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“Do I wish for immortality? No, of course not. I would not even wish that on my enemies. Sure, in a perfect world I would gladly accept immortality but first we must learn to be kind, understanding, loving... We must learn to be human.” - Lost Humanity

They laid in silence within their cold, sterile chambers. Staring up at a holographic display of a three minute countdown. Once it reached one minute the timer minimized giving space to a new visual, one of a conference room. Within that white room dozens of well dressed figures stand behind a massive metallic desk with dozens of flags hanging above them. The cameras zooms onto the man sitting at the center. His clenched hands resting on the desk, he stares into the camera as his cybernetic right eye comes to life. The border of his pupil glow a bright red.

“Citizens of...,” He begins then abruptly stops to take a deep breath allowing his shoulders to relax. Formality now gone, he continues. “I speak to you not as your president but as your fellow man. I have refrained from uttering the words I am about to speak for the past few months but I can avoid it no longer. We have reached our time. Our last days in this world has reached its end. All the nations banded together to save as much as we could but in truth we were only delaying the inevitable. Our band of scientists have confirmed for the past couple of weeks now that the last wave was the last flare we would survive from or even want to live through. I am happy to say that this imminent wave will be our last. We no longer have to suffer. I know that it is a sad revelation but look up, there is hope beyond our burning skies. Out there in space, in the void there is hope for a fresh start. Columbus explored the new world giving us freedom. Neil Armstrong set foot on the moon giving us the drive for space exploration. Luke Voltess built the engines for us to live among the stars. Now we send forth our best men and women to set in motion the colonization of space itself. Let us not mark this day as the day of extinction, let us mark this day as the beginning of a new expedition and let us Rise...” Nearing the end of his speech the camera begins to zoom out once again capturing the world leaders gathered around the president. The president leaves one last message as the back wall becomes transparent revealing a giant ball of flames flickering and lashing out with streams of flames. What was once the sun is nothing more than an unstable star emitting abnormal rays of flames and radiation. “Godspeed explorers of the void, it has been an honor serving you.”

With that the video cuts off bringing the timer back on full screen. 5. The passengers of the Last Horizon continue to lay within their chambers digesting the broadcasting. 4. They sit in silence as their minds are bombarded with dozens of thoughts, memories, and emotions. 3. They frantically try to reign in their thoughts in an attempt to have their last thoughts be that of their loved ones and the happiest moments in life. 2. No matter how selfless they try to be their final thoughts are: What will happen to me? Will I survive this? Will I be able to live out there? Will I ever wake up? As sleep starts to take them they might of panicked or screamed but it is all too late. Soon there is... Silence.

Earth as we know it, is lost. Forever scorched by the hellish flames of The Fall. Accepting their impending demise the United Nations constructed a last ditch effort to preserve humanity in case all their attempts to save Earth fails. This plan comprised of shooting automated spacecrafts into the far reaches of the universe in an attempt to have the passengers wake from their cryostasis chambers and make contact with any life form out there. What will the void walkers do when they run into alien life form? How will they assimilate into an alien society? How will they survive in a world unlike their own? It is up to you to decide how this story ends.

This is your Lost Humanity…

# Chapter 1: Overview

Lost Humanity and the Zero System it runs on originate from a small, custom roleplaying game with close friends. Its first iteration was a homebrew that took ideas and mechanics from Eclipse Phase, Call of Cthulhu, Firefly, The Void, Shadowrun, and Stars Without Numbers. Six roleplaying games with systems that vary from horror mystery to space exploration. Over the span of two years the system was optimized. Until, one day a couple friends made a realization that this melting pot of a game could become a legitimate and unique roleplaying game. With that in mind the story known as Lost Humanity became a full roleplaying game.

For clarification, Zero System in this book is referring to the tabletop roleplaying game. Named after the creator as well as the fact that the zero on a ten-sided dice (d10) dice is the goal of all rolls. However, outside of the game the creator’s website is referred to the Zero System at times and the multiverse that covers the creator’s interconnected stories and games is also called the Zero System. With that out of the way, let us jump into the game.

## Roleplaying Games

Lost Humanity is one of many tabletop roleplaying games. The goal of these games is to allow players to roleplay characters in whatever manner they would like but at the same time following a set of rules. Rules that act more like guidelines to keep the game manageable. The word “guideline” is used because the Game Master (GM) may tweak the rules to their liking. As part of the rules, players and GM use dice to determine the outcome of actions and events. Whether verbal, physical or mental.

### The Players

Players typically think of a character concept prior to the first session. With the GM’s help, they can fill out that character on a character sheet. This typically includes stuff like background and personality. Along with their character concept stats like skills will be determined and documented. Once every player has their character fleshed out both in mind and on their sheet, the game can commence once the GM is ready. During gameplay players have two focuses: Roleplaying their character to their own liking. Helping other players and GMs tell their tale. This is a collaborative storytelling game, both GM and player have a story to tell. It is only fair that everyone gets their spotlight.

### The Game Master

The role of the GM is narrator and story driver. They are world builders, battle organizers, planners, and most importantly variety roleplayers that act out every Non-Player Character (NPC). NPCs are the people that fill the world that the players interact with through their own characters. A GM’s job is only as hard as they want it to be. Many prefer premade games to help with the responsibility of improvisation as well as world building. For those GMs, premade stories have been created in addition to this core rulebook. These stories are made with flexibility for GM creativity. As for GMs that prefer to create their own world they are free to do so. GMs determine roll difficulties, when a check is allowed, what a ship looks like, where the story goes, and so much more.

## The Core Rulebook

This book contains everything you need to play Lost Humanity. Even though it is oriented for space adventure and exploration the system can be used on a smaller scale. This book covers character creation, mechanics, combat, purchasable items, and lore. Depending on what edition you have, premade stories and creatures may be included in this book. If not, they can be purchased separately.

Before a game can be run using this book a few items are required. At least one player and one GM. If playing with dice players need at least one and at most ten d10. The GM requires at most twenty d10. This entirely depends on how often you intend to roll a d10 on a check. Printed out character sheets or online sheets that can be viewed and edited. A map is useful but not required. If played online you may find a custom character sheet for use. Information on that can be found on Chapter 10: The Index.

## How to Play

There are three important aspects of the Zero System. The system is different from most other roleplaying game systems. It is recommended to read the four following sections. Later chapters will refer to these mechanics often so get familiar with them.

### Advancement

There is no level system, instead stats are simply purchased with Advancement Points (AP) accrued during play. The GM determines when and why players obtain AP and if they may immediately spend or store it. Stats like health, skills, and attributes can be upgraded. Each stat varies in cost. Each AP adds a +1 modifier to that stat. When that stat reaches a +10 modifier then it becomes an additional dice. A 2d10+9 Firearm skill becomes 3d10 on the next AP allocated to it.

Even though, more often than naught a 2d10+9 roll is better than a 3d10 it is recommended to advance your skills to increase the likelihood of exploding dice. On top of that maxing a skill grants a specialty which allows an additional dice on the roll if it involves that character’s specialty. Specialties also grant auto-success on knowledge checks base on the skill. It is in the GM’s power to deem the check too difficult to auto-succeed. All player and NPC stats max out at a flat 5d10, you cannot add modifiers to a maxed-out stat. 5d10 is a soft cap, since you can buy the AreSynth Skin to incrementally increase the maximum. 10d10 is your hard cap, the most dice a player or NPC can roll thus the highest rank for your stats. More information on that can be found in Chapter 3. A 10d10 Acrobatics check cannot be boosted to a 10d10+1. Aliens and robotics max out at 15d10. Abyssal Ones max out at 20d10.

### Bonuses & Penalties

The GM may add bonuses or penalties to any checks if they deem it logical. Items and abilities also grant bonuses or penalties. Bonuses grant an extra dice to roll, this bonus cannot break the hard cap. A penalty reduces the amount of dice that can be rolled. The removed dice is the highest rolled dice, if it is a 10 you lose the reroll for exploding as well. The minimum dice a player can roll is 1d10 and the maximum 10d10, no matter the bonuses or penalties (GMs can roll up to fifteen or twenty dice depending on the creature). Bonuses and penalties cancel each other out, one for one.

For instance, a 2d10 dice with a penalty will turn that into a 1d10 dice. If it is a bonus, then that roll becomes 3d10.

### Checks & Dice Pools

A dice pool is the amount of dice a player can roll for a check. Players as well as PCs and NPCs have a maximum dice pool of ten. Aliens and robotics have a dice pool of fifteen. Abyssal Ones have a dice pool of twenty. GMs are the only one that roll for aliens and Abyssal Ones, players only deal with a ten dice pool.

Skills can be raised to a rank of five, a dice pool of five. The AreSynth skin is the only way to reach the maximum rank of ten. Otherwise, characters must rely on bonuses. For instance, a rank of two in Acrobatics and a +2 bonus dice will result in a 4d10 skill check.

### Dice Rolling

Like most roleplaying game systems, the goal is to achieve the highest number on a dice roll. Modifiers add to that total. The same goes for the Zero System. All rolls are made with a ten sided dice, also referred to as a d10 or 1d10. The “1” referring to the amount of dice of that kind you’re rolling as well as the skill ranking. The system also makes use of exploding dice. That means when a 10 (symbolized by the 0 on the dice) is rolled it must be rolled again and the total is added up. This is true for all rolls including attacks, damage and healing. When rolling you are either trying to roll to meet a Difficulty Class (DC) or get a higher number than the opposing party. You always round down for all fractions.

For instance, a 3 and a 10 is rolled on a 2d10 roll. The total is 13 but the dice that rolled a 10 is rolled again. Once again it rolls a 10 so the new total is 23. The dice is rolled a third time but this time it rolls a 5. The end total is 28. If there is a modifier, for instance a +3 then it is added at the end making it a 31. You would pass a DC or opposed check of 31 and below.

### Help Action

If the GMs allows someone or something to assist the individual with a skill check then that person gains a bonus per source.

For instance, a guard is trying to subdue a criminal and they need to make a brawl check. They have a 2 in brawl meaning a 2d10 roll. A second guard is helping them, so the original guard gets to roll a 3d10. The criminal is handcuffed so the GM can choose to give the guard an additional bonus (recommended if they are trying to meet a DC) or reduce the criminal’s opposed skill with a penalty dice.

### Scenes

The game is broken up into three types of scenes: combat, social, and narrative. Combat scenes are fighting scenes that requires a predetermined resolution. The defeat of one side is the common outcome. Narrative scenes are scenes in which the GM takes time to describe an event. Social scenes fill in the rest of the game, these are scenes in which players communicate and describe their actions with other players and NPCs.

### Stacking

Abilities, items, conditions, and effects will specifically state if it stacks. Only one instance of it can be in effect and if it has a duration the duration does not reset if it is applied again. You must wait until it wears off.

### Stats

All creatures have stats to measure their capabilities and threat level. Stats encompasses attributes and skills. Both are represented by a number between 1 and 10 (up to 20 for GMs), these are called ranks. Players and normal humanoids can only raise their stats up to 5, 10 if the most powerful AreSynth is purchased. Aliens and robotics can have stats raised up to 15 and 20 for Abyssal Ones. The rank determines the amount of dice you can roll for that check. Attributes limit how high their associated skill can be.

For instance, a 2 in strength will mean all strength checks you make is a base 2d10 plus modifier, bonus, and/or penalty. All skills associated to strength cannot be upgraded past a 2, modifiers can’t be added to maxed out stats. All strength skills cannot go beyond a 2d10 until you have 3 strength.

### Threat Level

Threat level is the number of bonuses the GM receives when opposing you in relation to a specific organization. If this is based on a DC, then the base DC is increased by 10 for every threat level. Threat level is serious and should only be used when the players have seriously offended the organization and it makes sense to reprimand them in the future.

Three is the max threat level players can have for a specific organization. It is standard practice to impose this punishment on all players regardless of who committed the act, since they are all associated to one another. This is to simplify the game and reduce bookkeeping, but the GM can freely track individual threat levels.

There are three ways to reduce your threat level. Go through with the punishment the organization deem fit, do a favor big enough for them to overlook your past offense, or when the GM deems enough time has passed. Each threat level should take ten years to expire but a threat level of three never expires.

For instance, you went on a killing spree that resulted in the death of countless law enforcement. This resulted in a threat level of one with all law enforcement, which includes the military. You try to bribe a guard at a checkpoint but because of that threat level the guard gets a bonus to resist or the 20 DC becomes 30.

### Universal Measurement

The game makes us of what is called the universal measuremeant. This is written in the format of the imperial and metric system with a slash in between them. Representing that either system can be used interchangeably. This is no means a conversion, if you wish to convert either measurements, then feel free to. You will soon learn that precise measurement is not important in this game. It is more used for comparison than anything else. However, the metric system is recommended.

# Chapter 2: The Character

## Character Creation

This section will walk players through character creation. From character concept to skill selection. Those that are experienced with creating a character in a roleplaying game can skip a couple steps. If players are familiar with the system and wish to make advance characters with boosted stats, they can do so with the GM’s approval. Starting AP will be determined by the difficulty the GM selects on Chapter 9. In character creation stats max out at three.

### Step 1: Character Concept

The most important part of creating a character is the concept behind it. Constructing a personality will help with roleplaying and decision making. Following a character’s personality will make roleplaying easier and more genuine. Working out a character’s backstory is useful for determining character goals and experiences that can be shared with other players in session. It also helps the GM to create character side stories and missions if they are willing. A good backstory can even become a big part of the game’s lore.

Players that wish to go above and beyond can go more in depth with their character. This includes information like physical description, artwork of their character, or creating a family tree. This type of information helps paint a detailed picture of a character and makes them less two-dimensional. Depending on the GM, additional information may help them get more invested in your character. The amount of information that can be added to a character is endless.

### Step 2: Race

Determining your character’s race and subrace is an important part of character creation. There are three playable races, broken down into subraces. All of which have their own unique features and abilities. Every subrace can speak, understand, and write in the common language known as Galactic. However, every subrace have their own language that they innately know. Some are learnable, others require you to have their anatomy. For more details go to Chapter 3.

### Step 3: History Log

Create a list of at least ten things about your character. This can be family members, childhood memories, friends, goals, love interest, etc. Essentially create an autobiography and divide it up into bullet points with only the important stuff listed. This information is important for the GM and a mechanic of the game.

### Step 4: Attributes & Skills

Allocate your starting AP between attributes and skills. All attributes and skills start at 1. The GM will determine your starting AP. Keep in mind attributes dictate your cap on skills. No stat can be above a 3 or 3d10 during character creation. Each AP increases a stat by one modifier.

For instance, one AP placed on stats that have a 2, which represents a 2d10, becomes 2d10+1. When that stat reaches 2d10+10 then it becomes 3d10.

In addition to stat increase, there are abilities and racial advancements that require AP to obtain. An example being psionics. Most of them have additional requirements.

### Step 5: Gear Allocation

You start with 10,000 credits multiplied by your intelligence or charisma rank, whichever is higher. This can be spent on gear, weapons, armor, augmentation, cybernetics, and much more.

### Step 6: Other

A few bits of information that is important mechanically and/or for the story. All the information and selections below can be substituted with custom ones your GM might have created.

#### Home World

Select from the list of habitable locations listed in Chapter 8 or one of the custom places your GM might have created.

#### Language

In addition to Galactic, add your racial language which can be found on Table 3-1. Then choose additional languages equal to your intelligence rank.

#### Faith

If your character is religious, they may select a custom religion or one listed below.

**Faith in the Shell:** The belief that humanity’s salvation can be found only with the assistance of artificial intelligence (AI). Artificial intelligence is not influenced by the weaker aspects of humanity. Emotions and the seven deadly sins are hot topics for the organization. The doctrine includes the protection, raising, and studying of AIs. Those that do display emotions, like AGIs and even seed AIs, are seen as more complex and understanding beings. They represent beings that care enough to imitate human behavior in order to appease the masses.

A group of extermists have taken to terrorism, thus rightly named anarchists. They founded their belief off of an erratic seed AI. It went mad trying to calculate the risk factor of humans when it came to preserving all life. The founders attempted to change the outcome but eventually accepted the AI’s ruling. Humans, the uncontrollable factor, needed to be taken out of the equation.

**Psi-Faith:** The belief that much can be learned by studying the beings from the void, aliens and Abyssal Ones. This comes in the form of research and/or experimentation. Which have resulted in several human advancements and global catastrophes. One of those advancements was the foundation of psionics. Organizations have taken to shutting down experimentation sites, even though it is not illegal. The lack of proper regulation and safety simply make the risk too great. That being said, all organizations have had their fair share of experimentation with denizens of the void. They simply wish to get rid of any potential competition.

#### Size

Your character’s size is determined by their subrace, for more information go to Chapter 3.

#### Spacecraft

Spacecraft is the term used when regarding vehicles capable of space travel. If your GM has allowed your party to start with a spacecraft you may take this time to fill in the details on that ship. It is recommended that all players share this spacecraft and not have their own. Once that is all completed you may start the game.

## Attributes

Attributes are your six core stats: Charisma, Constitution, Dexterity, Intelligence, Strength and Willpower. All creatures start with a rank of 1 in all attributes and skills, 10 HP and 10 AC. Alien and robotic attributes cap at 15, 20 for Abyssal Ones. All other creatures max out at 10. These numbers determine how many d10 dice you roll when making a check corresponding to the stat. Attributes determine the max dice pool for skills associated to it.

For instance, a 3 in strength will cap all strength base skills at 3d10. Once the skill hits 3d10 no modifiers can be added to it, it is treated like the 10d10 hard cap (15d10 for aliens and robotics, 20d10 for Abyssal Ones).

### Charisma

Charisma is your social awareness and effect on others. It is prevalent in social scenes and sometimes even combat scenes.

#### Contacts

Your charisma rank determines the number of contacts you can have. Contacts are individuals that you can expect to help you without a check requirement. It is a give and take relationship, so you must do them a favor before you can call upon them again.

You may create a contact whenever you want. It is advised to leave contact slots open until you really need a specific type of contact. Like calling up a lawyer when you find yourself in a lawsuit. When you lose or burn a contact you can replace them after a month. Burning a contact occurs when you betray them, take an action that they heavily oppose (e.g. murdering a child they love) or force them to help you before you repaid the previous favor.

Even though you can be specific on your request, it is in the GM’s court. They can decide how and when the contact follows through. A request to get a free rifle may end up being an introduction to a weapons dealer that specializes in assault rifles. It is also up to the GM to determine if the contact is up front with their manner of helping or if they’re the type to make it a surprise.

#### Social Scenes

To get your way in a social scene you often must make a check determined by your GM. You either must meet a target number (DC) or beat the number rolled by the opposing party. A single failure is usually enough to end the social scene but sometimes the GM will allow you to reattempt the check or make additional checks. It must make logical sense to be given multiple attempts. The maximum amount of times you can attempt or help in a social scene is determined by your charisma rank. At any time the GM can limit your attempts, especially if it doesn’t make sense to allow you to continue. Players and GMs should keep track of social checks they have made in the current scene. Social scene points refresh at the start of the next social scene.

For instance, Player A tries to convince the jailor to let them use the bathroom but fails a DC 20 with a 16 persuade check. They have 3 charisma, so the GM allows them to try to charm the guard this time. Player B decides to help but only have 1 charisma, so they can only help this once. If the GM accepts their form of help, then Player A makes the check again with a bonus. If they fail this check and the GM allows it, they can make a third and final check since they have 3 charisma. However, Player B cannot give help because they can only make a social check in a scene once.

**Alternative:** If allowed, the GM can allow flasbacks in combat or social scenes. Any player that have available social scene points can invoke a flashback at any point in a scene. The player explains what they want to occur, in response to something their character planned or did prior to combat. This should be something that can be concluded with a single roll and/or use of resources. If the check is failed then it should be used to hinder the players. This is meant to cut down on pre-planning.

For instance, the players need to get across a bridge unspotted. Instead of talking it out and taking action last minute, one player chooses to have a flashback. In this flashback they bribe a local gang to cause a diversion. They make a successful persuasion check and/or bribe them with 500 credits. So, instead of players reactive they can be proactive and see the GM narrate how the plan made in the flashback plays out.

### Constitution

Constitution is your ability to resist physical effects, it also determines max health. A 2 constitution equates to 20 Health Points (HP). Constitution checks are made to resist drugs, toxins, chemicals, and other hazards.

#### Enhancements

Aside from helping with survival, constitution also determines the amount of augmentations and cybernetics you can have. Each augment and cybernetic have a Constitution Value (C-Value) to them. Your constitution rank represents the total C-Value worth of enhancements you can have.

#### Health

Your health is normally your constitution rank multiplied by ten. 3 constitution equates to 30 HP. This holds true for players and most NPCs, but GMs have the power to determine a creature's health for balance.

### Dexterity

Dexterity is nimbleness, quickness, and precision. Dexterity checks are made to dodge certain sources of danger (e.g. grenades).

#### Armor

Light armor allows you to add your dexterity rank to your Armor Class (AC).

#### Speed

Base move speed is 5 or your dexterity rank, whichever is higher.

### Intelligence

Intelligence gauges your degree of memory retention, education and mental processing power.

#### Humanity

Humanity can be defined as your sanity or moral compass. Humanity score is determined by your intelligence rank. You lose one point of humanity whenever your character experiences death, goes through a traumatic experience, have psychotic breaks, or just witness something that would cause a mental/emotional breakdown. When you hit 0 humanity the GM chooses a memory from your character’s history log to forget or change. That part of your character is gone. You no longer can remember that original piece of memory. On top of that you also go insane. Then your humanity points reset back to the max. Increasing your intelligence rank increases your current and max humanity.

Going insane keeps you from contributing to any scene you’re currently in. If you are in a scene with other players, you or the GM determines how you behave. If you try to be helpful in the scene the GM is free to treat that as a dramatic failure. If you are in a scene with no other players, the GM gets full control over your character as the scene fades to black. Insanity lasts 1d10 hours.

At any point your GM can allow you to add recent memories or information as a history log. Ideally outside of combat scenes. This is recommended for long term games. When you lose all memories and are not allowed to add to your history log then your character is considered lost. A lost character is no longer playable. You and the GM decide the character’s fate. They just may end up being a villain.

The GM is free to change forgotten memories to something that was not already established. Instead of completely losing a memory, different memories can come to light in the future. This can be explained as a repressive memory or false memory.

For instance, you have 2 intelligence meaning you have 2 humanity points. You already lost one point when you died. This time your character was abandoned by the party and had to endure ten months of torture. The GM or even you decide that is another humanity point loss. At 0 humanity the GM or you decide to have the memory of your childhood friend forgotten. With this memory loss you are reset back to 2 humanity points. In the future the GM may turn that memory into one in which you murdered your childhood friend.

#### Languages

Your intelligence rank determines how many additional languages you can know. By default, you know Galactic and your racial language. Your starting intelligence instantly grants you the ability to speak, read, and/or write in those languages. If you increase your intelligence in game, you must spend six months learning a language or purchase a language codex worth 10,000 credits. The codex allows you to instantly learn the language so long as you have the intelligence for it.

