffering pressed upon the Goddesses' subjects. All mortals, assert the Lords of Ascension, are the mere playthings of uncaring deities that brush them aside when their usefulness runs its course. Fighting back, and slaying the remaining Gods is the highest calling that can be answered by a mortal; it transcends the needs of race, nation and even the physical self.

Because of their heathen beliefs, and clarion call that has resonated in much of the downtrodden peoples of the subjugated city-states, the forces of The Empire have arrayed against them at every chance. Overtures by the griffons of the Alliance have been rebuffed on the grounds they wish to reinstate their own false gods that will once again plunge the world into an age of archaic superstition with little scientific progress.

Combating the combined threats from all sides has not been easy for the Lords, who have turned to increasingly radical employment of transponyism technology just to survive. Chips installed into the brain to increase its processing power, total removal of limbs to replace with advanced prosthetics and the utilization of powered suits are just a few of the tools at their disposal. Subterfuge too is key, with careful leaking of their older models of equipment to select ranking officials within the Empire have kept the armies at bay from their fortress city.

With war approaching like rolling storm clouds, scorching the sky black with their rumbling sermons of destruction, it is the time for the Lords to emerge from their hiding. Exceptionally few in number, it would be impossible for this elite group to stand up directly to the massed armies of the various states even with their advanced cybernetics.

Instead they will act as the kingmakers. Those that play by their rules in the game of war will see their benevolence in its full glory; one of their legendary Prophets of Progress, ponies that have become more machine than mortal arriving to deploy new weapon platforms, and training to the beleaguered armies of ponies.

What exactly is their end-goal is still undetermined by those who look on nervously at their increasing influence. But it is certain, when the Lords of Ascension make their move, it will shake the very heavens the Goddesses came from.



What it means to be a Lord of Ascension: Exposing the net of lies that the so-called Goddess-Queen Celestina has spun upon her subjects is what drives this faction forward with renewed strength every time an unjust proclamation is handed down to further enslave the minds of the populace. Abandoning the self to fight for the lives of others stolen by uncaring false-deities means potential sacrifice of one's very body. They serve as a shining beacon amongst the ignorance of a superstitious world that hangs on every word of Gods and Goddesses that proclaim their omnipotence while proving they can't even find the resolve to stop a small band of scientist-warriors.

Alignment: A neutral faction that puts the acquisition of technology of such import that it overshadows the importance of all other religions and nations, with a leaning towards true neutral.

Patron Deities: None. The Lords of Ascension reject all religions, and only strive to push the boundaries of knowledge. No technology is forbidden if it promises progress for society.

Combat Role: Shock and Awe. Rapid and synchronized deployment of multiple weapons platforms at the same time combined with aerial boosters, and thick armor plates that run on gears and hydraulics allow a Lord of Ascension to completely destroy the morale of an approaching force. Their military doctrine is to crush an opponent's mind, rather than their bodies, as in the future they move prove a useful pawn in the grand chess game of war.

Appearance and Symbol: The Lords of Ascension askew aesthetics for functionality. It is not uncommon to see their members after a battle removing the interlocking plates to reveal a being below with flesh scraped away to allow more circuitry to be installed. Their emblem is a great cog with two wrenches placed over it in a laying cross. For through the use of mind and might, they can lead the nations of the world to a bright new age of understanding and enlightenment, turning the great cog in the sky for the first time with mortal hooves.

Character Creation

Unique Class: Prophet of Progress

Ability Score Bonus: +1 to Knowledge on top of regular race stats.

Trainings: You receive free skill training in Dungeoneering (+5). Proficient in Technology-Grade Melee, and Heavy grade armors.

Starting equipment: 100 bits, Choice of one Technology-Grade melee weapon, Choice of one Spec-Ops equipment (Computer), Choice of Medium or Heavy grade armor, Saddle-bags, a week's worth of rations.

Clan Strength: Technophile – As long as an Ascending One is equipped with a piece of Technology, or Spec-Ops equipment, they receive +2 to melee damage rolls.

Clan Weakness: Detached – An Ascending One suffers -1 to diplomacy rolls towards a creature not equipped with a piece of Technology, or Spec-Ops equipment.