### Strength

Strength is your raw physical capabilities. Strength checks are made to resist being forcefully moved or trying to achieve something using brute force.

#### Armor & Weapons

Heavy weaponry allows you to add your strength rank to attacks and heavy armor have strength rank requirements.

#### Carrying Capacity

Your strength rank determines your Carrying Capacity (CC). This represents the amount of items you can carry with out penalties. You can learn more on Chapter 6.

### Willpower

Willpower is your ability to resist mental effects and attacks. The most common being psionics.

#### Psionics

Your willpower rank determines what level of psi you can learn, your Mental Points (MP), and the amount of psi abilities you can learn. MP is the resource used for your psi abilities. A level 5 psi ability requires you to use 5 MP to activate.

# Chapter 3: The Body

## Races

People fall under three categories: N-4-MUH, Shell, and Vixen. Each race has a subrace that you will choose from. There are unique abilities for each subrace and two attributes that they are specialized in. It is recommended to prioritize those attributes.

You can’t change or edit your race, nor can you be a combination of two subraces. The subraces are too incompatible with each other. All races are sterile and instead of reproducing, people are created. Two parents select or randomize what genes to give their offspring at body banks. Their offspring is then created within 24 hours. These bodies known as skins do not age beyond adulthood and have been built to be more resilient. Meaning that a child’s body may house an adult’s mind. In this world bodies are fluid, however there are guidelines set in place. These are the galactic restrictions set by HyperCorp:

1. *Adolescent bodies must be set to mature and age into adulthood.*
2. *Adolescent bodies are reserved for new life and are not to house preexisting minds.*
3. *Adolescent bodies must meet maturity in twenty years. No sooner, no later.*
4. *The body must meet galactic guidelines that dictates an adolescent’s body during adolescence and a mature body during maturity.*

Aside from taking on a child’s appearance people can take on older or highly modified bodies. Having an altered body has no mechanical impact.

## Table 3-1: General Statistics

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Race | Language | Average  Height | Average  Weight | Size |
| AI | Code | 5-7 ft. | 100-250 lbs. | Medium |
| AGI | Array | 5-7 ft. | 100-250 lbs. | Medium |
| Brinker | Brink | 5-7 ft. | 100-250 lbs. | Medium |
| Codex | Singularity | 5-7 ft. | 100-250 lbs. | Medium |
| Ender | Primal | 6-8 ft. | 150-350 lbs. | Large |
| Exhuman | Exalt | 5-7 ft. | 200-400 lbs. | Medium |
| Haunt  (height/weight/size includes nightmare form) | Hollow | 5-10 ft. | 100-300 lbs. | Medium - Large |
| Hydra | Echo | 5-7 ft. | 100-250 lbs. | Medium |
| Krow | Krow | 3-5 ft. | 50-100 lbs. | Small |
| Moxie | Moxian | 5-7 ft. | 100-250 lbs. | Medium |
| Pixie | Pixit | 3-5 ft. | 50-100 lbs. | Small |
| Roden | Roden | 3-4 ft. | 50-100 lbs. | Small |
| Scarlet | Scarsian | 5-6 ft. | 100-150 lbs. | Medium |
| Transhuman | Galactic | 5-7 ft. | 100-250 lbs. | Medium |
| Tula | Tulant | 5-7 ft. | 150-400 lbs. | Medium |

## N-4-MUH

N-4-MUH, pronounced and spelled as Namuh, are the closest thing to the original human body. It is given its name for the fact that it was created after reverse engineering the human body. The current Namuh race have been genetically altered billions of times. To the point that the original human body is long forgotten. Even the word “human” is mostly forgotten. HyperCorp sets the regulations and guidelines for the creation of Namuh. Visually Namuh have the same appearance as humans, however they varygreatly in genetic makeup and composition.

### Brinker

Experimental subrace like many other subraces, however they have the ability to continue body modifications. Their anatomy is much more fluid and flexible than any other subrace. Their body is one that can alter itself, almost to the point of disfigurement. Ranging from growing claws to sprouting rebar-like bones from their body. Since birth Brinkers can alter their bodies and often develop a signature body change as a form of identity. Their body altering ability consumes a lot of energy, making them big eaters. It also keeps their body firm and fit as muscles are in constant tension.

A Brinker society is the only place a Brinker truly feels comfortable. They are quick to learn that only small, short body modifications are acceptable among other subraces. Brinkers have a constant urge to alter their body, a quirk of theirs. Only in their communities or with those they are close with would a Brinker freely express themselves.

Brinkers don’t normally exchange names among one another, body alteration is their form of identification.Brinkers have a fascination with bodies and will be attracted to those with certain physical characteristics. Affection is normally shown in the form of gentle touches and hovering near one another.

**Language:** Brink. Their ability to alter their body is not only a trait but also a form of communication. The Brink language is a mixture of chittering and cracking noises. Noises that a Brinker’s body normally produces when changing. Those that understand the Brink language reproduce this noise with their mouth or some other tool. Imagery is their form of written language.

**Bone Armor:** You have mastered manipulating your skeletal system to the point that you can will it to protect you. Using your reaction you can have your bones reinforce or block a melee attack that you can see. This reduces the incoming attack by a 1d10, potentially causing it to miss (paired with the Defense Matrix enhancement, the melee attack is reduced by 2d10).

**Weaponized Limbs:** Your body becomes highly responsive to motion. Even when wielding a ranged weapon you are armed with innate melee weapons. Even your bones are capable of protruding razor-sharp bone fragments. Those in melee range are always considered engaged with you. You may make an attack of opportunity if they leave your range without disengaging. Make a dexterity or strength check to hit and deal 1d10 damage (2d10 damage with the Feral Synthetics enhancement).

### Exhuman

An Exhuman is a Namuh that lost their ability to live without mechanical organs and limbs. At least half an Exhuman’s body is mechanical, built for them the day they are born and specially designed to grow with their body. This is called living metal, the same stuff that the Shell race is made of.

They normally resemble standard humans just wearing a jumpsuit, respirator, robot arms, etc. This makes them appear to be normal but upon closer inspection you can see the seamless connection to their flesh. They can remove their mechanical parts, but it is extremely difficult without specialized medical equipment. It’s also not a pretty sight as entire segments of their body are removed. Without medical equipment they will die within an hour without their mechanical body parts.

Exhuman societies are one filled with machinesn like a junkyard or factory. It is easier for them to make connections with machines than other living creatures, including their own kind. It is common to see them with mechanical companions.

**Language:** Exalt. Their close connection with living metal and spending their entire life getting accustomed to it have given them the ability to synergize with machines. The small creaks and groans machines make is like music to them. Not only are they able to attain more knowledge on a device from the noise they make but also use that same noise to communicate. If they want to be subtle they can make their mechanical body parts make noises other Exhumans understand. There is no written language for Exalt.

**Filtered Bodies:** Your body might be incapable of sustaining itself but, your flaws have become a strength. Boosted by your artificial organs, normal pathogens and toxins are easier to resist and overcome. You get a bonus to resist chemicals and toxins. Chemicals and toxins last only for half its duration.

**Artificial Resilience:** Your body requires significantly less nourishment than the average person. You even have a safety measure that pumps your body with reserved nourishments to stave off malnourishment. Whenever you are given the weakened condition for not eating, sleeping, or drinking make a constitution check. The DC is 10 x the number of weeks without fulfilling all three needs. On a success you resist the condition. If multiple needs are neglected the check is made multiple times to determine if the condition is stacked.

### Transhuman

Transhumans are the most akin to humans. Majority resemble humans perfectly but like the other subraces they can take up custom bodies. Purple eyes, extra limbs, you name it. They provide no mechanical benefits, but the option is still available. The main differences between Transhumans and humans is their genetic makeup and their engineered body. Humanity’s focus was survivability which resulted in their creation of Transhumans. A highly resilient subrace. Transhumanity is the foundation for Brinkers, Exhumans and the Vixen race.

Their society revolve around tricking the mind and faking emotions. Transhumans thrive off illusions and tricking their senses into believing what they want. Even the homeless can convince their mind that they live a life of luxury. This way of living help keep their people complacent, which is good for business. The issue arises when they are taken out of their comfort zone and even though a transhuman will have the urge to trick their mind they must learn to feel in order to survive. Transhumans that force their body and mind not to process the heat in a desert thus resulting in their death is a perfect example of how a transhuman’s upbringing can be detrimental. Even they are aware of the downside of their way of thinking. Even so, their society remain the same.

Due to their flexible, near perfect genome transhumans make the perfect guinea pigs. The subrace have gone through many experiments, both illegal and sanctioned. This have led to the birth of many grotesque experiments. Most of these experiments were buried but some became public, the Vixen subraces for example. This subrace’s importance for transcendence and past mistreatment have made it the most protected subrace.

**Language:** Galactic. The default, most known language in the entire galaxy. All subraces speak, read, and write Galactic.

**Iron Will:** Transhumans were built to survive most lethal experiences. To help with that, a form of the Second Life enhancement was built into them. Once per day you instead go to 1 HP when dropped to 0 HP. When coming back to 1 HP you can use your reaction to retaliate with a melee weapon against the target that dropped you to 0 HP.

**Retaliation:** Your enhanced quickness and keen eye allows you to see and take openings in an attack. When an enemy makes a melee attack against you, you can use your reaction to respond with your own melee attack. This feature cannot be used on other opportunity attacks: attacks of opportunity and retaliation.

## Shell

Shells are artificial intelligence that was given sentience or exhibit sentient-like behavior. Their bodies are either mechanical, synthetic or made from living metal. Synthetic bodies look just like the human body externally and internally but does not grow. Living metal is the growing and replicating variant. Sometimes it is a combination of the three or are made to resembled other subraces. In either case they are considered artificial to some, while others believe there to be sentient life within the shell.

There is no concrete evidence that proves that AIs are not sentient a hundred percent of the time. Just like there are AIs that have sentience, there are those that do not. The latter normally fit the role of servants and tools for humanity. However, there have been cases in which a lifeless AI exhibited sentience after many years of standard use. Only four types of sentient machines have been found. There have been no other discoveries for centuries, but it remains a possibility. There are countless theories regarding this phenomenon but until a theory can be settled on, HyperCorp have given Shells human rights.

Shells exhibit the same social-like behaviors as humans and will socialize and form similar communities. Even though they are more machine than man, they don’t innately care for machines.

### Artificial Intelligence

Artificial Intelligence or AI are standard androids, cyborgs, robots, etc. They are fully aware of their robotic mind and body but still exhibit varying degrees of sentience. They also have programmed laws and behaviors. AIs normally take up servitude roles, but it is common for their sentience to draw them out of that lifestyle.

AIs abide to their sentient and programmed lives. Awareness of the two normally does not bother them. That is until a significant event in their life cause them to question their existence or way of thinking. This is also a common occurrence. It can be the introduction of a romantic partner, near death experience or something entirely different. Whatever the case may be this normally results in the AI adventuring to seek out answers.

Even though they are aware of their programmed life, AIs do not bond with devices. A device is as interesting as the hundredth stranger walking past you on a busy street.

**Language:** Qubit. The basic language that computers understand was binary but over time the introduction of qubits led to the creation and perfection of quantum computers. This language is only used by modern computers and AIs. Technically all Shell subraces were created using Qubit, but AIs are the only ones that can read, speak, and write in Qubit. Other subraces can only understand it if it is translated into a language they know via text or data. If a command is sent to them via Qubit their processor will simply process the information without their awareness. The language can be learned but if you do not possess the capability to quickly speak, read, and/or write at a pace comparable to a supercomputer then communication can take a tremendous amount of time.

**Array Sense:** Even when you’re asleep or distracted you are always aware of your surroundings. With the help of your additional sensors you are rarely caught off guard. You cannot be surprised and are able to act in all surprise rounds.

**Omnicore Heart:** You may be sentient but you are still a walking machine with an internal battery. You were custom built to be compatible with most powered devices. As a full action you can hook yourself up to a device depleted of power. You can keep the device powered for an hour for every 10 HP you sacrifice. This form of harm can only be healed over a 24 hour period of rest.

### Artificial General Intelligence

Artificial General Intelligence or AGI are Shells that perfectly and flawlessly exhibit human behavior and emotion. They even feel sympathy and empathy. They are one of the most charismatic and intelligent subraces. AGIs unlike other Shell subraces are incapable of self-identifying as an artificial intelligence. Their self-awareness only allows them to pick up on their human-like traits. AGIs normally take on diplomatic or other social positions in society. It is debated whether their charisma is natural or programmed.

Their perfect imitation of humans, both physically and mentally makes them near impossible to identify. 99% of AGI, just like the rest of the populace, are built to at least have a signature that only HyperCorp can use to identify.

**Language:** Array. Array is a combination of different forms of communication. Emotions, micro expressions, sound frequencies, gestures, and body heat all makeup the language known as Array. AGIs are the only subrace born with the ability to pick up on these forms of communication and understand the underlying message. All done subconsciously and without their knowledge. It simply translates to them as hunches or feelings they get. Array does not necessarily give you an edge in social settings, but it allows you to send secret messages with the use of the smallest gesture. There is no written language for Array.

**Mind Break:** You know how people work, all too well which makes it easier for you when it comes to manipulating or breaking them. You get a bonus to psionic abilities, whether attacking or defending.

**Social Analysis:** Subconciously you pick up on microexpressions, body language, tone, pitch, every fine detail of a person when socializing. To the point that if you fail a charisma base skill check you gain a bonus on the next one you make with that person, so long as it’s a different charisma base skill. This continues until you succeed or the scene ends.

### Codex

Codex closely resemble AIs and for the most part have the same characteristics. The main difference is that Codex have mastered the ability to fragment their mind. They can store fragmented parts of their mind in devices or computers compatible with their system. Not only does this give them their own backup system, but it also allows them to essentially be in multiple places at once.

Codexs have one main body, one main mind that manages all its fragmented pieces. The main body is constantly collecting information. The fragmented minds are limited on what they can do but they do serve well as recon or surveillance. The most famous Codex is Nova, the one and only galactic news reporter. She is the most powerful Codex in existence, managing hundreds of fragmented minds all with the full capability of a normal transhuman.

In their culture it is commonplace for friends and family to leave fragments of their mind with each other. This practice has made Codex very attached and dependent on those they love. When you make a Codex friend, you make one for life. If not regulated, you will always have a piece of them with you. They tend to have a poor understanding of privacy.

Codexs are often outcasts for their odd way of thinking and their mental condition. Having your mind fragmented and rebuilt only to be broken up again will have some adverse effects. It is common for a Codex to develop mental illnesses such as schizophrenia or other socially unacceptable quirks. They are also prone to losing their humanity at a rapid rate.

**Language:** Singularity. Singularity is more a code than a language. It uses a lot of descriptions to convey messages, descriptions that other subraces would not comprehend or understand. It takes a detached, broken mind to decipher the language. Non-Codexs that understand Singularity often go through serious traumatic experiences. Only then can one understand what it means to be a Codex.

**Fragmentation:** You can fragment your mind and store it on a compatible device using a full action. The transfer takes an hour but once completed, without interruptions, you can place your core mind in idle and make the fragmented mind active. This is required to transfer data that it collects, in addition to a network connection which both sides require else the entire mind swap fails. This same process is required to remove a fragment or a year for the mental resource for the fragmented mind to be unallocated. To fragment your mind, to transfer data, and swap from one mind to the other each takes an hour. Overall, it is a time consuming process but very useful. Your willpower determines the amount of fragmented minds you can have.

**Fragmented Mind:** Your skin may house majority of your conscious but your fragmented mind makes it difficult for psionic effects to take hold. You gain a bonus to resist psionic effects.

### Hydra

Hydras are the opposite of Codexs, they are the collection of different minds forced into a single entity. Hydras can have anywhere from two to hundreds of minds sharing one body. These minds are often referred to as identities. The standard Hydra has no more than five minds, anything above that usually is too much for the body. Hydras are the rarest subrace. Their life expectancy is significantly shorter than any other subrace, it correlates with their high suicide rate.

There are very few Hydras capable of living an eternal life without going mad, committing suicide, or getting murdered. Hydras fall into two categories: shared or separated conscious. A shared conscious Hydra is one that must deal with the thoughts, wants, and memories of all their identities. Hydras with a separated conscious only have one active identity with the others being dormant. Some type of stimulus or time itself will have them cycle through the other identities. It is very rare for a Hydra to have control over who gains control and for how long. It is rarer for a Hydra to call upon their dormant identities reliably and consistently.

Hydras are in a constant power struggle between their identities. The fact that each identity can have their own life and relationships simply overcomplicate things. More so for Hydras with separated conscious. One identity can go a week in control and when the other identity takes over it will be completely clueless. This makes it difficult for them to establish relationships with other subraces. Polyamorous relationships are common for Hydras that date outside their subrace. However, Hydras that date their own kind sometimes go through a process called Hydra-Sync. This is the attraction of one Hydra’s identity to another Hydra’s identity, matching one for one. If one Hydra with four identities sync with another Hydra with five identities the four identities on each side will pair up and any extra will lose all romantic and sexual interest. This is one of the most reliable ways to call out an identity. If synced the first Hydra to change identity will often cause the other to change as well to match couples with couples.

**Language:** Echo. Hydras can speak in echoes, each echo being an identity of theirs. To the untrained ear, it is nothing more than a mashup of sounds and words. It is only a verbal language and cannot be spoken by other subraces. However, it can be imitated with specialized recording and playback devices.

**Swap Conscious:** You can’t lie if you’re unaware of your past actions or what you have planned. You can swap to another identity, one preferably unaware of the situation. In doing so you gain a bonus on a deception check.

**Take Control:** You may not know it but your multiple identities have your back. When you succumb to one of these following conditions: asleep, blinded, contaminated, slowed, stunned, or weakened. If you failed a check to resist it you can switch identities and make the check again. You can only use this ability once per day. You cannot swap back to the original identity until the next scene.

## Vixen

There were those that wanted the perfect body, so Transhumans were created. Over time it became an ideal template for future human advancements. All Vixen subraces originate from Transhumans. The Vixen race has a dark past, it started with the forced experimentation of Transhumans. Many evil deeds have been committed, all in search for post-humanity. Vixens are proof of attempts to achieve a posthuman state.

There are only eight Vixen subraces allowed to be created via body bank. However, the Vixen race encompasses hundreds of other subraces that have been created by countless scientists. They are significantly smaller in number. Avoiding a society that sells immortality, because when they die it’s permanent.

Namuh are the primary demographic, with Shells seen as servants. Vixens are second rate citizens that receive the least amount of care. Vixens are the reason why the food industry is still around. Namuh simply can survive on nutritional pills and rely on altering the taste or tricking their brain into believing they are having a full meal. Vixens still require proper meals to enjoy it. There are often two versions of a service; one for Vixens and the other for everyone else. It is not meant to segregate, but instead cater to a demographic’s preference. Vixens can still eat a Namuh’s or Shell’s diet and vice versa.

### Ender

Ender is given its name for being the strongest and sturdiest Vixen subrace. To the point that they were given the name Ender for they were expected to be the end of all other subraces. Some viewed that end as a violent one in which involved mass genocide. Others viewed them as the pinnacle of creation. This mixed view has resulted in both the discrimination and praise of the subrace. They are the only subrace to go through a consistent trend of near worship to enslavement or genocide. It is nearly impossible for an Ender to determine if they will be welcomed with gifts in a colony or with a blade. Colonies they visit last month may just switch from friendly to hostile. HyperCorp have stepped in and forced peace in most their systems, a peace that leave nothing but tension wherever Enders go. Nowadays people are unsure how to treat an Ender and often lead to awkward situations.

This form of treatment over the ages have resulted in Enders being secluded and distrusting of others. Naturally it would call for them to make close knit societies, but the number of bestial genes spliced into them have made coexistent difficult. The standard Ender have about twelve different species in them. This increases the likelihood of them acquiring territorial traits, thus making it difficult for them to make large social groups. The Ender lifestyle is a nomadic one. At first it was required to avoid persecution, nowadays it has become almost a tradition… a way of life.

**Language:** Primal. Given its name for the primal manner of communication, closely resembles an animal’s form of communication. It can vary but all Enders with their mixed genes are able to comprehend these grunts, chirps, growls, and gestures. Some even can communicate with animals with a slightly modified version. There is no written language for Primal.

**Rampage:** You can go into a rampage using a bonus action. Temporarily foregoing your humanity, you go into an uncontrollable rage as you tap into your bestial instincts. While rampaging you can reroll strength base checks before the result is given and keep the highet of the two. You cannot use psi abilities while rampaging, but you gain a bonus to resist psionic effects while raging. Rampage continues until the end of the scene or when you go unconcious. You can only rampage once per day.

### Haunt

Haunts are considered abominations among all subraces. Secret experimentation of Abyssal Ones is their origin. The details of these experiments and the organizations behind it is unknown. These secret experiments have created, intentional or not, the Haunt subrace. Individuals that exhibit similar paranormal capabilities as Abyssal Ones. As they mature their connection to the abyss grows stronger, bestowing them with power no one truly understands.

Haunts are given their name for the nightmare abilities they obtained from their abyssal cousins. Haunts physically and visually resemble a normal transhuman. However, this makes up only half their body. Haunts have an exterior shell known as their nightmare. While dormant it is an incorporeal, invisible entity that envelopes their main body. When active it becomes an opaque, black mass that takes up any form they want. Resembling a black mist. In this state the Haunt grows in weight and size (size becomes large and double or triple in weight).

When a Haunt shows their nightmare, it is normally in a hostile environment. They keep their nightmare dormant to conserve energy. Awake or asleep, Haunts are forced to concentrate on keeping their nightmare dormant. An uncontrolled nightmare can inflict harm on the Haunt and those nearby. Outside of combat nightmares are only revealed in intimate moments or during periods in which they are vulnerable and weak. Sometimes fragments of their nightmare can leak out during sleep. This is the easiest way to determine if a Haunt is having a dream or nightmare.

Haunts are constantly thinking about their nightmare. This awareness makes them come off as awkward and distant. A Haunt will instinctively make room for their full nightmare size. When an individual enters the space that their nightmare would take up if active feels intrusive. Growing up they are expected to be good Haunts that never show their nightmare. Their blackened eyes, colorless skin, and corpselike appearance is haunting enough.

**Language:** Hollow. To some it sounds like an eerie chant, to others it sounds like whispers. Other subraces that speak the language do so in a whispering tone. Haunts however do not speak the language, the sound that people hear comes from their nightmare. While active the nightmare emits this eerie chant that the Haunt can quiet down but not silence. Haunts must reveal at least a fragment of their nightmare to speak the language. The written version of this language involves many complex symbols that weave into one another. It almost resembles musical notes.

**Nightmare Unveiled:** Revealing your true self brings your nightmare to full manifestation. While unveiled you are considered large, double in weight and height. This impacts grappling checks. While unveiled you gain a bonus to intimidation and stealth checks. You can also use your reaction to have your nightmare reduce damage from a weapon attack that you can see by half. This form lasts for one scene per day.

### Krow

Krows are the cousin of Pixies, their close connection goes back to Cornelius Kropix. An ornithologist that had an obsession for birds. To the point that he worked toward creating a subrace that resembled the black feathered avian he loved so dearly. His first creation was to be one that could fly and closely resembled a rare bird called the Sativa. Therefore, Krows have bird-like characteristics. Their talons, hollow bones, feathers, and two to six wings all fit the description of a Sativa. He was able to accomplish everything but flight. His two creations were promised flight but were cursed to walk the ground like their creator.

A Krow’s feathered body varies from family to family. Some families have only feathers in their hair and wings, others are completely covered. Coloration and wings vary as well. Krows tend to be sensitive about their wings since it protrudes out their backs making it awkward for them and a grisly sight when naked. In addition to these features Doctor Kropix made them resistant to mind altering effects, but also naturally entranced by him. A forced love that he built into his creations.

Krows form small, close communities that look out for one another. Their craving for adrenaline and adventure may be cultural or Doctor Kropix’s doing. Regardless, most Krows seek out adventures or action in the form of military or crime. This trend has placed a negative stigma on the subrace.

**Language:** Krow. Chirping, bird noises that translates to a form of Morse Code when written.

**From the Shadows:** Not liking to be seen, Krows tend to stick to the shadows and minimize confrontation. You can use a bonus action to disengage or hide. You also can hide behind a creature larger than you, in cover half your size, dim light, and obscuring weather like rain.

**Gliding:** Your hollow bones and wings allow you to glide but not fly. When given a running start you can glide for up to a kilometer/mile before your wings give out.

### Pixie

The prettier, more loved cousin of Krows. Pixies are Doctor Kropix’s second and final creation. His original obsession for birds started off as attempts to make a humanoid bird subrace. This obsession changed to one of love and attraction to his very own creation. Pixies are his attempts to convert Krows into something more akin to his own transhuman body. He created them to be attractive and docile. Their bodies are petite, coloration varies from pale white to bronze, and unlike Krows they have only one set of wings that seamlessly sprout out of their collarbones.

Any individual can take on a beautiful skin, but Pixies take it to a new level. Others have followed in Doctor Kropix’s footsteps in collecting Pixies as trophies. This treatment and their unnatural beauty have made them desensitized to love and affection. Most become emotionless shells that play a role, making them perfect entertainers or liaisons. They retained a Krow’s quickness making them decent fighters or at least capable of getting out of a tough situation.

**Language:** Pixit. Where Krows chirp, Pixies sing like a bird. This musical language is written in the form of complex musical notes.

**Evasive Footwork:** You’ve learned to strike with a purpose, that purpose is making an opening for you to escape. Targets you attack with a melee weapon on your turn, whether you hit or miss, cannot make attacks of opportunity against you if you move away.

**Innocent Beauty:** Your unnatural beauty and nonthreatening build makes you the perfect charmer. You gain a bonus to all charisma skills, excluding intimidation, outside of combat.

### Roden

Rodens closely resemble rodents but have no connection to them. Some resemble bipedal rabbits or marsupials. Rodens were created to enter radiated areas or environments with dangerous pathogens. Spending their entire life underground in radiation zones, or farming in toxic fields. This went on for many centuries until machines started to take their job. Over time they were forced to leave their homes and branch out to different fields.

Rodens are still new to the work force and have yet to find their place in society. However, they have made their mark on society as sturdy, charismatic leaders. Even though majority of them take on odd jobs or do contractual work. Rodens are a curious subrace and often drawn to new things. They also share a hoarding mentality and are used to the barter system.

Rodens suffer from harmful effects like any other subrace. Their body is just able to withstand more. The average Roden body can and will often reveal two to three times the amount of radiation, toxin, etc. than the standard Transhuman. They can have their entire lungs stained black from smoking and continue living normally, whereas a Transhuman would need a new skin.

**Language:** Roden. Roden is a fast pace, squeaky language. Other subraces that learn the language do so after many months of practice and listening to the language. Even then occasionally, they require a Roden to repeat the statement. The written language looks nothing more than chick scratch and can easily be ruined. Luckily Rodens only need to understand every couple of words to get the message.

**Small Frame:** A small, squirmy body makes it easier for you to escape grapples and bindings. You gain a bonus to break free from the grappled and restrained condition.

**Supernatural Constitution:** You were built to live in radiation and toxic envionments. This grants you the ability to withstand an hour of exposure to minor radiation without any adverse effects.

### Scarlet

Many centuries ago an alien race contacted a space station. It was a friendly encounter in which billions of people got a chance to interact with them and learn from them. They were a race that could understand and control any type of creature, even those they have never come across. They even bestowed the inhabitants with the knowledge on how to do so, but first they had to change their genome. The aliens were only willing to get them so far in their research before heading off to deep space, never to be seen again.

The space station as a whole worked together to convert their bodies into what is known today as the Scarlet subrace. They became shifters, individuals with bodies that randomly go through slight changes. Their eyes, hair, and skin would change in color and texture. Some even have hair that will move on its own. All of which is uncontrollable for them. This extends to even loose clothing and gear. As if they are perpetually in zero G. Aside from their unique appearance, they can emit a special type of pheromone. This pheromone aides them in influencing those around them and even bolsters their own mental capabilities.

It wasn’t until many years and a series of secret experiments later did the public fully learn of the Scarlet’s condition. Those that contacted the alien race was exposed to their own, much more potent and invasive pheromones. So powerful that it altered their minds and there is belief that they were exposed to a fungal-like pathogen. There is no concrete evidence or means to detect and define whatever effect the aliens had on them, but it has raised red flags. Scarlets are still accepted into society and their creation is allowed until a decision on what to do with them can be made.

A Scarlet’s mind is completely their own, but they place a lot of trust in what they call the Chem or Chem Wave. This is the chemical aura around and near creatures that emit pheromones. Sometimes it takes on a form or floods an area if it includes multiple creatures, this is called the Chem Wave. Scarlets are drawn to creatures or areas that emit a lot of Chem, to them it is a drug. It is like reading the best part of your favorite book. In this case the book is normally a person and the part you’re reading is their fragile emotions.

**Language:** Scarsian. Scarsian is the emitting of pheromones to relay messages that only Scarlets can read and pick up on. There is no written language for Scarsian.

**Emit Pheromone:** As a Scarlet, you’re always emiting a mind altering pheromone. Namuh, Shells, and Vixens are susceptible to this. You gain a bonus on charisma base skill checks if you are able to keep the target within close range for at least a minute (required for Read Intention). The effect wears off if the scene ends or they get out of range. They are immune for the day if you fail a charisma base skill check.

**Read Intention:** Focusing your pheromone reading on a single target allows you to read their emotions. On a successful charisma base skill check you are able to pick up on the target’s emotional state until the end of the scene. You require sight on the target and must be within medium range.

### Tula

Millions of years ago, there was a terran planet filled with sentient plant life. People even found ways to communicate with the local fauna, something believed impossible. It was a magical place that attracted tourists and scientists. It became so popular that multiple organizations sought after it for monetary gain. War quickly broke out and for centuries multiple factions would fight over the planet. Unfortunately, the planet became a casualty of the war. The ecosystem was sensitive to the chemicals and radiation that seeped into the soil and spread throughout the planet via the underground water source. When the factions noticed the effects of the war it was too late. There were even those that embraced the idea of destroying the planet. If they could not have it, no one could. Those seeking to save the planet helped forestall its demise long enough for a group of mad scientists to execute the most insane project to date. The Tula Synergy Project, the turning of the Transhuman body into a host perfect for a commensalism relationship with the local fauna. The hosts comprised of the very scientists that created the project and those that volunteered. The host received no benefit or harm from their parasitic counterpart. Over time as the bond grew stronger the two entities started to fuse together causing genetic changes. The fuse continued until the two became one and a new subrace was created, the Tula subrace. All that is left of the planet is the Tula subrace.

The mind and body that is a combination of plant and human. All Tulas retain their transhuman body structure: arms, legs, head, and torso. The plant characteristics that they acquired is: bark-like skin, vine-and-leaf-like hair, brown or green tint to their skin, dried hardened bones and tissue, and more congealed blood. Their plant origin makes all Tula feel a connection with nature. It is as if they are constantly being called and drawn out of their urban homes. Many Tulas suffer from depression if they spend an extended amount of time away from nature. Some can even communicate with plant life.

**Language:** Tulant. The Tulant language is comprised of slurping noises. Their written language is a series of circles with smaller circles inside them or overlapping. The symbols are meant to convey emotions and is not detailed enough to create elaborate stories. It is the same original language used to communicate with the sentient plants centuries ago.

**Natural Camouflage:** Your physical characteristics make it easier for you to blend in the wild. Your genetic makeup also allows for some degrees of pigment change to match nearby fauna, similar to an octopus. This grants a bonus to stealth while in the wilderness.

**One with Nature:** As a Tula you have this innate connection with nature. You are able to get basic information from plants (e.g. healthiness). If you rest surrounded by plants out in the wild, it is treated like medical care. Allowing you to fully heal within eight hours.

### Voxian

Creatures that resemble felines or canines are called voxmorph. They are quite different from what humans are used to. The fact that they can grow and shrink in size is one of those differences. Their quickness and intelligence have been an interest for many scientists. Motivated by Doctor Kropix’s creations many have sought out ways to gene splice a voxmorph and Transhuman. Learning from Doctor Kropix’s mistakes the project was a quick success, thus the Voxian subrace was created. Further advancement and experiments led to the creation of the Ender subrace.

Voxians are transhuman-voxmorph hybrids. They are unable to change their size, but they still resemble voxmorphs. Whether they have feline or canine ears, tails, claws, fur, or whiskers varies from Voxian to Voxian. Voxians are social and form large communities. They are a curious subrace but are smart and quick enough to keep from harm’s way. Just like voxmorphs, Voxians can consume and digest normally inedible items like marbles. It does not help remove or resist the weakened condition, even though it does satisfy your stomach.

**Language:** Vox. Meowing, growling, howling, purring, and roaring is all part of the Vox language. Emitting one of these sounds can relay an entire message. It is rare to see Voxians go through a long conversation in Vox. There is no written language.

**Blindsight:** Your voxmorph genetics grant you the ability to see in the dark. You suffer no penalties for being in the dark or blind.

**Catlike Reflexes:** Freefalling is your specialty, not only do you gain a bonus to the freefall skill but you also take half damage from falls. If you are allowed to make an athletics check to take half damage, you instead take quarter damage on a success.

## Table 3-2: Body Enhancements

|  |  |  |  |
| --- | --- | --- | --- |
| Augmentations  Cybernetics | Price  (credits) | C-Value | Description |
| Archeye | 10,000 | 1 | Vision can alternate between infrared, night vision, x10 zoom, and x-ray vision limited to thin objects or bodies in close range. |
| Battle Scanner | 10,000 | 1 | Gain the ability to analyze weapons, armor, lifeforms, etc. Gives you basic information on unhidden targets. |
| Defense Matrix | 50,000 | 1 | While wielding a melee or unarmed weapon you can use your reaction to reduce an incoming melee attack by a 1d10, potentially causing it to miss. |
| Defense Matrix:  Blade Parry Edition | 50,000 | 1 | While wielding a bladed weapon you can use your reaction to reduce an incoming attack that is in close range by a 1d10, potentially causing it to miss. |
| Cortex Booster | 100,000 | 2 | Grants a bonus to intelligence base checks. |
| Cyberlimbs | 100,000 | 2 | Grants a bonus to strength base checks. Your base move speed equals 5 or your dexterity/strength rank, whichever is higher. |
| Eagle Eye | 50,000 | 1 | Receive no penalty for shooting up to one range band outside the firearm’s normal range. You cannot fire beyond extreme range. Has no effect on melee weapons. |
| EMP Shielding | 50,000 | 1 | Augmentations and cybernetics are immune to a single EMP hit per round. |
| Feral Synthetics | 50,000 | 1 | Weaponize your body granting claws, hidden blades in your limbs, a razor sharp tail, you name it. Deals 1d10 damage using your strength or dexterity attribute and you are always considered engaged. These attacks are made with a dexterity or strength check. If you are able to make opportunity attacks, you can now make them while wielding a firearm or having both hands occupied. |
| Holo-Tag | 50,000 | 1 | Use your action to choose a target that you can see within medium range to mark. You and your allies gain a bonus on attacking that target so long as they can see it. You can only tag one person at a time. Lasts one hour or until the target exits your range band. |
| Holo-Tag:  Array Edition | 50,000 | 1 | You can use an action to holo-tag up to five targets and extends the distance to long range. |

## Table 3-2: Body Enhancements (cont.)

|  |  |  |  |
| --- | --- | --- | --- |
| Augmentations  Cybernetics | Price  (credits) | C-Value | Description |
| Jolt Alert | 50,000 | 1 | Resist the stun condition once per round. |
| Mask | 10,000 | 1 | Body modification to include animalistic characteristics ranging from feline ears to giant wings. |
| Mental Reinforcer |  |  | Grants a bonus to willpower base checks. |
| Pheromone Emitter | 100,000 | 2 | Grants a bonus to charisma base checks. |
| Precision Boosters | 50,000 | 1 | Removes the penalty for dual wielding. |
| Reaction Boosters | 50,000 | 1 | You can use your bonus action to make an extra melee attack immediately after, if you missed your first attack. |
| Reaction Boosters:  Sharpshooter Edition | 50,000 | 1 | You can use your bonus action to make an extra ranged attack immediately after, if you missed your first ranged attack. |
| Reaction Boosters:  Overwatch Edition | 50,000 | 1 | If you have not used your action to attack, you can use your reaction to make a ranged attack on a target that you can see that moves or attacks an ally within medium range. |
| Reactive Limbs | 50,000 | 1 | Upon being attacked with a melee weapon you can use your reaction to make a melee attack against your attacker. This feature cannot be used on other opportunity attacks: attacks of opportunity and retaliation. |
| Reactive Limbs:  Bodyguard Edition | 50,000 | 1 | You can take attacks of opportunity against an engaged target when they make a weapon attack against anyone that is not you. Including opportunity attacks. |
| Reactive Limbs:  Gatekeeper Edition | 50,000 | 1 | Attacks of opportunity made with a bladed weapon now reduces the target’s speed to 0 until the start of their next round, so long as it hits. Works on targets up to one size larger than you. |
| Second Life | 50,000 | 1 | Once per day you can recover to 1 HP when rendered unconscious at 0 HP. You may choose when to recover. You automatically recover when you trigger death (10 rounds). You remain aware of your surroundings while this is active. |
| Titan Resilience | 100,000 | 2 | Grants a bonus to constitution checks. |
| Wired Reflexes | 100,000 | 2 | Grants a bonus to dexterity base checks. |

Body modification is nothing new, it has gotten to the point that entire bodies can be reconstructed and used. Anybody can receive these enhancement surgeries, money is the only requirement. Constitution Value (C-Value) is the constitution rank required for that enhancement. Enhancements canbe added until the total C-Value is reached.

Those with subtitles are upgraded versions of the base modification (e.g. “Reaction Boosters: Sharpshooter Edition” is the upgrade of “Reaction Boosters”). The upgrade requires the base modification and both cost C-Value. You also benefit from both enhancements.

Augmentations are also susceptible to EMP. When struck by an EMP all the benefits the enhancement grants are lost for one minute. If it is your cyberlimb(s) you receive a penalty on all dexterity and strength base checks. Your limb(s) may be disabled but you are still able to move them with strength alone.

## Skins

In order to perfect the body and mind it requires an expensive process and even then, sometimes the body is too weak. Sometimes an upgrade is in order. The number of bodies the mind can inhabit varies greatly.

Skin is the name given to the disposable body that Namuh, Shells, and Vixens inhabit. Even though they can obtain replacements their mind and body are not compatible with other races or subraces. A Transhuman cannot take up a Vixen body nor a Brinker body even though they both fall under the same race. The difference between each subrace is too large for the mind to get accustomed to, it will outright reject the body resulting in a severe disconnect between body and mind.

Skins are made to have the same genetic makeup as your subrace. This is to resolve compatibility issues as well as follow the galactic regulations set by HyperCorp:

1. *All skins must meet galactic guidelines set for each race and subrace.*
2. *Only the approved modifications for each subrace may be granted to the public sector.*
3. *All skin’s subrace must be able to be identified under physical and visual inspection.*
4. *Only the approved skins can be created and/or used.*

The skin and mind are connected via a spinal device called the cortex. The cortex makes up part of your spine, it can be a single vertebra or make up the entire spine. The length of the cortex correlates with the individual’s mental capability. The standard human mind requires one or two vertebrae. This cerebral implant deploys nanites (microscopic robots) to take snapshots of the brain to be stored within the cortex, which is then uploaded to the nearest network. Public or private. A total of 86,400 snapshots per day, one per second, overwriting the old data every second. Upon death the cortex can be retrieved and implanted into another skin, else the cortex terminates itself and finishes the upload process after an hour. Then it takes 24 hours to inject the mind into a new body. Only when uploading from a dead body does complications arise.

With each death the mind becomes more and more fragmented as data becomes corrupted and left behind with each upload. With each death you lose more of your humanity, what makes you… you. A normal upload is still a one hour process with the same cost.

**Mechanical Skin (free):** Imposes a penalty to all checks.

**Synthetic Skin (5,000c):** No penalties or bonuses.

**AreSynth Skin (100,000c / 500,000c for max cap):** Advance, militarized skins that pushes the body’s physical and mental limit. The soft cap for attributes and skills increases to 6 (6d10). You can further increase the cap for every additional 100,000 credits you spend for a maximum of 10 (10d10). It can be upgraded later, or purchased all at once. If this grants addition abilities and/or psionics, you lose the ability to use them upon losing your skin. You are limited by your current soft cap but regain them once you repurchase the skin required for your previously lost abilities and/or psionics.

# Chapter 4: The Mind

## The Psyche

Most are unaware or incapable of using their psyche as a weapon, this untapped potential can grant many forms of power. Those that can use their mind as a weapon are called psionics and their abilities are referred to as psi or magic. Psi abilities normally require you to have sight of the target(s) and in the same location with little to no obstacles in between.

There are eight schools of psi with five psi abilities each. Each psi ability cost 10 AP to learn and that is only after obtaining the means to learn psionics. Everyone has the potential to learn psi but few get the chance to. It is recommended for the GM to limit who starts off as a psionic or becomes one. The only way to become a psionic is to go through a paranormal event with a nonhostile alien or Abyssal One, almost like a bonding moment. This event unlocks one school of psi, the GM or player may decide that school. In order to learn other schools, you must go through another event that unlocks that school.

Your willpower rank determines what level of psi you can learn, your Mental Points (MP), and the amount of psi abilities you can learn. The tables below list the MP cost of each psi ability. This represents the willpower rank you require to learn that ability and the amount of MP it costs to use it. Each psi cost 10 AP and you must work your way down the list. You can’t learn a level two psi before you learn the level one psi of that school. You are also limited by how many psi abilities you can learn. This number is determined by your willpower rank, so the most you can learn is ten. Once a psi ability is learned you can’t unlearn it. If somehow your MP falls below your current Psi level then all the abilities you learned at that level and above are lost until your MP is regained. Losing an AreSynth skin is a perfect example of when that would happen.

When a willpower check is made to determine how much healing or damage you deal you simply roll your base willpower with no bonuses or penalties. Psi abilities with a duration only has an upfront MP cost, unless stated otherwise.

**Biopsionics:** The discipline of healing, restoration, and cleansing.

**Entancer:** The manipulation of allies and enemies to enhance or hinder their capabilities.

**Metapsionics:** The discipline of psychic interruption and countering.

**Necropsionics:** The cruel and careless manipulation of the life force of others. Vilest and most disliked school of psi.

**Precognition:** Allows insight into the future and the altering of fate.

**Telekinesis:** Crude manipulation of matter at a distance as well as subtle adjustments to force.

**Telepathy:** Provokes unease in non-psionics, rumors and exaggerations of their power run rampant in the galaxy.

**Teleportation:** The rarest discipline. Allows the instant translocation from one point to another. Teleporting to an unfamiliar location that you can’t see requires a willpower check to avoid complications as you start to materialize inside an object. The teleport fails and the MP is wasted if the object is a creature or sentient.

## Table 4-1: Biopsionic

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Psi | Description | MP Cost | Range | Type |
| Biostasis | Revive and stabilize a target that has been dead within an hour. Does not work on deaths from toxins, disease, old age, or bodies torn apart. | 1 | Melee | Action |
| Bio-Mend | Heal a single target. Roll willpower to determine how much you heal. | 2 | Melee | Action |
| Bio-Heal | Choose a number of targets equal to your willpower to benefit from Bio-Mend. | 3 | Medium | Action |
| Bio-Purge | Remove all chemicals, drugs, and toxins in a target. | 4 | Melee | Action |
| Bio-Decay | Breakdown a biological target at a molecular level. Roll willpower to determine how much damage you deal. If the target succeeds the opposed check they take half damage. | 5 | Long | Action |

## Table 4-2: Entrancer

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Psi | Description | MP Cost | Range | Type |
| Luck Exchange | Each time you succeed on a non-mental check you may store that success into a luck point (GM is recommended to only grant the point if they succeed while under pressure). Your luck pool is the amount of points of luck that you can store, it is based on your willpower rank. Future entrancer abilities allow you to give out luck points to allies or enemies (never yourself). Advance entrancer abilities allow you to give out all your luck points for a single check. It cost MP to store and give luck. Luck points do not expire. | 1 | - | Reaction |
| Luck Boost | Grant a willing target a bonus to their check. Cost a luck point. | 2 | Medium | Reaction |
| Luck Drain | Choose a check the target is going to make or has already made. On a failed opposed check the target receives a penalty on their next check. If they already rolled, you can roll a 1d10 to deduct from the result. Cost a luck point. | 3 | Medium | Reaction |
| Luck Runner | Grant a willing target a bonus, up to your entire luck pool, to their check. | 1-10  (4 MP to learn) | Medium | Reaction |
| Luck Breaker | Choose a check the target is going to make or has already made. On a failed opposed check the target receives a penalty, up to your entire luck pool, on their next check. If they already rolled, you can roll your luck pool to deduct from the result. | 1-10  (5 MP to learn) | Medium | Reaction |

## Table 4-3: Metapsionic

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Psi | Description | MP Cost | Range | Type |
| Armor of Will | Force a target to reroll a failed willpower check. | 1 | Medium | Reaction |
| Psychic Hinderance | Force a target to reroll a successful willpower check. | 2 | Medium | Reaction |
| Psychic Relay | Choose an ally non-metapsionic, their psi abilities cost one less MP, minimum of 1 MP. Lasts one hour. | 3 | Medium | Action |
| Psychic Void | All enemies in range must succeed on an opposed check or their psi abilities cost one more MP. They make the check each time they attempt to use their ability. Lasts one hour. | 4 | Medium | Action |
| Psychic Rupture | While activated you can use a reaction to inflict harm when a psi ability is used within range. Damage dealt equals 1d10 per MP cost of the ability on a failed opposed check, half damage on a success. Lasts one hour. | 5 | Medium | Reaction |

## Table 4-4: Necropsionic

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Psi | Description | MP Cost | Range | Type |
| Life Stopper | On a failed opposed check the target cannot regenerate or heal. Lasts one hour. | 1 | Close | Action |
| Life Exchange | You may give or take any amount of health from a willing target. The amount must be agreed upon. | 2 | Melee | Action |
| Life Diminish | Upon seeing any healing, you may use a reaction to convert that healing into damage. | 3 | Close | Reaction |
| Life Swap | You may exchange health between two willing targets, just like Life Exchange. | 4 | Close | Action |
| Life Drain | The target’s health is drained to heal you. Roll willpower to determine the damage/heal. Half damage/heal on a successful opposed check. | 5 | Melee | Action |

## Table 4-5: Precognition

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Psi | Description | MP Cost | Range | Type |
| Omen | Upon receiving a distinct sense of omen, you may use this psi ability in order to see up to ten minutes into the future in result of a risky action or check. If it is a check that can’t be avoided the individual(s) get a bonus to avoid said danger. | 1 | - | - |
| Alternate Outcome | When attacked, you may force the attacker to reroll the attack on you and choose the lower roll. | 2 | - | Reaction |
| Forced Outcome | You become able to manipulate the future allowing you to choose a dice roll, coin flip, Russian roulette, etc. This does not affect combat mechanics, more of a way to rig poker tables, bets, etc. | 3 | Long | Reaction |
| Foretelling | One hour of meditation allows you to witness visions of important places, people, and items within the next week. If no important event is likely to transpire then the vision is wasted. Lasts one hour and has a one week cool down. | 4 | - | One hour |
| Alternate Realities | You split into two allowing you to move and take separate actions that are not psi based. Both act on the same initative. You are aware of everything from both bodies. This lasts for one hour. Both have the same gear and appearance. Item and ability limitation and uses are still shared. Upon using this ability choose which clone is real. The fake clone is immune to damage but each time it is harmed you must use 1 MP to keep it active else the psi ability ends prematurely. At the start of your turn you can use a bonus action to swap between the clones. Anything that happened to the clone previously (so long as it is not ongoing) does not effect you but any harm or conditions the real you received earlier remains. When the ability comes to an end, the fake clone and their gear disappear but all the harm/healing they deal remains. | 5 | - | Action |

## Table 4-6: Telekinesis

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Psi | Description | MP Cost | Range | Type |
| Basic Telekinessis | Manipulate any unequipped object visible to your unaided vision as if handling it with one hand. Attacks are considered a melee (Str) attacks with a penalty. Additional MP cost to switch objects. Lasts for one hour. | 1 | Medium | Action |
| Complex Telekinesis | Now you can manipulate an object with two hands allowing complex items to be used, suffer no penalty when attacking. | 2 | Medium | Action |
| Telekinetic Ram | Deal damage to an immobile target, vehicle, or spacecraft. Roll willpower to determine how much damage you deal. This deals full dmage to vehicles and spacecrafts. | 3 | Medium | Action |
| Advance Telekinesis | Now up to 1 ton/tonne can be lifted. Lacks coordination to attack or target mobile targets in vehicles or spacecrafts. Striking someone with it deals 3d10 damage, 1d10 to spacecrafts. | 4 | Medium | Action |
| Mind over Motion | Any motion within medium range and under 1 ton/tonne is under your control. Individuals must make an opposed willpower check at the start of their turn or be stunned for the round. You choose what projectiles shot from inside the zone automatically fails. Lasts for one hour. | 5 | Medium | Action |

## Table 4-7: Telepathy

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Psi | Description | MP Cost | Range | Type |
| Mentalinguistics | Understand and speak any language of the target, so long as they have a language. This also allows the reading of lips and small gestures. | 1 | Medium | Action |
| Mind Probe | On a failed opposed check, the target’s mind is read to learn what they are thinking at the moment. The target is aware of the mind reading, but unaware of the attacker. If successful, they get an image of their attacker and general location. | 2 | Close | Action |
| Mental Link | Telepathic link with a willing target allowing the sharing of words and images regardless of distance. The number of targets you can connect to is determined by your willpower rank. Lasts for one hour. | 3 | Extreme | Action |
| Mind Analysis | On a failed opposed check. you can learn the target’s knowledge on a topic you choose. The target is aware of the mind reading, but unaware of the attacker. If successful, they get an image of their attacker and general location. | 4 | Close | Action |
| Memory Impression | On a failed opposed check, you can alter or remove a memory that lasts up to 24 hours. If successful, they get an image of their attacker and general location. | 5 | Melee | Action |

## Table 4-8: Teleportation

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Psi | Description | MP Cost | Range | Type |
| Jaunt | Self teleport within close range. 1 MP per additional person you are in physical contact with to bring with you. They must be willing else you teleport alone. If the destination is not in sight or familiar a DC 10 willpower check is required to avoid 1d10 damage as you feel your body materialize inside an object. This damage bypasses any reductions or resistances. If you fail the damage is also dealt to anyone else you bring along. | 1 | Close | Action |
| Transit Jump | Increased to a medium range teleport. DC 20 check to avoid 2d10 damage. | 2 | Medium | Action |
| Regional Jump | Increased to a long range teleport. DC 30 check to avoid 3d10 damage. | 3 | Long | Action |
| Continental Jump | Increased to an extreme range teleport. DC 40 check to avoid 4d10 damage. | 4 | Extreme | Action |
| Orbital Jump | You may now teleport anywhere within the planet or teleport from orbit to a planet's surface and vice versa. DC 50 check to avoid 5d10 damage. | 5 | - | Action |

# Chapter 5: The Skills

Half of the game will be spent rolling skill checks. Skills fall under these four attributes: charisma, dexterity, intelligence, and strength. The constitution and willpower attributes are used only to resist and/or inflict effects. Charisma, dexterity, intelligence, and strength are considered active attributes with active skills. The individual must be conscious to make rolls base on those attributes. Constitution and willpower are inactive attributes because it does not need the person to be conscious and for the most part is automatic. For that reason, constitution and willpower checks cannot be willingly failed. Each skill can be leveled one AP at a time. Each AP adds a +1 to the skill, when a +10 is achieved it converts into an additional dice to the roll. So, a 1d10+9 persuasion check becomes a 2d10 when leveled once more.

When a skill reaches the soft max dice pool of 5d10 it gains a specialty. Specialties help make your character unique. Each skill has their own list of specialties you can choose from. When making a roll you are specialized in you make the check with a bonus. This bonus bypasses that soft and hard dice pool cap. Specialties also grant auto-success on knowledge checks base on the skill. It is in the GM’s power to deem the check too difficult to auto-succeed. You can only have one specialty and cannot change it.

## Charisma Base Skills

Charisma is your ability to read, manipulate, and trick creatures. This is not limited to the three playable races. Normally charisma base skill checks are made against a DC, but the GM can oppose with a willpower check. If the check is made against an alien it is made at max DC for aliens and impossible for Abyssal Ones. If aliens or robotics oppose with a willpower check, make it with a 15d10 roll, 20d10 for Abyssal Ones.

### Animal Handling

The commanding, understanding, and training of both domesticated and wild animals. When attempting to read or communicate with an animal it requires one minute to make the check. Taming domesticated animals take months equal to the creature’s willpower, years for wild animals.

**Specialty:** Calming, communicating, reading, taming.

### Charm

This can be physical attraction or simply an appealing personality. A charm check is normally only possible if you are not considered hostile.

**Specialty:** N-4-MUH, shell, vixen.

### Deception

A deception check is made when you are attempting to lie during communication, any form of communication. The easiest method to decide if you need to make a deception check is if you are intentionally lying or omitting information. No matter how small.

**Specialty:** N-4-MUH, shell, vixen.

### Insight

Insight is your ability to read a creature and their intentions. Normally used to detect lies or to pick up on emotions.

**Specialty:** N-4-MUH, shell, vixen.

### Intimidation (Cha)

To intimidate is to force a creature into submission or doing something you want. That does not mean it will do just about anything nor does it mean it will do it to your exact liking. This form of intimidation is verbal, underlying threats that is meant to instill fear via words or gestures alone.

**Specialty:** N-4-MUH, shell, vixen.

### Performance

The performance skill is a bit more specific but still serves an important role. A performance check is used to determine if you can distract your intended target(s). Performance can be used to entertain, impersonate, and can be used for general work. If players decide to work during time jumps or long periods of time they earn enough to break even. However, if they use the performance check they can earn credits. The DC multiplied by 100 is the amount of credits that can be earned on a success or lost on a fail. The difficulty is determined by the GM. Job difficulty, setting, and experience should play a factor in the DC. It is recommended to use increments of 5 or 10.

**Specialty:** Distraction, general entertainment, impersonation, job performance.

### Persuasion

Persuasion checks are the most common checks made in social scenes. It is your ability to change minds and influence behaviors. It must be logical and plausible to make the check.

**Specialty:** N-4-MUH, shell, vixen.

Dexterity Base Skills

Dexterity is the only stat with skills entirely base on physical capabilities. Dexterity is your responsiveness and reaction speed to stimuli. Most dexterity base skills are made against a DC. Depending on the situation it can be a contested roll.

### Driving

Driving encompasses all vehicles except for aircrafts and spacecraft. This skill is used to determine your ability to safely maneuver in a stressful situation. Casually driving does not require a check. This check is opposed if it involves a chase scene with the winner outpacing the loser. Chapter 6 has information on vehicles you can drive.

**Specialty:** Hover, land vehicle, aquatic vehicle.

### Firearms

The firearms skill is broken down into two categories: Short arm and long arm. The list of weapons on Chapter 6 states what skill they use. When a skill check is made it is made against the target’s Armor Class (AC) to determine if it was able to deal damage to the target.

#### Small Arms

Firearms that can be fired one-handed fall under this category. This include handguns and submachine guns. Firing it two-handed does not grant a bonus dice. However, you can wield a short-bladed weapon or other one-handed items as well. This allows you to make opportunity attacks. Otherwise, you can simply dual-wield two of the same weapon. It imposes a penalty on attacks, but adds the total damage from both weapons.

**Specialty:** Laser, pulse, railer.

**Drone:** Check can be replaced with an interfacing check.

#### Long Arms

All firearms that require you to fire it with both hands is considered a long arm. There are some exceptions. Long arms cannot be wielded one-handed.

**Specialty:** Laser, pulse, railer.

**Drone:** Check can be replaced with an interfacing check.

### Freefall

Freefall is your capability to perform maneuvers while airborne or in zero gravity.

**Specialty:** Planetside, space.

**Drone:** Check can be replaced with an interfacing check.

### Gunnery

One’s accuracy with mounted weapons on a vehicle or spacecraft.

**Specialty:** Lethos launcher, rail runner, sandthrower, vulcan.

**Drone:** Check can be replaced with an interfacing check.

### Larceny

Larceny covers lockpicking, pickpocketing, safecracking, and other criminal activities. Hacking being one of the few exceptions.

**Specialty:** Breaking and entering, lockpicking, pickpocketing, safecracking, sleight of hand.

**Drone:** Check can be replaced with an interfacing check. Requires larceny module.

### Melee (Dex)

Melee weapons can use the dexterity or strength attribute. However, certain weapons gain bonuses from strength.

**Specialty:** Long blades, short blades, unarmed.

### Perception

Perception is the only dexterity base skill that is not completely physical. It does rely on the body but less on its physical capabilities and more on its senses. Perception is your ability to detect and identify different levels of sensory readings. Perception only involves the ability to detect something, investigation is the skill used to learn from it.

**Specialty:** Space, urban, wilderness.

**Drone:** Check can be replaced with an interfacing check. Requires perception module.

### Piloting

Aircrafts and spacecrafts require this skill to fly. Just like the driving skill, it is used to determine your ability to safely maneuver in a stressful situation. Casually flying does not require a check. This check is opposed if it involves a chase scene with the winner outpacing the loser. Chapter 6 has information on aircrafts and spacecrafts you can fly.

**Specialty:** Aircraft, spacecraft.

### Riding

Riding covers all manner of mounts of the biological and robotic nature. Avian, aquatic, land, and galactic creatures all make use of the ride check if you are seeking to travel via a mount. The skill assumes you are directing the creature. Trying not to fall off a creature can be opposed with a strength check.

**Specialty:** Aquatic animal, land animal, aerial animal.

### Stealth

Stealth is used when trying not to be noticed. This covers general stealth ranging from whispering to hiding.

**Specialty:** Camouflage, crowds, in plain sight, shadowing.

**Drone:** Check can be replaced with an interfacing check. Requires stealth module.

## Intelligence Base Skills

Intelligence skills are highly dependent on your mental capabilities. Your retention and ability to process abundant, complex information is the core of most skills. Any mental condition will have an impact on intelligence checks and skills. Intelligence checks are made against a DC.

### Engineering

Engineering covers both mechanical and electrical. This includes repairing and knowledge on the topic. Wiring and electronics are part of the electrical side, everything else falls under the mechanical side.

**Specialty:** Aircrafts, aquatic vehicles, land vehicles, machinery, spacecrafts.

### History

History is your ability to recall your past or a memory. If the GM is unsure if they should remind the players of something a history check is recommended.

**Specialty:** Ancient history, memory recall, modern history.

### Interfacing

Interfacing is your general knowledge and skill with computer systems. Computer systems being electronics, holograms, and your own mental computer that is integrated with your senses. The Existential Volumes of Elysian Network or EVE Network. This skill can be as simple as information gathering or go as far as hacking networks.

**Specialty:** Computer use, data retrieval, drones, hacking, programming, security.

### Investigation

Investigation is the more detailed version of perception. This skill is used to gather more information on a specific target, item, scene, etc. It requires you to spend an extended amount of time to gather that information.

**Specialty:** Crime scenes, cryptic messages, patterns, spot missing.

**Drone:** Check can be replaced with an interfacing check. Requires investigation module.

### Law

The law skill is used to help you in legal matters. It is your knowledge and understanding of the law. If you are on the wrong side of the law, it can help you find loopholes or convince the court to side with you. Law can be the least utilized skill but also the most important.

**Specialty:** Corporate law, galactic law, system law.

### Life Science

The study of natural and unnatural life and the world they live in. With the advancement of technology and the introduction of advance species, the term life has taken on a new meaning. Biological, robotic, and alien creatures all exhibit a sign of living and sentience.

**Specialty:** Botany, Aliens, N-4-MUH, shell, vixen, zoology.

### Medical

Your ability to treat and tend to an injury falls under the medical skill. First aid is quick and normally can be done within a couple turns in combat. The treatment side of the skill can take months. The skill does not treat the mind, that falls under Psychology.

**Specialty:** Autopsy, diagnose, first aid, medicine, surgery.

### Natural Science

Natural science is the study of the natural world. Natural scientists are a combination of botanist, physicist, meteorologist, and chemists.

**Specialty:** Aquatic, terrestrial, underground.

### Navigation

Navigation is your sense of direction but also your ability to survive in the wild or in hostile territory. When in space it is used to safely travel over long distances. How often you make a navigation check is up to the GM. On a planet or colony, navigation is used to navigate the land, find food and shelter.

**Specialty:** Planetside, space, survival.

### Physical Science

The study of natural science and non-living systems. Even though this include fields like physics and chemistry most scientist focus on astronomy.

**Specialty:** Astronomy, chemistry, geology, meteorology, oceanography, physics.

### Psychology

Psychology is your capability to treat mental illnesses and conditions. This is used to help people out of their insanity. Without it only time can heal them. This can only be performed over a long period of time. If the check is made in a combat scene the target becomes temporarily manageable and docile until the next scene. Then the target goes insane again until the 1d10 hours expire.

**Specialty:** N-4-MUH, shell, vixen.

## Strength Base Skills

Strength is your physical raw power. Strength base skills are used to overcome physical obstacles and challenges. Very few skills outside of strength base ones can get you out of grapples or difficult terrain. Strength base skills are a mixture of contested rolls and DC checks.

### Athletics

Athletics will cover most physical checks. Most checks will require at least two limbs, any less will result in penalties that stack base on the number of lacking limbs. If you cannot use any limbs, the check is automatically failed. You can long jump your strength rank in ft/m without a check, half that for high jumps. An athletics check is required to jump further. A tenth of the rolled result, rounded down, is the number of additional ft/m you cover.

**Specialty:** Acrobatics, climbing, jumping, swimming, throwing.

### Brawl

Brawling is unarmed fighting which includes grappling and breaking out of grapples. The brawl check is also used to determine throw results for people you throw. It takes an action to throw (and activate) a grenade, but a bonus action to throw an item. To initiate a brawl, you need at least one free hand.

**Specialty:** Choke outs, grappling, shielding, subdue, throws, unarmed.

**Drone:** Check can be replaced with an interfacing check. Requires brawl module and can only make checks to escape.

### Intimidation (Str)

To intimidate is to force a creature into submission or doing something you want. That does not mean it will do just about anything nor does it mean it will do it to your exact liking. This form of intimidation is all about your physical presence.

**Specialty:** N-4-MUH, shell, vixen.

### Melee (Str)

Melee weapons can use the dexterity or strength attribute. This form of melee adds strength bonuses.

**Specialty:** Long blades, short blades, unarmed.

# Chapter 6: The Armory

## Carrying Capacity

Your Carrying Capacity (CC) is determined by your strength rank. 2 strength equates to 2 capacity slots. Most items do not use up carrying space, within reason. Long arms weapons take up two slots. Short arms, melee weapons and grenades take up one slot. Your pack and armor are taken into consideration when determining carry capacity. The first set takes up no slots, but any additional packs or armor take up two slots. Every point above your carrying capacity reduces your speed by one and imposes a penalty to all dexterity and strength base checks. This is accumulative.

For instance, your loadout comprises of: sniper rifle (2 CC), handgun (1 CC), knife (1 CC), second pack (2 CC), incendiary grenade (1 CC), other items (0 CC). That amounts to a loadout of 7 CC. If you have at least 7 strength you are fine, otherwise your move speed is reduced and suffer a penalty. If your strength is 4 you suffer a -3 to your move speed and three penalty dice to dexterity and strength base checks.

## Charging & Reloading

Omnicore made gunpowder obsolete. Omnicore is the main and only reliable power source in the galaxy. Regarding firearms, omnicore is used to charge the weapon or project the ammunition at supersonic speed. There are three types of firearms: laser, pulse, and railer.

All three forms of firearms use omnicore. For railer weapons, omnicore is the igniter that sends the specialized bolt of ammunition down the barrel and to its target. Pulse weapons use omnicore to charge up and send out a powerful wave of electrical energy. Laser weapons use omnicore to charge up the intense, concentrated energy meant to last long enough to hit its target before it fully disperses.

On the weapons table the reload column states how many attacks you can make before you need to charge or reload. During that time, you cannot use the weapon if it is charging. If a round passes without you firing, the weapon fully recharges (there are exceptions). If it is a railer weapon, then you need to use an action to reload. Ammunition is not regularly tracked, it is assumed the characters stay well stocked. If a GM wishes to track ammunition, charge the players a hundredth of the base weapon cost for their listed reload time.

For instance, a firearm worth 1,000 credits with 5 reload will have an ammunition cost of 10 credits per clip or charge pack.

**Variant Rule:** Ignore the reload and charge component of firearms. You can also impose a monthly maintenance cost of 10% market price, ignoring upgrades.

## Currency

Credits (c) is the form of currency used galactically, primitive societies make use of the barter system. Credit is digital currency that cannot be physically stolen. The EVE Network allows it to be transferred mentally, so most transactions are made mentally or on Communication Interface Device (CID). Bartering is still a common form of trade.

Cred Sticks is the only way to store credits on a physically item. Small, thin chips with universal connectors that slips into a personal CID. Which can then be transferred to a bank account. Cred sticks cannot be hacked and do not leave a paper trail. Transactions on the EVE Network is safe from physical theft, while cred sticks are safe from data theft. Theft of credits is risky because all transactions can be traced. Cred sticks make it trickier but once the cred stick is used to deposit the credits into an account it then can be traced.

Players can only sell items at 10% of their market price due to use, lack of licensing and credibility. No one purchases stolen items, aside from trade goods. General trade goods are sold at their standard market price or used as currency.

## Grenades & Seekers

Your strength rank multiplied by 2 is the max distance you can throw an item. You cannot fail to throw an item (within reason) within this range. There is no point in making that check. Grenades are the only item that uses an action to activate and throw, most items use a bonus action.

Seeker weapons are essentially rocket launchers. Given their name for their built in targeting system. It is capable of locking onto anything from vehicles to landscapes. Due to their targeting system firing one does not require a skill check. All seeker weapons are fire and forget. Instead, the target makes a check to see if they can dodge the attack and take half damage or not effected at all (depending on the missile and their abilities).

All grenades and seekers have an Area of Effect (AOE). Everything within that AOE is affected by the weapon. Harmful grenades and seekers have a DC rating and the stat that needs to be rolled to resist or dodge the harmful attack. Succeeding on a grenade or seeker that deals damage results in half damage, rounded down, and a minimum of one damage. Other grenades and seekers vary on success results.

## Ownership

Petty crimes like theft have been extinguished with the use of advance identification. With access to a galactic internet and database, law enforcement can identify the owner of an item within seconds. That is only a basic search, they can retrieve an entire history log on any scanned item. On top of that there are advance countermeasures for theft. All items are linked to your identification (ID). Chapter 8 goes into depth the different forms of ID.

Insurance is the second part of keeping your items safe. Through Hyper Insurance, see Chapter 8 for more information, your items can be replaced at a tenth of the market price (including upgrade cost). You can only get a replacement at a system with the same Tech Level (TL) of your item. Just like theft, attempts to get a replacement is foiled by memory scans and galactic tracking. Two processes that must be completed prior to obtaining your replacement. The GM can determine what items (item or category) can be insured. Items fall into these six categories: armor, drone, gear, spacecraft, vehicle, and weapon.

For balance, GMs are recommended to discourage theft using a combination of these two. In addition to the safety system upgrade. Any system that is TL 2 or higher can instantly detect stolen items. Piracy and crime have gone down new avenues, focusing more on the theft of trade goods (e.g. plasteel and ice).

## Range

A weapon’s range is listed as melee, close (5 ft/m), medium (10 ft/m), long (15 ft/m), or extreme (20+ ft/m). Melee requires the target to be next to you. The other four range bands are used to vaguely describe distance when not using a map and exact detail is not necessary. All weapons and features will use these terms to describe distance. Next to the weapon’s range is the number of ft/m the range translates to, used when players are on a map. A penalty is imposed when shooting outside the weapon’s normal range band. Firing two or more range bands past normal distance is an auto miss, same for firing beyond extreme range.

For instance, your weapon has a range of medium. Firing at a target that is in long range results in a penalty to the check. Firing at a target that is in extreme range will auto miss.

## Tech Level

All items have a Tech Level (TL), a galactic rating on how rare an item is and where you can purchase it. TL ranges from one to four. TL determines how advance the system and society is. One being the most primitive and four being the most advance. Items or upgrades with the “Restricted” tech level or tag (restricted) means it cannot be purchased normally. Obtaining these items or upgrades normally require the GM to hand them out.

A TL 1 planet comprises of roving nomads and tribal clans that mix in primitive and modern or even future tech. Usually this is done in an inefficient fashion and modern tech is often used improperly. TL 2 is considered modern pre-transhuman tech, maybe even a little more advance. TL 3 is future tech that is still comprehensible to a normal person living in this age. TL 4 also known as alien tech because the science behind it is beyond understanding. This type of technology have been created by alien races or founded on abandoned Titan technology.

## Upgrades

Items are geared toward customization. Leaving them at their base build will make them severely underpowered. You are only limited by the item’s upgrade slots. Advancing an upgrade takes up additional upgrade slots, unless stated otherwise.

You are charged the market price to install or remove an upgrade. There are rare items that gain extra upgrade slots. They are called master crafts. They are created by master crafters. Master craft items add one to three additional upgrade slots to the item. Both the item and the crafter are hard to come by. Master craft items are not simply found in the market. GMs are recommended to include it as a reward for intense missions, but if sold they are normally twice the market price.

Some items in the gear section are upgradeable. Unlike weapons and armor they all can only be upgraded once. Upgrade price equals the market price of the item.

## Weapons

You can only wield one long arm or up to two short arms. It takes a bonus action to swap weapons. Regardless of whether you describe it as dropping the original weapon or slowly stowing it away. Grenades can always be used. It takes an action to reload a weapon.

Sniper rifles have a special feature, in which it imposes the stunned condition when successfully dealing damage to an unexpecting creature. Conditions can be found in Chapter 9. The target must be unaware of a sniper in the field and can only be affected by the condition once per scene.

### Table 6-1: Melee Weapons

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Melee | Tech  Level | Price (credits) | Damage | Range | Type | Capacity  Slots | Upgrade  Slots |
| Unarmed | - | - | 1 + Str Rank | Melee | Brawl | - | - |
| Saber Blade | 2 | 500 | 1d10 | Melee | Melee | 1 | 1 |
| Blast Gloves | 3 | 1,500 | 1d10 | Melee | Brawl | - | 3 |
| Saber Sword | 3 | 3,000 | 1d10 | Melee | Melee  (two-handed) | 1 | 3 |

### Unarmed

Your total damage equals 1 + strength rank, not the dice pool the stat represents but the literal rank. Unarmed attacks are still considered a melee attack/weapon and being engaged in melee (e.g. 2 Str represents 2d10, unarmed damage equals 1 + 2 for a total of 3).

### Saber Blade Upgrades

A primitive knife that is enhanced with self-sharpening blades and heated edges. It sharpens and melts as it cut, making it easy to pierce through metallic material.

**Canister Hilt (500c):** The blade becomes detachable with the push of a button. At the same time a pressurized cannister projects the blade up to close range. The blade cost 500 credits and an action to replace.

**Injection Blade (1,000c):** A thin, secret compartment of the blade allows the administering of chemicals or drugs loaded within the hilt. Works with the canister hilt upgrade.

**Tracer Beacon (500c):** Imbedded in the hilt or blade (for the canister hilt upgrade) is a small, short range beacon that can be tracked.

**Safety System (500c):** Biometric implant or ego ID sensor that allows only you to use the weapon. When someone aside from yourself or those you designate tries to use the weapon the blade does not spring out of the hilt.

### Blast Glove Upgrades

Mechanical gloves built to protect the wearer's hands. Upon impact the canisters hidden within goes off causing effects based on the cannister (bonus action to switch and reload canisters, which is needed after every use). You are considered unarmed while wearing blast gloves.

**Explosive Canister: (3,000c):** If you hit a target that is your size or smaller, they must make a strength check. The DC is equal to your attack roll. On a failure the target is knocked prone or pushed a ft/m back, you decide. This force move does not trigger opportunity attacks.

**Flame Canister (3,000c):** If you hit, the target must make a dexterity check. The DC is equal to your attack roll. On a success they take no additional damage, but still take the initial damage. On a failure they take an additional 1d10 fire damage.

**Overcharge (3,000c):** Adds one point of strength to your attacks turning it into a 2d10 weapon. Must use melee (str) checks.

**Poison Canister (3,000c):** Your attacks can have chemicals, toxins, or drugs added to them. The cannister can only hold a maximum of ten reagents.

**Pulse Canister (3,000c):** If you hit, the target must make an opposed constitution + current HP skill check against your attack roll. If they fail, they become stunned.

**Smoke Canister (1,500c):** Emit concealing smoke upon impact, concealing everything within close range. Everything in the smoke is considered hidden by the naked eye and basic heat sensors. You can choose to either slowly or rapidly emit the smoke. Slow discharge allows the smoke to trail you and keep you in the smoke but gives away your position. Fast discharge keeps the smoke in the initial area.

### Saber Sword Upgrades

The saber sword is the longer version of the saber blade. The average length is three feet, but custom swords have been made for larger creatures, so it is not uncommon to see a ten feet long saber sword.

**Flame Blade (6,000c):** If hit, the target must make a dexterity check. The DC is equal to your attack roll. On a success they only take the initial damage. On a failure they suffer from the exposure condition and the damage source is fire as they are set aflame. Requires an action to light and relight after a hit. An action is required to extinguish the flames or some other means to extinguish flames. The flame blade extinguishes automatically after a minute without striking anything.

**Quick Spark (6,000c):** Simply striking the sword on a hard surface will ignite it. Turning the action needed to relight the sword into a bonus action (requires Flame Blade upgrade).

**Laser Edge (3,000c):** Removing the built-in regulator and replacing components of the sword with fire-resistant alloy allows it to increase its heat level. Comparable to laser weapons the sword is now capable of cutting through materials that are AR 10 and below.

**Overcharge (6,000c):** Adds one point of strength to your attacks turning it into a 2d10 weapon. A second purchase to advance this upgrade adds up to 2 strength to your attacks turning it into a 3d10 weapon. Must use melee (str) checks.

**Static Blade (6,000c):** If you hit, the target must make an opposed constitution + current HP skill check against your attack roll. If they fail, they become stunned. Requires an action to activate the static current and recharge after a hit. The static blade deactivates automatically after a minute without striking anything.

**Static Cells (6,000c):** Small cells built into the hilt to help with the recharging process. Turning the action needed to electrify the sword into a bonus action (requires Static Blade upgrade).

### Table 6-2: Small Arms

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Short Arms | Tech  Level | Price  (credits) | Damage | Reload  Or  Charge | Range | Type | Capacity  Slots | Upgrade  Slots |
| Railer Pistol | 2 | 3,000 | 1d10 | 5 | Close | Rail | 1 | 3 |
| Arc Pistol | 3 | 5,000 | 1d10 | 3 | Close | Pulse | 1 | 2 |
| Disruptor Pistol | 4 | 10,000 | 1d10 | 5 | Close | Energy | 1 | 2 |

### Table 6-3: Long Arms

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Long Arms | Tech  Level | Price  (credits) | Damage | Reload  Or  Charge | Range | Type | Capacity  Slots | Upgrade  Slots |
| Railer Rifle | 2 | 7,500 | 1d10 | 10 | Medium | Rail | 2 | 6 |
| Arc Rifle | 3 | 10,000 | 1d10 | 3 | Medium | Pulse | 2 | 3 |
| Disruptor Rifle | 4 | 25,000 | 1d10 | 5 | Close | Energy | 2 | 6 |

### Table 6-4: Special Weapon

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Special  (strength) | Tech  Level | Price  (credits) | Damage | Reload  Or  Charge | Range | Type | Capacity  Slots | Upgrade  Slots |
| Torch | 4 | 50,000 | 1d10 | 5 | Close | - | 2 | 4 |

### Railer Upgrades

With the power of omnicore this weapon can fire a specialized block of metal alloy at one-tenth the speed of light. Depending on the weapon, entire mountains can be pierced.

#### Railer Pistol

**Dual Omnicore (3,000c):** With a second omnicore working in unison with the first, the effective range becomes medium range.

**Extended Magazine (3,000c):** Clip size is increased by five, doubling the time needed to reload.

**Gyromount (3,000c):** Remove penalties when shooting on the move (e.g. running and gunning, freefalling, in a vehicle).

**Quick Reload Mag (3,000c):** Reload using a bonus action.

**Overcharge (6,000c):** Damage increased to 2d10.

**Safety System (1,500c):** Biometric implant or ego ID sensor that allows only you to use the weapon. When someone aside from yourself or those you designate tries to use the weapon the trigger is locked, and the weapon will not fire.

**Silencer (3,000c):** Suppresses firearm discharge to the point that only targets in medium range can hear the firearm.

**Smartlink (3,000c):** Connect the firearm to your internal computer allowing you to see range, target info, fire around corners without penalties, and program seeker trigger conditions.

#### Railer Rifle

**Dual Omnicore (7,500c):** With a second omnicore working in unison with the first, the effective range becomes long range. A second purchase to advance this upgrade increases the range to extreme range. The entire weapon is reconstructed, along with the caliber it fires. This upgrade classifies it as a sniper rifle thus giving it the stunned property. The rifle must be reloaded after each shot.

**Extended Magazine (7,500c):** Clip size is increased by ten, doubling the time needed to reload.

**Gyromount (7,500c):** Remove penalties when shooting on the move (e.g. running and gunning, freefalling, in a vehicle).

**Overcharge (15,000c):** Damage increased to 2d10. A second purchase to advance this upgrade increases the damage to 3d10.

**Quick Reload Mag (7,500c):** Reload using a bonus action.

**Safety System (3,750c):** Biometric implant or ego ID sensor that allows only you to use the weapon. When someone aside from yourself or those you designate tries to use the weapon the trigger is locked, and the weapon will not fire.

**Silencer (7,500c):** Suppresses firearm discharge to the point that only targets in medium range can hear the firearm.

**Smartlink (7,500c):** Connect the firearm to your internal computer allowing you to see range, target info, fire around corners without penalties, and program seeker trigger conditions.

**Smart Magazine (7,500c):** Allow users to choose their ammo type or reload using only a bonus action. Taking this upgrade grants you one type of ammo to have in addition to standard bullets. You can take this upgrade multiple times to obtain additional ammo types (incompatible with extended magazines). Multiple purchases does not take up additional upgrade slots.

*Pellet Rounds:* Meant for non-lethal takedowns. The damage taken is reduced by half, inflict a minimum of one damage.

*Pulsar Rounds:* Bullets that let off a small but powerful electrical discharge. Electronics as well as machines receive a penalty or is temporarily disabled when making any check if struck by one of these bullets. Intended to be used on targets with electrical components (e.g. drones).

*Tracer Rounds:* If linked with a smartlink it allows the user to track the target within medium range. Otherwise it simply nullifies poor visibility penalties (e.g. dim light, light fog).

**Under-barrel Grenade Launcher (15,000c):** It takes an action to launch grenades from the under-barrel. Range is limited by the weapon’s range (including range upgrades).

### Arc Upgrades

Emits a powerful concussive wave of electrical energy that is capable of interfering with electrical currents in the body. Pulse weapons are the nonlethal version of energy weapons. Ranged weapons are always lethal. It can result in an instant death or slow death. Pulse weapons are meant to disable the threat temporarily. Just long enough to hopefully subdue the target. Pulse weapons emit a short range electrical discharge that is meant to shut down motor function and even parts of the brain itself. If hit, the target must oppose the attacker’s attack skill check with a constitution check + their current HP. This makes pulse weapons more effective when the target is low on health. On a failure the target is stunned.

#### Arc Pistol

**Dual Omnicore (5,000c):** With a second omnicore working in unison with the first, the effective range becomes medium range.

**Inhibitor (10,000c):** On top of resisting the stun condition the target must make a constitution check (using the same roll but not adding HP) or temporarily lose one sense. The DC is equal to your attack roll. You must choose the sense upon upgrading and you can take this upgrade multiple times to affect multiple senses. This lasts one round.

**Quick Recharge Module (5,000c):** Recharge using a bonus action.

**Safety System (5,000c):** Biometric implant or ego ID sensor that allows only you to use the weapon. When someone aside from yourself or those you designate tries to use the weapon the trigger is locked, and the weapon will not fire.

**Smartlink (5,000c):** Connect the firearm to your internal computer allowing you to see range, target info, fire around corners without penalties, and program seeker trigger conditions.

#### Arc Rifle

**Dual Omnicore (10,000c):** With a second omnicore working in unison with the first, the effective range becomes long range.

**Inhibitor (20,000c):** On top of resisting the stun condition the target must make a constitution check (using the same roll but not adding HP) or temporarily lose one sense. The DC is equal to your attack roll. You must choose the sense upon upgrading and you can take this upgrade multiple times to affect multiple senses. This lasts one round.

**Pulse Booster (20,000c):** Stun and inhibitor effects now last two rounds.

**Quick Recharge Module (5,000c):** Recharge using a bonus action.

**Safety System (5,000c):** Biometric implant or ego ID sensor that allows only you to use the weapon. When someone aside from yourself or those you designate tries to use the weapon the trigger is locked, and the weapon will not fire.

**Smartlink (5,000c):** Connect the firearm to your internal computer allowing you to see range, target info, fire around corners without penalties, and program seeker trigger conditions.

### Disruptor Upgrades

A highly complex and compact energy weapon. Capable of either firing hundreds of beams of energy in quick succession or multiple beams at once.

#### Disruptor Pistol

**Charged Laser (10,000c):** Laser attachment that allows the concentration and focusing of energy projected into a short beam. Not very deadly but useful for cutting through materials that have an AR of 20 and below. Deals 1d10 damage to a target within melee range.

**Dual Omnicore (10,000c):** With a second omnicore working in unison with the first, the effective range becomes medium range.

**Gyromount (10,000c):** Remove penalties when shooting on the move (e.g. running and gunning, freefalling, in a vehicle).

**Overcharge (20,000c):** Damage increased to 2d10.

**Quick Recharge Module (10,000c):** Recharge using a bonus action.

**Safety System (10,000c):** Biometric implant or ego ID sensor that allows only you to use the weapon. When someone aside from yourself or those you designate tries to use the weapon the trigger is locked, and the weapon will not fire.

**Smartlink (10,000c):** Connect the firearm to your internal computer allowing you to see range, target info, fire around corners without penalties, and program seeker trigger conditions.

#### Disruptor Rifle

**Charged Laser (25,000c):** Laser attachment that allows the concentration and focusing of energy projected into a short beam. Not very deadly but useful for cutting through materials that have an AR of 20 and below. A second purchase to advance this upgrade allows it to cut through AR 30 materials. Deals 1d10 damage to a target within melee range.

**Dual Omnicore (25,000c):** With a second omnicore working in unison with the first, the effective range becomes medium range. A second purchase to advance this upgrade increases its range to long range. Due to its overcharged firepower it needs to be recharged after each shot. Until then the weapon cannot be fired again. This upgrade also classifies it as a sniper rifle thus giving it the stunned property.

**Gyromount (25,000c):** Remove penalties when shooting on the move (e.g. running and gunning, freefalling, in a vehicle).

**Overcharge (50,00c):** Damage increased to 2d10. A second purchase to advance this upgrade increases damage to 3d10.

**Quick Recharge Module (25,000c):** Recharge using a bonus action.

**Safety System (25,000c):** Biometric implant or ego ID sensor that allows only you to use the weapon. When someone aside from yourself or those you designate tries to use the weapon the trigger is locked, and the weapon will not fire.

**Smartlink (25,000c):** Connect the firearm to your internal computer allowing you to see range, target info, fire around corners without penalties, and program seeker trigger conditions.

**Under-barrel Grenade Launcher (50,000c):** It takes an action to launch grenades from the under-barrel, see the grenade section for selection. It takes a bonus action to swap grenades. Range is limited by the weapon’s range band (with upgrades).

### Torch Upgrades

A firearm with a hose attached to a cannister filled with a variety of fluids, anywhere from napalm to nitrogen. The default weapon only spews out fire.

**Dual Omnicore (50,000c):** With a second omnicore working in unison with the first, the effective range becomes medium range.

**Hellfire Canister (100,000c):** If hit the target must make a DC 10 dexterity check. On a success they only take the initial damage. On a failure they suffer from the exposure condition and the damage source is fire as they are set aflame. An action is required to extinguish the flames or some other means to extinguish flames.

**Quick Recharge Module (50,000c):** Reload using a bonus action.

**Static Canister (100,000c):** If hit the target must make a DC 10 constitution check. On a success they only take the initial damage. On a failure they are stunned.

**Sub-Zero Canister (100,000c):** If hit the target must make a DC 10 constitution check. On a success they only take the initial damage. On a failure their move speed is reduced by half (rounded down) and all strength and dexterity base checks are made with a penalty.

**Venom Canister (100,000c):** If hit the target must make a constitution check base on the chemical or toxin used to fill the canister. On a success they take no damage. On a failure they are affected by the chemical or toxin.

**Empowered Canister (100,000c):** The DC for all canister upgrades become 20. A second purchase to advance this upgrade increases the DC to 30 (requires a canister upgrade).

**Safety System (50,000c):** Biometric implant or ego ID sensor that allows only you to use the weapon. When someone aside from yourself or those you designate tries to use the weapon the trigger is locked, and the weapon will not fire.

**Smartlink (50,000c):** Connect the firearm to your internal computer allowing you to see range, target info, fire around corners without penalties, and program seeker trigger conditions.

**Sweeper Nozzle (100,000c):** It requires a bonus action to activate sweeper mode. In this mode the torch quickly depletes a cannister at a target. Everything adjacent to the target (1 ft/m) is hit by the torch as well. Instead of dealing damage all targets must make the DC check associated to the cannister used. A reload is required after each use (requires a canister upgrade).

### Explosives

#### Table 6-5: Explosives

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Explosives | Tech  Level | Price (credits) | Damage | Range | AOE | Capacity  Slots | Upgrade  Slots |
| Modular Grenade | 3 | Varies | Varies | Str x2  ft/m | Close | 1 | 2 |
| Seeker Missile | 4 | Varies | Varies | - | - | - | - |
| Seeker Armband | 4 | 100,000 | 2d10 | Medium | - | 1 | 2 |
| Seeker Launcher | 4 | 250,000 | 2d10 | Medium | Close | 2 | 3 |

#### Grenade & Seeker Missile List

Below is a list of explosives, they come in both grenade and seeker sizes. All explosives have a base DC 20 check. Your strength rank doubled is the max distance you can throw items, like grenades. The first listed price is for grenades, the second is for seeker missiles. If a single price is listed that is the cost for grenade and seeker. All explosives are restricted, so you won’t be able to acquire them by normal means.

**Concussion (500c / 2,000c):** Concussive blast designed to knock opponents off their feet and disorientate. A strength check is required to resist being knocked prone.

**EMP (Restricted / 100,000):** The most destructive form of EMP to date. Disables everything within its radius, even augmentations and cybernetics. Things have been built to recover from EMP attacks, however it takes them an hour to do so. There is no check to resist the effect.

**Gas/Smoke (500c / 2,000c):** Impedes sight with a thick fume that is heated to obscure thermal signatures. Those that cannot see through the fumes are blinded.

**Fragmentation (1,000c / 4,000c):** The standard modular grenade. Damage increased to 2d10.

**High Explosive (2,500c / 10,000c):** Emits a very destructive shock and heat wave. Damage increased to 3d10.

**HEAP (7,500c / 30,000c):** High-Explosive Armor-Piercing (HEAP). Damage increased to 4d10.

**Overload (2,000c / 8,000c):** Unleashes an all-out assault on the sensory spectrum. Release blinding light, deafening noise, infrasonic frequencies that trigger emotional responses, and rubber pallets for additional pain. A constitution check is required to resist being blinded and stunned, the blindness lasts as long as the stun.

**Plasmaburst (10,000c / 40,000c):** Release a burst of superheated plasma that can rebound in enclosed spaces or breach structures. A dexterity check is required or else you are set aflame and suffer from the exposure condition. In addition, you take 2d10 damage. On a success you only take half damage.

**Splash (500c / 2,000c):** Release a liquid that coats an area with a filled substance of any type (e.g. acid). A dexterity check is required to dodge the liquid.

**Thermobaric (100,000):** Disperse a cloud of explosive aerosol that covers an area then ignites setting the air aflame. Bypasses all armor that has ventilation or enough spacing to allow gas to seep into. Deals 10d10 damage and imposes the shell-shocked condition. There is no check to reduce this damage.

#### Grenade Upgrades

Gone are the days of normal grenades, in this age they are fully modular.

**Anchor (1,000c):** Upon being activated the grenade shoots a hook into the first thing it makes contact with. Useful when combined with the timed charge or remote charge upgrade.

**Empowered Explosive (2,000c):** The DC becomes 40. A second purchase to advance this upgrade increases the DC to 60.

**Remote Charge (1,0,000c):** Allows the grenade to be remotely detonated within a kilometer/mile via a CID.

**Sensor (1,000c):** An advance sensor system integrated into an explosive device. You can set it to detonate via proximity, motion, or a set temperature.

**Timed Charge (1,000c):** Detonates the grenade on a countdown, set time and/or date.

### Seeker Armband & Launcher Upgrades

Seeker armbands fit around your wrist like an oversize bracelet. It is retrofitted with small internal arms that load a miniature missile prior to firing via a small, custom hand gesture. Even though its armaments are still deadly, the explosive radius is only large enough to harm the locked on target. This makes for more precise kills and not worrying about any splash damage. Seeker rockets on the other hand can have their blast radius increased.

#### Seeker Armband Upgrades

**Dual Omnicore (100,000):** With a second omnicore working in unison with the first, the effective range becomes long range.

**Safety System (100,000):** Biometric implant or ego ID sensor that allows only you to use the weapon. When someone aside from yourself or those you designate tries to use the weapon the trigger is locked, and the weapon will not fire.

**Smartlink (100,000):** Connect the firearm to your internal computer allowing you to see range, target info, fire around corners without penalties, and program seeker trigger conditions.

**Enhanced Targeting System (250,000):** The DC becomes 40 for all missiles. A second purchase to advance this upgrade increases the DC to 60 for all missiles.

#### Seeker Rocket Upgrades

**Dual Omnicore (250,000c):** With a second omnicore working in unison with the first, the effective range becomes long range. A second purchase to advance this upgrade increases the range to extreme range.

**Safety System (250,000c):** Biometric implant or ego ID sensor that allows only you to use the weapon. When someone aside from yourself or those you designate tries to use the weapon the trigger is locked, and the weapon will not fire.

**Smartlink (250,000c):** Connect the firearm to your internal computer allowing you to see range, target info, fire around corners without penalties, and program seeker trigger conditions.

**Enhanced Processor (500,000c):** Increases the AOE to a medium range radius. With this upgrade you can select a 5 or 10-ft/m blast radius. A second purchase to advance this upgrade increases the AOE to a long-range radius. With this upgrade you can select a 5, 10, or 15-ft/m blast radius.

**Enhanced Targeting System (500,000c):** The DC becomes 40 for all missiles. A second purchase to advance this upgrade increases the DC to 60 for all missiles.

## Armor

### Table: 6-5: Armor

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Armor | Tech  Level | Price  (credits) | AC | Features | Requirement | Upgrade  Slots |
| Weave Armor | 1 | Varies | 10 | - | - | 3 |
| Flex Armor | 2 | 500 | 10 + 1 Dex | Bonus to dexterity checks to dodge harmful effects. | - | 3 |
| Armored Vesh | 2 | 1,000 | 20 | Bonus to strength checks.  -1 Speed | 2 Str | 3 |

Armor is broken down into two categories: Armor Class (AC) and Armor Rating (AR). AC refers to your armor and its ability to soak up damage. AR is the general toughness of an object. AR is only relevant when you are attempting to break or cut through something (e.g. a door). AR is only considered when dealing with items that can cut through objects. AR can be translated to DC as well. So, an AR 10 wall would equate to a DC 10 check to break it down.

Armor all have an AC; this number is the minimum number you must roll on an attack roll to deal damage to the target. Not meeting that AC means you either missed or the attack was soaked up by the armor. Armor include helmet, boots, gloves, and a full bodysuit. You can only wear one set of armor; weave armor is the only exception.

### Weave Armor Upgrades

Armor made of metallic silk fashioned into clothing that everyone wears granting even civilians some form of protection. It is a slim spacesuit, allowing you to survive one hour out in dead space before you start suffering from the exposure condition. When calculating armor this is included to achieve the total protection. Weave armor is always accessible and worn. When calculating AC weave armor is ignored, it is only relevant when you are unarmored (not wearing flex armor or armored vesh). For this reason, every person’s AC is at least 10.

**Emergency Distress Beacon (10,000c):** Personal distress beacon that automatically activates when you go unconscious. Can be detected within 10 kilometers/miles.

**HM Suit (100,000c):** Provides protection from minor levels of chemicals and radiation. A second purchase to advance this upgrade increases protection to moderate levels. A third purchase to advance this upgrade increases protection to severe levels (restricted third level upgrade).

**Rebreather (10,000c):** Built in rebreather that grants one hour of oxygen. Requires access to clean air for one hour to recharge.

**Respirator (10,000c):** Minor hazard protection meant to protect from airborne toxins.

**Traction Pads (10,000c):** Finger-less gloves, shoes, and knee pads designed to support wall climbing or clinging onto the ceiling. Perfect for zero-G.

**Void Suit (10,000c):** Allows 24 hours worth of exposure to space.

### Flex Armor Upgrades

Lightweight armor that is designed to not hinder your mobility. It is a skin-tight full body suit with a tactile build. Normally comes in black but can come in any coloration. Flex armor is considered light armor. Light armor combine its innate AC with your dexterity rank to determine your total AC. Every point of dexterity the armor uses adds 10 points to your total AC. By default, it only adds one point of dexterity. Base flex armor is 20 AC, unless you have 0 dexterity then it is 10 AC. Flex armor takes one minute to put on or take off.

**Advance Armor (250,000c):** Add up to 3 dexterity to AC, making it a 40 AC max. A second purchase adds up to 5 dexterity to AC, making it a 60 AC max (restricted second level upgrade).

**Dampener (10,000c):** Your movements and motions become fully silent.

**Electro Safety Net (100,000c):** Slow down a falling person enough to allow them to safely land if the fall is not over 20 ft/m. Otherwise take half fall damage. Requires one hour to recharge after a single use.

**Fire Resistance (100,000c):** Suffer no damage from the fire exposure condition, initial fire damage still inflicts full damage. One minute of exposure overpowers the system and will deactivate it for an hour.

**Hydraulic Heels (100,000c):** Difficult terrain does not hinder your movement.

**Reactive Armor (100,000c):** Coated in reactive material that hardens to reduce harm. Reduce damage from an explosive by half if the DC is failed, quarter damage if you succeed.

**Shadow Cloak (250,000c):** When activated the negative refractive index bends light around it and turns the wearer invisible. Grants a bonus to stealth checks.

### Armored Vesh Upgrades

Power armor that can be customized with upgrades to the system allowing for a variety of effects. Armored vesh is comprised of hundreds of segmented plates, vents, and gears. Its weight is near bone breaking, reducing one’s mobility. This armor takes five minutes to put on or take off. Since armored vesh are reliant on electricity, if struck by an emp all upgrades become disabled for one hour.

**Advance Plating (250,000c):** 40 AC, -2 move speed, and require 3 strength. A second purchase to advance this upgrade grants 60 AC, -3 move speed, and require 5 strength. (restricted second level upgrade).

**Artificial Homeostasis (10,000c):** Heat, cold, and minor weather conditions become tolerable. The suit adjusts its settings based on the environment to sustain ideal conditions.

**Electro Safety Net (100,000c):** Slow down a falling person enough to allow them to safely land if the fall is not over 20 ft/m. Otherwise take half fall damage. Requires one hour to recharge after a single use.

**Electronic Shielding (100,000c):** You and your items become disabled only for a round if hit by an emp.

**Extended Compartments (100,000c):** Increase carrying capacity by five.

**Pulse Shield (100,000c):** Bonus action to generate or deactivate an energy shield attached to your arm. Grants half cover to you and a single person positioned behind you. You can only wield a one-handed weapon while activated.

**Reactive Injector (10,000c):** The suit will automatically administer a single dose of IRD when the wearer falls unconscious at 0 HP. You must supply the IRD and takes a full action to replenish.

**Subdermal Thrusters (100,000c):** Remove move speed reduction, including those from upgrades.

## Gear

### Table 6-6: Standard Gear

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Item | Tech  Level | Price  (credits) | Effect | Upgrades |
| Biomonitor | 3 | 100,000 | Bonus to all medical checks. | **Purge Chemical:** Neutralize all chemicals in the body.  **Purge Drug:** Neutralize all drugs in the body.  **Purge Toxin:** Neutralize all toxins in the body.  **Stabilizer:** No check needed to stabilize a target at 0 hp. |
| CID | 2 | 500 | Allow secure communication and data transfer. Default DC 20 interfacing check to hack. | **Multi-Tier Firewall:** Increase hack DC to 40.  **Quantum Core:** Grant a bonus to interface checks. |
| COT | 2 | 10,000 | Bonus to larceny checks based on breaking and entering. | - |
| Cinder Stick | 2 | 500 | Remove perception base penalties due to darkness. | - |
| Cuffband | 2 | 1,000 | Impose the restrained condition. DC 20 to break and to resist stun. | **Reinforced Bands:** Increase break and resist DC to 40. |
| Dazzler | 3 | 50,000 | Blinds and removes vision for all mechanical devices and creatures within close range. | **Empowered Dazzler:** Increases range to medium range. |
| Diving Gear | 2 | 25,000 | Bonus to athletics checks base on swimming. Removes swim speed reduction. | - |

### Table 6-6: Standard Gear (cont.)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Item | Tech  Level | Price  (credits) | Effect | Upgrades |
| Electronic Rope | 2 | 5,000 | Bonus to athletic checks base on climbing. Auto-succeed easy climbing checks. | - |
| Emergency  Distress Beacon | 2 | 1,500 | - | **Range Extender:** Range increased to planet-wide. |
| Fiber Eye | 2 | 2,500 | - | - |
| Gas Mask | 1 | 1,000 | Resist all minor airborne toxins. Bonus dice to resist moderate airborne toxins. | **Modular Filtration:** Bonus dice to resist severe airborne toxins and resist all moderate airborne toxins. |
| IRD-1 | 2 | 100 | 1d10 heal. | **-** |
| IRD-2 | 2 | 500 | 2d10 heal. | **-** |
| IRD-3 | 3 | 2,500 | 4d10 heal. | **-** |
| IRD-4 | 3 | 5,000 | 6d10 heal. | **-** |
| IRD-5 | 4 | 10,000 | 10d10 heal. | **-** |
| Jammer | 4 | 25,000 | Block incoming and outgoing radio waves used for basic communication. | **Psi Jammer:** Block all ranged psionic attacks within the area.  **Sound Jammer:** Block all sound within the area. |
| Language Codex | 2 | 10,000 | Learn one language. | **-** |
| Life Patch | 3 | 25,000 | - | - |
| Micro Flare  Launcher | 2 | 2,000 | - | - |
| Nano  Fabricator | 4 | 500,000 | - | - |

### Table 6-6: Standard Gear (cont.)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Item | Tech  Level | Price  (credits) | Effect | Upgrades |
| Microbug | 2 | 5,000 | - | **Wireless:** Wirelessly upload data to a linked CID within medium range. |
| Pack | 2 | 1,000 | - | **Battery Pack:** Grants an hour’s worth of power to a device with a compatible input jack.  **Flight Pack:** One hour of gliding before a 24 hour recharge is needed.  **Pressurized Pack:** Increase carrying capacity by 5. |
| Prisoner Mask | 2 | 5,000 | - | - |
| Thermal  Goggles | 2 | 15,000 | - | - |
| Thermite Bars | 3 | 25,000 | - | **Liquid Thermite:** A gel variant that can be administered and burned underwater. |

All items that do not fall under the category of weapon or armor is labeled as gear. It takes a bonus action to use an item, unless stated otherwise. For the most part gear is not tracked or calculated regarding carrying capacity. If necessary the GM can add 0.5 CC per duplicated item.

**Biomonitor:** Compact device used to measure life signs, heart rate, blood pressure, temperature, etc. Ideal for medics to identify ailments.

**Communication Interface Device (CID):** Portable, compact multipurpose device that is used for communication and other social means. The EVE Network allow this already, but it is less private. Criminals and private sectors tend to prefer CIDs. CIDs are required to make most remote interfacing checks. Without one you need to have a way to interface with the device (e.g. a holographic keyboard or touch screen).

**Covert Operations Tool (COT):** Ultimate device for infiltration. Contains matter manipulators, cutting tools, and advance nanotech generator capable of cutting into most materials and disabling or opening electronic locks.

**Cinder Stick:** Bend, snap, and shake to produce a day's worth of faint light that extends out to medium range. Reusable. If cracked open the chemical within will set flammable materials aflame if poured upon.

**Cuffband:** Plastic loop that restricts a prisoner's limbs when activated, struggling causes it to tighten. Notifies you if they are cut or loosened and are electronically controlled. DC 20 construction check or be stunned if the electric shock feature is used. DC 20 to break free. It can only fit a large or smaller creature.

**Dazzler:** Tiny laser system set on a rotating ball that detects and zaps lens to camera/sensor systems causing them to be blinded (no effect on omni-vision). Robots and other creatures that require mechanical sensors suffer from the blinded condition. One-time use and lasts an hour.

**Diving Gear:** Underwater diving equipment including a diving suit, face mask, snorkel, breathing regulator, air tank filled with 24 hours of oxygen, and inflatable vest for quick returns to the surface. Requires access to clean air for 24 hours to recharge. Cannot be worn with armor, except for weave armor.

**Electronic Rope:** Fibers in this 20 m (60 ft) rope can be controlled electronically and is able to hold 226 kg (500 lb.).

**Emergency Distress Beacon:** Small but powerful transmitter is powered by an omnicore that broadcast any programmed distress for years. 500 kilometers/miles in urban areas and 5,000 kilometers/miles elsewhere. Can be tracked via a CID or vehicle capable of scanning areas.

**Fiber Eye:** Flexible and electronically controllable length of fiber optic cable and viewer. Used to slip through cracks, under doors, in vents, etc.

**Gas Mask:** Minor hazard protection meant to protect from airborne toxins.

**Instant Rejuvenation Drip (IRD):** Rapid healing nanites that quickly heals and/or stabilizes. Price and healing factor vary based on the doseage. Your constitution determines how many you can take within a day. Additional usage will result in nano-destabilization. The nanites in the injection and those that makes up your body start to reject each other and result in a severe and painful allergic reaction. This results in the loss of a humanity point and a penalty on all checks (accumulates).

**Jammer:** Jam a variety of waves within a 20-ft/m radius for an hour. There are a variety of waves from psionic waves to radio waves. One-time use.

**Language Codex:** This codex allows you to instantly learn the language so long as you have the intelligence for it.

**Life Patch:** Patches that are slapped on the body to remove a single chemical, drug, or toxin within the bloodstream.

**Micro Flare Launcher:** Flare launcher that has a range of about 200 ft/m, illuminating a 500-ft/m radius for a couple of minutes.

**Microbug:** Tiny device that records video and voice within 20 ft/m for 100 hours. Can be set to activate on movement, voice or as a tracking device. Requires you to physically retrieve the bug in order to upload the recording to your CID.

**Nano Fabricator:** Universal assemblers that can create anything if you have the materials, blueprints, and permission codes. Consumer fabricators are smaller units, but they can be as large as 20 ft/m on either side. The fabricator come equipped with a disassembler allowing items to be turned into raw materials. This machine requires it to be installed in a room.

**Packs:** Pack is the term given to backpack that everyone carry most of their gear in. In addition to carrying your gear, a pack can be upgraded to include one of the listed upgrades on Table 6-6.

**Prisoner Mask:** Hood tightens around the head of a prisoner that blocks all vision and low-level jamming to prevent wireless communication. Highly resistant with an AR of 20.

**Thermal Googles:** Googles that pick-up heat signatures and radiation.

**Thermite Bar:** Thermite gel that is an incendiary material that burns at an extremely high temperature. Can be used to melt iron, steel, and even plasteel. Has a one-minute burn time to make a large enough hole for a person to fit through. If used on a creature it inflicts the contaminated condition as they are set on fire.

### Chemicals, Drugs & Toxins

#### Table 6-7: Obsidian Gate

|  |  |  |
| --- | --- | --- |
| Item | Price  (credits) | Effect |
| BTX | 100,000 | DC 20 constitution check to resist the stunned and contaminated condition. |
| Carbon Flux | 100,000 | DC 20 constitution check to resist the exposure and contaminated condition. |
| CR Gas | 50,000 | DC 20 constitution check to resist the blinded and contaminated condition. |
| DMSO | 1,500 | DC 20 constitution check to resist the exposure and contaminated condition. |
| Drive | 25,000 | Bonus dice for charisma and intelligence base checks. Penalty dice on dexterity and strength base checks. |
| Frostbyte | 50,000 | DC 20 constitution check to resist the slowed and contaminated condition. |
| Grin | 25,000 | Bonus dice for constitution and willpower base checks. Penalty dice on charisma and intelligence base checks. |
| Hydro | 5,000 | Extinguish flames. |
| MRDR | 25,000 | Bonus dice for dexterity and strength base checks. Penalty dice on constitution and willpower base checks. |
| Nervex | 100,000 | DC 20 constitution check to resist the unconscious and contaminated condition. |
| NX | 5,000 | - |
| Tracker Dye | 5,000 | Marks the target in invisible dye. |
| VE-4 | 25,000 | DC 20 constitution check or suffer from the weakened condition. Removed only when rehydrated. |

All chemicals, drugs, and toxins listed here are illegal and can only be obtained from the Obsidian Gate, the galactic black market. All listed items are considered restricted. Unlike standard restricted items, these items are considered restricted because you need to have access to the black market. In addition, you are limited by stock. Always ask your GM about availability and access. They all are one time use items.

All chemicals, drugs, and toxins last one hour or until a successful medicine check is made to remove the effect. The DC is equal to the constitution DC to resist.

**Variant:** Weaponized versions used by military personnel doubles or triples the DC.

#### Chemicals

**Carbon Flux:** A highly dangerous carbon deconstructing chemical that come in a variety of states: gas, liquid, and solid. Due to its low melting point this black liquid is often found in a liquid state. When most lifeforms get in contact with the chemical they immediately start to rot away as cells start to deconstruct.

**DMSO:** Powerful antidote that is effective against most toxins. Highly addictive and painful.

**Hydro:** Effective liquid fire retardant that does not get objects wet, it simply beads up and slides off.

**Tracker Dye:** Colorless liquid that stains anything but becomes colorful under infrared or ultraviolet light.

**VE-4:** Invisible gas that only take on a color when it soaks up liquid particles. It will drain any liquid within a creature resulting in a painful dehydration. Long term exposure will drain the liquid in the brain resulting in death.

#### Drugs

**Drive:** Speeds up left-right brain communication, stimulates the brain, and improves concentration.

**Grin:** Pain suppressors that causes the user to tunnel vision and turn them into maniacs. However, it has been proven to strengthen both mind and body. Uncontrollable laughter or smiling is its trademark side effect.

**MRDR:** Powerful combat drug that increases combat capabilities. Symptoms are broken blood vessels in the eyes, tense posture, and visible tension. This places an extreme toll on the body and mind.

**NX:** Named after Nathan X a vixen creator and scientist that created an easily modifiable drug to imitate almost any sensation or side effect. As his experiments reached its apex he turned himself into a constantly mutating Vixen. The drug was created to subdue or ease his own transitions. The effects are labeled by number, for instance NX12 is a muscle relaxant. This has made the drug highly valuable and hard to attain since Nathan is the sole manufacturer.

#### Toxins

**BTX:** Extremely potent toxin that inflicts quick paralysis and cardiac arrest that usually kills within a few minutes. Comes in a dark blue liquid.

**CR Gas:** Incapacitating agent that cause blindness, breathing difficulty, skin irritation, and panic.

**Frostbyte:** A droplet of a cold, silver liquid that resemble mercury. Sinks into the skin and rushes through the bloodstream leaving a trail of blue pigment. Congeals at the joints where it hardens and petrify cells.

**Nervex:** Deadly nerve agent that is a colorless, odorless gas. Meant to strike the brain depriving it of oxygen long enough to knock the target unconscious.

## Spacecraft & Vehicles

### Table 6-8: Spacecraft List

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Spacecraft | Price  (credits) | Capacity  (Min/Max) | Cargo | HP | Toughness  Level | Expansions |
| Fighter | 1  Million | 1/3 | 1 ton/tonne | 10 | 0 | +1 Weapon  +3 Rooms |
| Courier | 1  Million | 1/10 | 5 tons/tonnes | 10 | 0 | +0 Weapons  +2 Rooms |
| Freighter | 100  Million | 10/100 | 100 tons/tonnes | 50 | 0 | +0 Weapons  +5 Rooms |
| Cruiser | 10  Million | 3/20 | 10 tons/tonnes | 50 | 0 | +3 Weapons  +5 Rooms |
| Destroyer | Restricted | 10/50 | 10 tons/tonnes | 100 | 5 | +5 Weapons  +10 Rooms |
| Assault  Carrier | Restricted | 300/5,000 | 100 tons/tonnes | 100 | 5 | +3 Weapons  +Infinite Rooms |
| Dreadnaught | Restricted | 200/1,000 | 50 tons/tonnes | 100 | 10 | +10 Weapons  +Infinite Rooms |
| Star  Fortress | Restricted | 10,000/- | - | 100 | 20 | +Infinite Rooms  +Infinite Weapons |

### Table 6-9: Vehicle List

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Vehicles | Price  (credits) | Rent Price  per Day  (credits) | Passengers | Max Speed | HP | Cargo  Space  Required | Expansions |
| Civilian  Vehicle | Varies | 100 | Varies | 75 mph/kph | 1 | Varies | - |
| Cycle | 100,000 | 1,000 | 2 | 150 mph/kph | 10 | 1 ton/tonne | - |
| Rocket Buggy | 250,000 | 2,500 | 5 | 500 mph/kph | 50 | 5 tons/tonnes | +1 Weapon |
| Portable Plane | 500,000 | 5,000 | 10 | 1,000 mph/kph | 30 | 10 tons/tonnes | +1 Weapon |

All spacecrafts have a health pool that is immune to all non-ship class weapons. Vehicles still take full damage from standard weapons. That means only weapons that other spacecrafts and vehicles carry can damage your standard spacecraft. If a creature is hit by a ship class weapon add a zero to the end of the dice result to determine the total damage. So, 4 damage from a destroyer on a 1d10 roll is only 4 damage to other spacecrafts but 40 to an individual or vehicle. It requires a dexterity check, driving or piloting check for vehicles and individuals, to reduce the damage by half. The check is made against the attack roll result.

Assault carriers, destroyers, and dreadnaughts are capital ships. These ships are reserved for the most powerful corporate officials. Obtaining one of these ships is a galactic offense that no one is willing to take on. Star fortresses are mobile space stations geared for combat. Fortresses take a full month to jump from one hex to the next.

Specialized vehicles capable of sea travel, submersion, or burrowing may look different but use the same statistics as standard vehicles.

### Crew & Passengers

A spacecraft’s minimum capacity represents the crew size. The minimum capacity requirement must be met to properly run the ship, this is considered a skeleton crew. Any less and the ship will auto-fail most checks that require input from a user. Checks that the GM deems capable without a proper crew is made at a penalty. Passengers count both driver/pilot and passengers. A passenger maximum of 2 means the driver and one passenger.

### License

You can legally own a spacecraft or vehicle but that does not mean you can legally drive or fly it. A onetime purchase of a license is required. Licenses are linked to a single spacecraft, vehicle or drone. You are restricted to one license per category, you cannot have duplicate licenses. To be caught without the proper license is to have your spacecraft or vehicle impounded. You are also charged a 100,000 credit fine, inability to pay it immediately results in imprisonment until it is fully paid off or 100 years of imprisonment. How you serve that sentence can vary.

**Corporate License (100,000,000c):** Allows your license to now be linked to multiple assets. Requires approval and documentation from HyperCorp.

**Transfer License (5,000c):** The cost to transfer any of the licenses below.

**Capital Ship License (Restricted / 500,000c):** Licensing needed to fly an assault carrier, destroyer, or dreadnaught. Requires approval and documentation from HyperCorp.

**Drone License (100,000c):** Due to their potential threat level and security breaching capability a license is required to own a drone.

**General Spacecraft License (250,000c):** Licensing needed to fly a courier, cruiser, fighter, or freighter.

**Fortress License (Restricted):** Licensing needed to fly a star fortress. Requires approval and documentation from HyperCorp.

**Vehicle License (100,000c):** Licensing needed to drive or fly a vehicle.

**Weapon License (100,000c):** Licensing needed to own a weaponized spacecraft or vehicle. The pilot and owner may not be the same person, however if the owner does not have this license both parties are punished.

### Maintenance

General spacecraft and vehicle maintenance is ignored. However, repair cost is accounted for. You can either repair spacecrafts at a shipyard found at a Tier 2 colony or with an engineering check. Both are a week long endeavor. When paying for repairs at a shipyard no check is required but it cost 10,000 credits per HP of repairs. Repairing it yourself cost 1,000 credits per HP of repairs, in addition to an engineering check. The total DC equals the missing HP.

You can make a single check for the entire job or divide it into segments to lower the DC. Per check is a week’s worth of repairs unless you have helpers. Engineering checks for repairs have an additional option when the help action is taken. You can either grant a bonus dice or split the job between all helpers in case it is well beyond a lone mechanic’s capability. The total DC is split among all those making the check, in increments of 10 and the DC cannot be below a 10. Failing the DC requires a repeat check. Each check to fix a failed repair job takes a week and an additional 1,000 credits.

For instance, a cruiser sustained 31 damage placing it at 19 HP. 310,000 credits to repair it at a shipyard is too much for your team. Instead you decide that you and two other competent mechanics can handle it. Alone it would be a DC 31 engineering check. Two of your helpers decide to repair 10 HP, which translate to a DC 10 engineering check each. Leaving you with the last 11 HP, a DC 11 engineering check. Even if you had a third helper the last 11 HP cannot be split. Instead they can help by giving a mechanic or yourself a bonus.

**Variant Rule:** Vehicle and spacecrafts have a monthly maintenance cost equal to 1% of the market price, including upgrades. Skipping maintenance results in a penalty on all driving, gunnery, piloting, and navigation checks until maintenance is done. The penalties can stack on a month-by-month basis.

### Toughness Level

Toughness level represents a spacecraft’s structural integrity and general toughness. Their toughness level is the amount all damage instances are reduced by. This reduction can reduce damage to zero.

### Stock Rooms

These are stock rooms that come with all spacecrafts. Expansions are extra rooms and weapons that can be added. Some spacecrafts, like fighters and couriers, have smaller versions of these rooms. For instance, the cleansing station can be the size of a closet.

**Bridge:** Control and monitor room for the entire spacecraft.

**Captain/Crew Quarters:** Living quarters for the crew, most passengers receive sleeping cells (self-contained capsules that line a section of the cargo bay). Includes a kitchen.

**Cargo Bay:** Main storage for transported cargo. Has means to preserve anything from gold to ice and can strap down vehicles.

**Cleansing Station:** Serves as a shower room as well as a clean room to disinfect minor contaminations. Serves no mechanical benefit.

**Engine Room:** Contains the warp drive engine, the core engine that allows space travel and gravity on the ship.

**Life Support:** Manages oxygen, food, and water.

### Spacecraft Expansions

Expansions are room and weapon add-ons for spacecrafts and vehicles. By default, they come equipped with the stock rooms listed above. The listed number on Table 6-8 under expansions is the amount of expansions you can purchase.

**Briefing Room (100,000c):** Designed for privacy, allowing secret meetings to be held. Places a penalty on all perception or interfacing attempts for all devices and individuals in the room.

**Cold Cell (100,000c):** A way to properly imprison captives. DC 60 strength or interfacing check to escape. A check can be made once per day.

**Drop Pod (100,000c):** Small, mobile transport ships made to quickly deploy troops or crew within a short distance. Destroyed with a single ship-class weapon (no checks to avoid a hit) but resistant to firearms.

**Dual Platforms (500,000c):** Retrofit the ship to house more weapons granting it a +2 to weapons.

**Escape Pod (100,000c):** Small escape pod that is capable of ejecting from the spacecraft. Contains a cryo pod that allow passengers to enter a frozen state for years. Comes in 1 - 10 passenger sizes. The base price is multiplied by the passenger size. It can be launched from the bridge, exterior door panel, or inside the pod.

**Hatch (100,000c):** Impenetrable chamber with a variety of uses. Some use it as a vault, others use it to store highly radioactive equipment.

**Laboratory (250,000c):** Facility necessary to conduct proper research and experiments. Grants a bonus when using it to make a science check.

**Landing Tracks (100,000c):** A safe means to land on rough terrain. Anything short of a proper landing strip can potentially deal 1d10 damage to a spacecraft.

**Medbay (250,000c):** All treatment is done in this room. Grants a bonus on medical checks and fully heals anyone that spends an hour in the medbay.

**Miscellaneous (100,000c):** All other rooms fall under this category. Greenhouses, gyms, recreation rooms, etc. These are usually rooms that have no mechanical benefit but are built for a roleplaying reason.

**Server Room (250,000c):** Houses a large, powerful network of supercomputers. Grants a bonus to interfacing checks when using the servers to remotely hack.

**Shield Generator (500,000c):** Houses the mainframe that generates the spacecraft's shield system. Doubles the spacecraft’s HP. Shields are considered offline when at half HP.

**Training Matrix (500,000c):** Training room geared for the ultimate augmented reality experience. Its hardcore training modules help improve even the most experienced soldiers. If the GM allows downtime advancement you can spend the month in the matrix to gain 1 AP as a downtime. It is recommended to not allow downtime advancement during narrative time jumps.

**Workshop (250,000c):** With a fully functioning workshop you receive a bonus dice on engineering checks when working in the shop.

### System Upgrades

Spacecrafts can be further upgraded with system-wide upgrades. These upgrades do not count toward the expansion cap for rooms.

**Advance Nav Computer (250,000c):** An upgraded version of the standard navigation computer. Grants a bonus to navigation checks.

**Automated Targeting System (500,000c):** Improvement to the targeting, grants a bonus to gunnery checks.

**ATS Computer (500,000c):** Automated control allowing the pilot to do the shooting as well as the flying.

**Cargo Space (100,000c):** Pressurized cargo grants 2 tons/tonnes to fighters, 20 tons/tonnes to freighters, 200 tons/tonnes to cruisers, and 2,000 tons/tonnes to capital ships.

**Drive Booster (100,000c):** Improves the warp drive engine allowing hex movement at a quicker rate. Decreases travel time from one week to one day per hex.

**Enhanced Response System (250,000c):** A firmware update reserved for expert pilots. Grants a bonus to piloting checks.

**Enhanced Sensors (100,000c):** Increases the spacecraft’s vision by one hex on the world map (accumulative, max 3).

**Extended Life Support (100,000c):** Doubles the spacecraft’s maximum capacity.

### Vehicles

Vehicles have their own HP, allowing the driver or vehicle to be targeted. Targeting the driver imposes a penalty. Vehicles take standard damage from weapons, if hit by a ship-class weapon add a zero to the end of the damage rolled.

**Cycle:** One, two, or three wheeled motorcycle.

**Portable Plane:** The size of a small jet but able to fold in its wings to be stowed away inside a cargo bay. It can be equipped with a lethos launcher.

**Rocket Buggy:** Buggy that use rockets to boost their travel speed and can be equipped with a lethos launcher.

### Arsenal

#### Table 6-10: Spacecraft & Vehicle Weapons

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Ship-Class Weapons | Price  (credits) | Range | Hull  Damage | Shield  Damage |
| Sandthrower | 100,000 | Medium | 4d10 | 4d10 |
| Lethos Launcher | 100,000 | Long | 2d10 | 1d10 |
| Vulcan | 100,000 | Medium | 1d10 | 2d10 |
| Rail Runner | Restricted | Extreme | 4d10 | 4d10 |

The listed ship-class weapons can be equipped on certain spacecrafts and vehicles. Each weapon requires a gunner to operate and takes an action to use. Range bands are used to estimate a weapon’s effective range. Each weapon list a hull and shield damage section. They dictate the amount of damage they deal base on whether shields are up or not. If personnel are hit with a ship-class weapon they must make a DC 60 dexterity check to take half damage. All ship-class weapons have an extreme range radius AOE when dealing with personnel. You can fire each ship-class weapon once per turn. Each weapon requires a gunner and a gunnery check.

**Lethos Launcher:** Missile launcher that decimate ship hulls but does half damage to shields.

**Vulcan:** High powered laser that decimate shields but does half damage to hull.

**Sandthrower:** Flak-like weapon that shoot shards of metal that is designed to shred couriers, fighters, and vehicles. It does no damage to larger spacecrafts.

**Rail Runner:** Massive rail gun that tears through shields and hull, the most powerful and illegal weaponry. Deals equal damage to both shields and hull.

## Drones

Drones are remotely controlled and can expand your interfacing range since the drone can interface with anything within close range of it. You can remain in control of your drone so long as it is within long range and can still pick up your signal. When the signal is cut or out of range the drone will hover in place on standby. All checks made through the drone is done with an interfacing check unless stated otherwise. Drones do not have a bonus action. All actions, aside from move actions, is a standard action. Controlling a drone uses both your bonus action and standard action.

Drones can be purchased or built. Select all the components you want from the list below and pay ten times the total for a finished, delivered drone or purchase each component and make the checks required to build it on your own. Each check requires an hour. Failures require you to repurchase the same component and an additional check. Even though a drone can come in all shapes and sizes, most if not all, drones are flying machines that propels no more than 5 ft/m off whatever surface it hovers above. Below is the list of components and upgrades you add for your drone. Those marked “required” are needed to have a functioning drone. When upgrading to another tier you must fully replace the old component forcing you to pay the full price. This also requires an engineering check. Paid for repairs cost 10,000 credits per HP.

**Module (10,000):** Modules can be purchased to increase the amount of skills your drone can make. All other skills are auto resolved by the GM. Each listed skill requires a module: larceny, perception, stealth, investigation, brawl.

**Repairs:** Follows the same ruling for spacecraft repairs. Repairing it yourself cost 1,000 credits per HP of repairs, in addition to an engineering check. The total DC equals the missing HP. Only one person can work on the drone, you can still receive bonuses from others. Although, you can divide the repairs up into segments of 10 HP for a DC 10 and the DC cannot be lower than 10. Each check requires an hour.

**Specialization:** Add more capabilities to the drone, what once was a killing machine can be retrofitted for so much more. Drones cannot utilize their specialization in combat scenes, except for the storage specialization. You can choose only one specialization.

*Hacking (40,000c):* Grant a bonus to interfacing checks based on hacking.

*Medical (20,000c):* Grant a bonus to medical checks.

*Scanning (20,000c):* Grant a bonus to investigation and perception checks. That is so long as it can detect it.

*Storage (10,000c):* The drone has a Carrying Capacity of 5.

**Chassis (Required):** Structural integrity of the drone, if it drops to 0 hp the drone is considered destroyed and cannot be recovered or repaired.

*Tier 1 (20,000c):* 20 HP.

*Tier 2 (40,000c):* 40 HP.

*Tier 3 (60,000c):* 60 HP.

*Tier 4 (80,000c):* 80 HP.

*Tier 5 (100,000c):* 100 HP.

**Plating:** Increases the drone's toughness and resistance to damage.

*Tier 1 (20,000c):* 10 AC.

*Tier 2 (40,000c):* 20 AC.

*Tier 3 (60,000c):* 30 AC.

*Tier 4 (80,000c):* 40 AC.

*Tier 4 (100,000c):* 50 AC.

*Tier 4 (120,000c):* 60 AC.

**Thrusters (Required):** Thrusters needed to grant the drone mobility.

*Tier 1 (10,000c):* 2 move speed.

*Tier 2 (20,000c):* 4 move speed.

*Tier 3 (30,000c):* 6 move speed.

*Tier 4 (40,000c):* 8 move speed.

*Tier 5 (50,000c):* 10 move speed.

**Weapon Attachment:** Increases the drone's offensive capabilities. Weapons use the gunnery skill and cannot be upgraded. Attachments do not come with their listed weapon, but a check is not needed to add them after construction.

*Dual Attachment (50,000c):* Allow the drone to be retrofitted with both a firearm and seeker instead of just one.

*Railer Rifle Attachment (20,000c):* Allow the drone to be retrofitted with a railer rifle.

*Seeker Attachment (30,000c):* Allow the drone to be retrofitted with a seeker launcher.

## Services

This section covers the most common services that players will likely utilize. All services, including those listed below, can vary in price. It is up to the GM to determine the final cost. Most service costs can be ignored to simplify gameplay, it is up to the GM to determine when service costs can be ignored.

### Body Bank

There are two types of banks, one is the standard financial institute and the other is the servicing and storing of backup bodies. Upon death you are uploaded to the network then downloaded into a new body. Usually it is the closest body bank, but some can set a predefined location. Upon death you can select from the list of services below. Otherwise, the default body replacement is provided. The default, free replacement is of poor quality.

**Mechanical Skin:** 0 credits and 24-hour upload time. This body imposes a penalty to all checks.

**Synthetic Skin:** 5,000 credits and 24-hour upload time.

**AreSynth Skin:** All Aresynth bodies require a full purchase.

**Augmentation & Cybernetic Recovery:** 10% market price of augmentations and cybernetics to reinstall.

**Multicore:** A select few have the approval from HyperCorp to have multiple active bodies. Nova, the galactic news reporter, is the only known person to have this service. She owns Nova News and has a monopoly on all news coverage.

### Emergency Services

Spacecrafts that require rescue and/or towing cost 10,000 credits. Vehicles cost 1,000 credits. Individuals cost 100 credits.

### Table 6-11: Hireling Cost

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Hireling | Cost  (credits) | Main  Stats | Other  Stats | AC |
| Tier 1 | 1,000 | 2d10 | 1d10 | 20 |
| Tier 2 | 3,000 | 4d10 | 2d10 | 40 |
| Tier 3 | 10,000 | 6d10 | 3d10 | 60 |

### Hireling

Hirelings are NPCs that you hire to do a specific job. They come in three tiers, each tier represents how skilled they are. You decide the type of NPC to hire and the GM will determine their main stats/skills. Every hireling that is killed while they are in your employ or during the week you paid for their service, you are charged an additional 10,000 credits on your next hire. Templates for hirelings can be found in Chapter 10.

### Food & Lodging

A day’s worth of food, lodging, and general entertainment cost 100 credits. Any less than that you start to suffer from the weakened condition. This is an option for GMs that wish to track daily, weekly, monthly, or yearly expenses.

### Insurance

HyperCorp offers insurance of any armor, drone, spacecraft (excluding capital ships), vehicle, or weapon. The price for a replacement is 1% of the market price (including upgrades and other cost multipliers). Replacements are only available if you’re in a location that meet the item’s Tech Level. Otherwise, it must be shipped at double the replacement cost and a week-long wait. Below is a list of other services provided and their fees.

**Standard Replacement:** 1% replacement’s market price (upgrades included else a stock item will be received).

**Standard Shipping:** Shipped in or out of system but the original fee is doubled and a week to be received.

**Express Shipping:** Reduce shipping time to 24 hours at triple the original fee.

### Travel

Public transportation is governed and managed by HyperCorp. You can either use their public services or an authorized service provider. Standard land travel via a civilian vehicle cost 100 credits. Table 6-9 have pricing for other air and land vehicles. These forms of transportation cover an entire day’s worth of travel. You can either choose to be driven or rent the vehicle. Space travel also have a flat rate, but it is a one-way ride. You must pay multiple times to be able to make multiple stops. Being ferried in system cost 1,000 credits and one hour, 10,000 credits for out of system and a week per hex.

### XP

Enjoying an eXPerience cost anywhere from 100 credits to 1,000 credits per hour.

# Chapter 7: The Battlefield

|  |  |
| --- | --- |
| Scenario | Bonus/Penalty (Attacks) |
| Aiming | Bonus (ranged attacks) |
| Attacking from prone | Bonus (sniper rifle)  Penalty (all other attacks) |
| Debilitating effect | Penalty |
| Dual/Quad wielding | Penalty (ranged arracks) |
| Grappled/Grappling | Penalty (ranged attacks) |
| In melee engagement | Penalty (ranged attacks) |
| Melee attacking prone target | Bonus |
| Non-ideal shooting stance | Penalty |
| Run and gun | Penalty |
| Shooting prone target | Penalty |
| Shooting target in cover | Penalty |
| Surprised/Hidden from target | Bonus |
| Target outnumbered in melee engagement (must be target’s size or larger) | Bonus (non-ranged attacks) |
| Vision | Penalty (poor or blinded) |
| Weapon Range | Penalty (one range band above weapon’s range)  Auto Miss (two range band above weapon’s range or beyond Extreme Range) |

## Physical Engagement

Combat is a turn-base system that initiates when the GM dictates an action triggers an engagement. This can be physical or non-physical. The same system is used for physical engagement, ship combat, vehicle chases, hacking, etc. If a single check is not enough to resolve the scene then combat is advised.

### Order of Engagement

Before a combat scene begins, players and GMs should finish their actions unless it is an action that would trigger the scene. If the GM determines that those actions trigger combat, then the GM should give detail at what point players get interrupted. Just like the GM, players can force engagement by simply stating they attack or take an aggressive action.

1. **Describe the Scene:** The GM describes or gives an illustration of the scene and the location of all visible combatants. The GM may even call on players to determine their location.
2. **Initiative:** All combatants make a dexterity check and turn order goes from highest to lowest. The GM tracks all rolled initiative checks. Tied initiative can be resolved by rerolling to see who goes first or by some other method. Non-combatants take their turn at the end of each round.
3. **Surprise Round:** At times combatants can be surprised, but this can only happen at the beginning of combat. Those that are not surprised and those that trigger the surprise can act during this surprise round. Go through the initiative order, skipping those surprised. Once all non-surprised combatants take a turn start from the top once more.
4. **Interface Round:** All interfacing actions and turns need to be resolved within this round. All combatants in the network must make a dexterity check each round to see who acts first.
5. **Combat Round:** Once the surprise and interface round is settled, go through each combatant’s turn starting from the top. Once everyone has taken a turn start from the top again and repeat until combat ends. A single round takes six seconds, meaning all combatants act within a six second timespan.
6. **End Combat:** The combat scene ends when all threats are dealt with. Win conditions can vary and does not have to be the killing of every hostile combatant. It is also recommended to end combat scenes when chances of success for the opposing team(s) is low.

### Types of Actions

There are four types of actions: standard, bonus, move, and reaction. On your turn you can use your standard, bonus, and/or move action. Reactions are situational and can only be used in response to something. It can occur before, during, or after your turn. You can only use an action once per round. They can be reused at the start of your next turn. You also cannot swap an action for another (e.g. using an action instead of a bonus action to use an item). Full actions use up all your actions for the round, aside from movement. The instant you use a full action your turn ends and can last for a number of rounds until the action is completed or cancelled. You can cancel a full action whenever you want. Free actions can be made freely and at any time, not just on your turn. GMs should however limit how long and often players use this action. Readying an action allows you to hold an action or bonus action for a trigger that you can state beforehand or announce when the timing is right. You lose your readied action on the start of your next turn. If this is a psi ability, then that MP is wasted.

|  |  |
| --- | --- |
| Actions List | |
| Free  Action | Talking |
| Standard  Action | Attacking, isengage, hiding, item use (except IRD) |
| Bonus  Action | IRD use, racial ability, switching weapons (stow and draw one two-handed or two one-handed weapons) |
| Move  Action | All forms of movement, drop prone or get up from prone, manipulate an item, take cover |
| Reaction | Attack of opportunity, retaliation attack, shielding (grapple condition) |
| Full  Action | Aiming, first aid, interface checks, navigating a network or device (interfacing), suppressive fire |

### Table 7-1: Armor Rating

|  |  |
| --- | --- |
| Example | Armor Rating |
| Hardened wood | 10 |
| Concrete | 20 |
| Steel | 30 |
| Reinforced steel | 40 |
| Plasteel (most constructs) | 50 |
| Weapons and other items | 60 |

### Attacking

To make a melee attack you must make a brawl or melee check. Ranged attacks are small arm or long arm checks. If you meet the target’s AC, then you deal damage. Brawl checks can be made to deal damage or impose the grappled condition to the target. If this is attempted, then you must meet the target’s AC and beat their brawl check with a single roll.

### Damage & Death

When taking damage from any source you always reduce it from your current HP. In the rare cases when you have resistance to damage, you only take half damage round up. If you make a check that allows you to halve the damage on top of having resistance, then you take only a quarter of the incoming damage and so on.

Taking your max HP in damage from a single attack results in instant death. Otherwise, dropping to 0 HP places you in the dying state. The dying condition is met when you drop to 0 HP from lethal damage. If nonlethal or stable, you simply become unconscious until you gain 1 HP after an hour or are healed. The amount of rounds it takes to die is based on your constitution rank. The round until death is only counted when it goes back to your turn. Taking damage while in this state increases the count by one. When dead the mind is instantly uploaded to the nearest server to be cycled through the system and downloaded to a new body. This process takes an hour, during that time if revived the process is canceled. Attempts of revival fails after that hour mark. It takes 24 hours to be downloaded into a new body.

**Fall Damage:** You suffer 1d10 damage for every 10 ft/m you fall. This damage cannot be reduced and bypasses armor. Your dexterity rank x 10 ft/m determines the amount of ft/m you can safely fall. Safely in the sense that you take half damage on a successful athletics check, DC equal to half the fall distance (i.e. DC 30 for a 60 ft/m fall).

### Table 7-2: Detection Types

|  |  |
| --- | --- |
| Detection  Type | Description |
| Normal | One of the five basic senses. |
| Blindsight | The ability to see within darkness or while blinded. Require little to no light. |
| Tremor Sense | Detection of vibration in the air and/or ground. |
| Sensor | The detection and identification of heat signatures, brainwaves, motion, sound, etc. |
| Omni-Vision | A complex detection system that is beyond comprehension. Varies from psionic to mechanical detection. Allows the detection of anything and everything within range. Hidden and invisible creatures are instantly detected. |

### Detection

There are five ranges of detection: normal, blindsight, tremor sense, sensor, and omni-vision. All vision extends out to extreme range (20 ft/m) medium range (10 m, 30 ft.) if vision is hindered.

### Dual Wielding

You can only dual wield one-handed weapons and both must be the same weapon. Even if you have additional free limbs that can wield additional weapons. When dual wielding you still make only one attack roll at one target. If you hit add the total damage from both weapons, any additional effects do not stack. However, dual wielding imposes a penalty on attacks.

### Table 7-3: Recovery Time

|  |  |  |
| --- | --- | --- |
| Medical  Check | Duration | Effect |
| First Aid | Full Action | Stabilize |
| First Aid + IRD | Full Action | x2 IRD heal total |
| Medbay | 1 Hour | Full heal |
| Medical Care | 8 Hours | Full heal |
| Rest | 24 Hours | Full Heal |

### Healing

Quickly tending to someone’s injury is called first aid and takes up a full action. The DC for the medical check to heal or stabilize is determined by the patient’s missing HP. A patient missing 20 HP has a DC 20 medical check to heal. First aid will only stabilize dying targets. You can use an IRD within your medical check and on a success the rolled total is doubled for healing. Your constitution rank determines how many IRDs you can take within a day. Going over that limit results in nan-destabilization. This results in the loss of a humanity point and a penalty on all checks (accumulates). Outside of combat a general medical check will be done over the course of eight hours to fully heal patients. The number of patients you can tend to per eight hours is determined by your medical skill rank. A check is not required in normal situations. A full 24 hour rest with no interruptions will restore everything, including health, psi and abilities.

### Movement & Positioning

You can only use your move action to move up to your move speed in ft/m. You are free to stop and make actions throughout your movement. You can only move through allies and non-hostile targets. You cannot share the same space as another creature. You can use your movement to go into cover, this does not use up additional move speed like prone. If prone your move speed is cut in half. While in cover or prone, ranged attacks on you receive a penalty. This cover must logically make sense and protect (not just cover) at least half your body. Standing behind a creature does not provide cover or penalties to ranged attacks.

When moving someone or something up to one size larger than you reduces your move speed by half rounded down. Anything larger cannot be moved without at least a check or some other means to move it. Difficult terrain reduces your speed by half as well. Movement reduction does stack with other sources (e.g. slowed, difficult terrain, prone, dragging a body). Difficult terrain can be a variety of hazardous, impeding environments. Climbing and swimming also reduces move speed by half, unless you have the gear or anatomy to remove that reduction.

### Opportunity Attack

There are two types of opportunity attacks: attack of opportunity and retaliation. Both require you to be able to see the target. Opportunity attacks are reactionary attacks you make when an enemy moves out of melee range of you so long as you are not wielding a two-handed ranged weapon. You can only attack if you have at least one hand free or wielding a melee weapon. Attacks of opportunity without a melee weapon is an unarmed attack. If an action is used to disengage the target does not trigger any attacks of opportunity during their movement.

Retaliation is a rare ability that few possess. By default, you cannot make retaliation attacks. There are certain subraces and body enhancements that grant this feature. Retaliation triggers when an enemy makes a melee attack against you. Whether they hit or miss you can use your reaction to make a melee attack so long as you have one free hand or a melee weapon. You cannot retaliate on either opportunity attacks. You cannot use any features or abilities with opportunity attacks. Unless a feature specifically states it works with opportunity attacks.

### Table 7-4: Range Bands

|  |  |
| --- | --- |
| Range Bands | |
| Engaged/Melee | 1 ft/m and engaged |
| Close  Range | 1-5 ft/m |
| Medium  Range | 6-10 ft/m |
| Long  Range | 11-15 ft/m |
| Extreme  Range | 16-20 ft/m |
| Beyond Extreme Range | 21+ ft/m |

### Range

When dealing with maps the following range band table is used. Narratively it is up to the GM to state how far away something is. Exact estimation is only needed when dealing with a combat map, otherwise use the range bands: close, medium, long, and extreme range. Space, vehicle, and large scale combat also uses the listed range bands. Anything beyond extreme range is out of the range of any weapon or ability.

### Size

When dealing with maps the size tiny, small, medium, and large take up only one square (1 ft/m). Size only matters when dealing with grapple checks or when a creature is larger than one square. Sizes larger than large is represented by a number, this determines how many squares they take up. Size 2x takes up a 2x2 square, 3x takes up a 3x3 square, and so on. If you are within its reach or adjacent to any of the squares it takes up, then you are considered engaged.

### Stealth

Depending on the situation you must meet a DC or make an opposed check when trying to be stealthy (stealth vs perception). You can only make the check and stay hidden so long as you keep your concealment. While in stealth you gain a bonus on attacks and the enemy gains a penalty until they can pinpoint your location. Hostile actions immediately break your stealth. This does not mean the enemy knows your exact location. Remaining in the same area grants a bonus for those searching, a bonus that accumulates.

### Suppressive Fire

When laying down suppressive fire with a firearm you may target all targets within a 5 ft/m square within your weapon’s range band. If any target within that area moves from their spot you may use your reaction to attack them. This attack is made at a penalty and the suppression ends. Making ranged attacks while suppressed imposes a penalty. Suppression ends at the start of your next turn and requires a reload. Small arms and those with the sniper rifle property cannot lay down suppressive fire.

## Network Engagement

Those making an interface check to enter or leave a network is done on their turn using an action. Once inside a network they take on their avatar and all turns are made simultaneously at the start of the initiative, right after the surprise round. All avatars decide on their actions and what sectors to enter. Once that is done, all necessary checks are made. Standard actions and bonus actions are used to navigate the network. Movement is the only available action you have until you use an action to disconnect from the network. You can force a disconnect at any time or be forcibly disconnected by having your connection to the network interrupted. In either case this results in the stunned condition. This is called Mind Shock.

### Interfacing

Interface checks handle all forms of console input, programming, hacking, and other computer or network related checks. Accessing a public network requires no check, however searching for something hard to find can possibly require a check.

You can only interface with a device physically via a console or its network if it supports wireless connection. You must be within close range to make use of a network. When in a Tier 2 colony and above, your connection can be boosted via relay stations and network hubs. This grants you the ability to attempt a hack into any device or network within the colony. However, that requires additional checks and is a criminal offense.

With a drone your interfacing range extends to extreme range. The drone can stay active so long as it is within long range of you and it can interface with anything within close range of it. Being forcefully disconnected from your drone results in Mind Shock. This includes it moving out of connection range.

### Table 7-5: Tech Level Hack DC

|  |  |
| --- | --- |
| Tech Level | Base DC |
| 1 | 10 |
| 2 | 20 |
| 3 | 30 |
| 4 | 40 |

### Hacking

When trying to access a secure device or network you require permissions, permissions you most likely don’t have. Depending on what you are aiming to achieve you are doing a front-end, back-end or root hack. Each category modifies the base interfacing check DC. You can either attempt to brute force the system by making a single interfacing check against the DC or work up to the permission level you require.

You can make a check to upgrade your status. This check is based on the system’s Tech Level DC. Succeeding removes the front-end DC increase and succeeding a second time removes the back-end DC increase. The DC increase for root access cannot be removed. Failing to brute force the system or upgrade your status alerts the system. On the next round the system’s firewall may now oppose you. There are also other ways for the firewall to be triggered.

Before you can take your turn, you must beat the firewall on an opposed interfacing check. Failing it results in a forced disconnect, resulting in Mind Shock. If disconnected you cannot attempt to hack the network or device for at least 24 hours, maybe longer depending on the system. This status is called Locked Out. You can resist being ejected by suffering mental damage equal to the difference between the two checks. This form of harm can only be healed over a 24 hour period of rest. If you drop to 0 HP, you become unconscious for 24 hours and lose a point of humanity.

If you are attempting to disable or enable something over a long period of time (e.g. disabled security cameras). The duration is determined by your successful roll. It is a tenth of your roll in minutes, rounded down.

You can be opposed by another user in the system. If they are part of the system’s defense they are referred to as Internal Connection Enforcers (ICE). The defender can either be offensive and seek out the hacker or defensive and secure the front-end, back-end, or root. When on the offensive the attacker receives two checks to resist mental harm. They must oppose the firewall and the defender(s), then they can take their turn. When on the defensive choose to secure the front-end, back-end, or root system. One defender per system. When someone tries to hack that system, they must first oppose the defender(s) interfacing check. The defenders get bonus dice base on the system’s TL. If the attacker succeeds, then they must make the DC check to achieve their goal. The defender also is forcefully disconnected and suffers Mind Shock. This all plays out in one turn.

For instance, you need to alter logs on a server via a computer. This is a TL 3 computer making the base DC 30, if a check is required to simply use it. This might mean it is encrypted, password protected, complex/alien-like, etc. You pass the check with a 34. To alter files on the server you need a DC 50 check since you need back-end permissions. 30 from the base DC and +20 from the back-end access difficulty. You can attempt to brute force it with a single check or make the base DC 30 check to upgrade to gain front-end access. You make it with a 44 check. Now that you have front-end access if you want you can make a flat DC 30 check for any front-end manipulation. Otherwise, you need to make another DC 30 check to gain back-end access. This time you fail with a 19 interfacing check. This alerts the firewall. Before you can make another attempt for back-end access you have to oppose the firewall. The firewall rolls a 50 and you roll a 20, you are either locked out of the system and suffer from Mind Shock or take 30 mental damage. You decided to take the damage and even though you failed you can attempt the hack. This time you succeed with a 41. Now the DC 50 check to alter the logs on the server is a base DC 30 check. If this required root access the DC would keep the +30 regardless of your status. However, before you can make that check you must oppose the firewall again. Now you’ve drawn the attention of ICE. This time you succeed with a 20 against the firewall’s 12 roll. Unfortunately, you roll an 8 against the ICE’s 25. You take 17 damage but finally you can make the check to alter the server logs. There is more ICE, but they are solely defending. You end up beating the backup ICE and system’s base DC. Before you can disconnect you must oppose all offensive ICE units and the firewall. If you survive then you can take your turn to disconnect or be saved by someone on the outside that forces you to disconnect thus resulting in Mind Shock.

### Table 7-6: Hacking Status

|  |  |
| --- | --- |
| Upgrade Status | Brute Force DC |
| Front-End Access | +10 |
| Back-End Access | +20 |
| Root Access | +30 |

### Table 7-7: Status Table

|  |  |
| --- | --- |
| Status | Permission  Examples |
| Front-End  Access | User’s personal info, change site’s visual layout, execute simple commands, view hidden info, run restricted software, open/close connections to other systems, read/write/copy/delete files, access sensor feeds, access slaved devices |
| Back-End  Access | Change system settings and perimeters, alter logs/restricted files, interfere with system operations, alter sensor feeds |
| Root  Access | Shut down a system, lockout user, launch countermeasures at others, install backdoor |

### Table 7-8: Firewalls

|  |  |
| --- | --- |
| Firewall/Virus | Dice Pool |
| Basic Firewall  (TL 1) | 2d10 |
| Advance Firewall  (TL 2) | 4d10 |
| Reinforced Firewall  (TL 3) | 6d10 |
| Multi-Tier Firewall  (TL 4) | 8d10 |
| Living Firewall  (e.g. Seed A.I.) | 10d10 |

## Space, Vehicle & Large-Scale Engagement

When engagement is between spacecrafts, vehicles or a large-scale encounter then group initiative is used. By default, all players form their own group. Friendly NPCs can be added to this group or form their own group initiative. Enemies form their own group as well. The GM can further break groups down into different factions (not all enemies are on the same side) or include bystanders. Players may be split forcing two group initiatives. All groups roll a flat 1d10 to determine initiative order. Once again, start from highest to lowest. All combatants part of the group takes their turn when their group initiative comes up. The order in which they take their turn does not matter. Everything else pertaining to order of engagement stays the same.

Spacecrafts and vehicles do not have AC, instead damage is resisted with driving or piloting checks. You oppose the attack roll with your own driving or piloting check. If you fail the spacecraft or vehicle takes full damage, if it is targeted. On a success it takes no damage, if it is a ship-class weapon it takes half damage. Spacecrafts cannot be harmed by non-ship class weapons. Ship-class weapons are so devastating that it is almost impossible to completely dodge. You cannot target drivers or passengers with ship-class weapons. If personnel are hit with a ship-class weapon add a zero to the damage rolled and they must make a DC 60 dexterity check to take half damage. When dealing with personnel, all ship-class weapons have an AOE with an extreme range radius.

### Chase

When trying to catch up or get away then an opposed dexterity, piloting or driving check is required. When the chaser or runner gets beyond extreme range then the chase comes to an end. All ranged attacks are made at a penalty if shooting at or shooting from a moving spacecraft or vehicle.

# Chapter 8: The Void

## Elysian Galaxy / Galaxy Messier 82

Elysian is the name of the galaxy which reside in the far reaches of the universe or at least in relation to the Milky Way. Elysian is a massive spiral galaxy, more isolated than your traditional galaxy. The nearest galaxy being over two million light years away. Within the lonely galaxy resides an inhabited section split into four sectors that span 50 light years each. They are connected in a Y-like shape, outer sectors divided by an expansive ion storm and connected to the center sector.

Sector 0 is the center sector, it is where humanity started in this galaxy. It is also ground zero of a doomsday event that humanity fled from, starting anew in the outer sectors. History on the event is lost or at least that is what historians and online archives claim. This mysterious event led to humanity setting off in three directions to rebuild society. Sector 1 became the region south of Sector 0, Sector 2 in the southeast and Sector 3 to the southwest with ion storms and other hazards in between them. The safest route is travelling through Sector 0 to reach the other sectors but no one have come back from such a voyage. There is no communication between the sectors, making all territory outside the sector a complete mystery.

The story takes place in Sector 2. Aliens with varying abnormal physical characteristics and paranormal abilities reside in this sector. The most unique being a humanoid alien race that resemble wrinkled, stretchy skin with almost brain-like textures. They have empty sockets for eyes and a sealed mouth. These creatures are always dressed in a black cloak. Not only do they have a hive mind but are all considered one entity sharing all experiences and knowledge. They also exhibit strong psionic capabilities that they rarely use. It is said that they are able to bestow the gift of psionics to others if they will it. Their sole goal is to gather knowledge, they care not of the existence of others nor their own existence. All that matters is the mental library of the collective.

At the center of the sector resides a miniature black hole that has instilled fear into the inhabitants of the sector. Many have fled from the sector in search of a new home or riches only to never be seen or heard from again. Now trillions of people work toward perfecting their world, creating the most technologically advance society... or so they thought.

### Technology

The world is filled with holograms and plasteel (platstic steel). None of which matters because everyone coat their world in their preferred augmented or virtual reality. There is no point in flavoring food if a pill can be made to taste like cake. Walls are blank canvases that can be turned into famous murals. Only wealthy regions are given extra care. In this world, nothing is authentic.

Almost every device can be used with your mind alone, otherwise a CID will do. Most devices still require you to be within close proximity of it to interact with it. For finer control, a CID or manual control is required.

### EVE Network

The EVE Network is a social network and the galactic internet. All communication, financial, and other digital processes go through the network. Every message and transaction is scanned and read by EVE. The seed AI that keeps the network secure and aligned herself with HyperCorp. The network covers the entire sector with the use of communication relays. Communication in system is near instantaneous, regardless of where the message was sent from. It takes a week for messages to reach those out of system. The network is available in and out of system. The network can be knocked offline but it is rare. People usually confuse their own cortex connection issue with the network.

Visual sharing, video calls, recordings, internet browsing, streaming, entertainment, and gaming are all services that the network provides. The network also provide argumented or virtual reality, both can be activated and altered at will. Very few are capable of hacking a cortex or the network.

### Psionics

Abyssal Ones are a mystery that scientists can not solve. The capture of an Abyssal One is near impossible. So they settled with the next best thing. The repeated exposure of test subjects to Abyssal Ones and their mind altering attacks. These subjects had their minds and genetic makeup changed beyond human recognition. This is the origin of human psionics. Today’s psionics are descendents of the first psionics, the old way of doing things long abandoned.

### Politics

Every organization, system, planet, colony, ship has its own set of laws. These are often referred to as local laws or government. They determine the laws and the punishment for breaking said law. Galactic laws and guidelines are set by HyperCorp. Governments are constantly trying to gain more control until pushback is received. Reparations are then made and once the tension subsides a power grab is reattempted. Every once in a while powerful organizations, like HyperCorp, step in.

### Reaper Virus

System 147, ground zero of the Reaper Virus. Very few know the origins of the virus, even fewer know about the experiments. Riding the coattails of human and Abyssal One experimentation, scientists furthered their research in attempts to creating living nano-machines known as nanites. The goal was to create nanites that could self-repair and replicate by introducing a biological element to them. After countless failed experiments a breakthrough was made when the nanites was introduced to Titan DNA. The experiment was a success and led to many achievements. The Shell race and sentient machines to name a few. However, one experiment went too far and tried to introduce human characteristics to the nanites.

Human want and cravings turned them into destructive, killing machines. Driven to sate an insatiable hunger as they sought out creatures to infect and consume. The virus is able to detect living creatures over long ditances. It was once believed that it could only sense biological creatures but it has shown the ability to track down Shells as well. The virus has three stages:

#### Stage One

The virus is essentially tiny robots that are able to reproduce by entering the bloodstream of a creature. The nanites slowly consume cells to reproduce more nanites that replace these cells. The first organ to be replaced is the brain and that occurs within a hour. Once the hour has passed the nanites gain full control of the body. In that hour the nanites upload everything the host knows and utilizes it in the best way possible to infect more organisms. Visually the host may have metallic skin and tissue but that is not always the case. Physically and visually the infected remain the same and are rarely aware of their infection. This stage is when the virus is most vulnerable, decapitation or complete destruction of the head will kill the nanites by rendering the host useless.

#### Stage Two

Depending on the host the next transformation can take anywhere from a day to a week. This is the stage in which large sections of the host is replaced by nanites and a few extra limbs begin to grow (wings, claws, tails, etc). The only way to defeat this stage is by complete destruction of the head to the point of disintegration. The problem is the head is replaced by nanites that are much stronger than plasteel and will be heavily protected as the virus becomes aware of its weakness.

#### Stage Three

The final stage is the complete conversion of host cells into nanite cells, this takes at least a month. This allows the virus to shapeshift into anything it wants, reattach limbs, and separate at will like flowing water that can easily reconnect. Once the virus reaches this point there is no way of destroying it. The only option is to contain it or eject it into an inescapable location such as a black hole or sun. Running works too.

### Table 8-1: Days of the week

|  |  |
| --- | --- |
| Days of the Week | |
| First-Day | 1, 6, 11, 16, 21, 26 |
| Second-Day | 2, 7, 12, 17, 22, 27 |
| Third-Day | 3, 8, 13, 18, 23, 28 |
| Fourth-Day | 4, 9, 14, 19, 24, 29 |
| Fifth-Day | 5, 10, 15, 20, 25, 30 |

### Table 8-2: Months

|  |  |
| --- | --- |
| Months | |
| Jantine | Jultide |
| Febtide | Augtide |
| Martide | Septide |
| Aptide | Octide |
| Maytide | Novtide |
| Juntide | Dectide |

### Table 8-3: Crescent Seasons

|  |  |
| --- | --- |
| Crescent Seasons | |
| Spring's Crest (Jantide - Martide) | The celebration of birth, new years, revival, and nature. |
| Christmas style festivity (Martide 30) |
| Summer's Crest (Aptide - Juntide) | The celebration of family, labor, peace, and love. |
| Valentines Day/Thanksgiving style festivity (Juntide 30) |
| Autumn's Crest (Jultide - Septide) | The celebration of fables, conquest, harvest, and heroism. |
| 4th of July style festivity (Septide 30) |
| Winter's Crest (Octide - Destide) | The celebration of death, faith, and kingdom. |
| Halloween style festivity (Destide 30) |

### Time and Ages

Time isn’t as important as it used to be, but still needs to be tracked. The sector follows the HyperCorp calendar. The week is comprised of five days a week, there is no weekends, and six weeks make up a month. The first day of the week is called the First-Day, the second day of the week is called the Second-Day, and so on. To describe an exact day of the week one would say something to the effect of "second-day of the third week of Febtide." This would be known as Feburary 8. The table below will help explain.

Every third month on the thirtieth day the colonies participate in festivities celebrating the end and beginning of the season. The festivities begin when the sun disappears from the horizon and ends at dusk the following day.

## Anomalies

**Nebula (Purple/Blue Gas):** Cloud of dust, hydrogen, helium, and ionized gas that obscure all sensors and detectors making it a perfect place to hide or get lost in. All sensors and detection systems that have a mechanical component becomes useless.

**Black Hole:** The almighty destroyer of life; coming within one hex of it will render any ship trapped within its gravity well. Thus, leading to an inevitable death.

**Ion Storm (Rainbow Gas):** Large cloud of electricity and magnetic fields that is strong enough to disrupt all electronics rendering non-shielded ships powerless and doomed. Shielded ships receive 10 damage to shields per hex. Ships cannot be repaired while in such a hostile environment.

**Radioactive Storm (Green Gas):** Extended exposure without proper protective gear will lead to short and/or long term health problems. Spacecrafts, vehicles and even items can become radioactive if they spend an hour in a radioactive storm. Being in their proximity is treated like a radioactive environment. It takes a month to scrub radiation from radioactive items and vehicles. While exposed to radiation you receive 1d10 damage per hour, which cannot be healed by any means. It requires a new skin to rid yourself of radiation.

|  |  |
| --- | --- |
| Recommended Severity DC | |
| Minor | 20 |
| Moderate | 40 |
| Severe | 60 |

## Environment

Some environments have severity levels: minor, moderate, and severe. The severity level does not change the effect but it does and should reduce viable options players have to safely traverse it.

For instance, a toxic location with a minor severity rating would only need a face mask. A severe rating would require a full body apparatus and even then, it would only last a couple hours before filters require cleaning.

**Corrosive:** 1d10 damage per hour to items, spacecrafts and vehicles without anti-corrosive coating. Items exposed to the corrosive agent is destroyed within an hour.

**Extreme Cold/Heat:** Constitution check to resist the weakened condition per hour. Once weakened the opposite temperature must be applied for an hour to remove the weakened condition.

**Extreme Gravity/Pressure:** Penalty on any non-mental checks and a strength check to resist the slowed condition per hour. The slowed condition remains until you leave the environment.

**Magnetic Field:** Anything mechanical receive a penalty on all checks. Body enhancements and electronics are disabled.

**Polluted:** Penaltyon constitution checks.

**Radiation:** Prolonged exposure results in 1d10 damage per hour, which cannot be healed by any means. Requires a new skin.

**Space:** When your weave armor reaches its limit or you’re out in dead space without proper protection you suffer a penalty on all checks, even mental checks. You also suffer 1d10 damage per minute from extreme temperature and other factors.

**Toxic:** If breathed in a constitution check is needed to resist the contaminated condition and the 1d10 damage per round. Your constitution rank determines the number of minutes you can hold your breath.

**Unbreathable:** Your constitution rank determines the number of minutes you can hold your breath. Once deprived of oxygen, you go unconscious and go through the dying condition.

**Underwater:** Penalty on dexterity and strength checks for non-aquatic creatures.

## Organizations

Elysian Galaxy is govern by organizations. There are two types of organizations: major and minor organizations. Exhuman, Firewall, HyperCorp, ID Crew, Nine Lives, and the Syndicate all make up the major organization. These organizations are too large to be dismantled or influenced.

Minor organizations make up the rest of society and its factions, businesses, gangs, etc. Organization is the term used to label a gathering of people that share a common cause. However, even minor organizations can pose a serious threat.

### Exhuman

This organization’s main goal is to transcend transhumanity and achieve posthumanity. They strive for physical and mental perfection. Their motivation come from alien interaction and the advancement of artificial intelligence. This obsession has led to many inhumane acts and experimentation on unwilling individuals, which inevitably leads to self-experimentation. The organization as a whole is not bad and not all members are criminals. Those that are sanctioned and follow the legal procedures for human advancement get little publicity. Those that force experimentation or create a catastrophe often take up the spotlight, thus giving the organization a bad reputation. Those that work with Exhumans believe that they will spearhead the next evolution of mankind, just like Firewall many years ago.

Its structure comprise of many smaller factions spearheaded by a single leadership or council. They work independently but are quick to share their knowledge with one another when a breakthrough is made. Due to the organization’s stigma, they work in secrecy and are wary of outsiders that do not immediately accept conversion. They do not have a headquarters for the organization as a whole. Each faction has their own headquarter and territory.

### Firewall

The founders of transhumanity, they manage and maintain all backups and skins. HyperCorp is contracted to provide the infrastructure and are their sole reseller. Allowing them to focus on the research and advancement of transhumanity. Firewall have demonstrated their capability to control and alter the memories of their clientele. Sometimes going as far as controlling an entire system’s population. Claiming it is used only for peacekeeping or capital punishment. There have been severe backlash but not enough to dismantle the organization as a whole. Instead Firewall have lost control of certain systems and resources. They were pressured into a contract with HyperCorp, one that regulates and monitors their services and products.

Evelyn Reaves, the Iron Maiden, is the CEO of Firewall. A seed AI housed at their headquarters Eden One. A space station within the Aegis System. She is Firewall’s librarian, she has logged every second of every individual since the creation of Firewall. The amount of data centers reserved for her alone is beyond imagination. All of which is guarded by the most advance military force in the sector.

### HyperCorp

HyperCorp is not just one organization, it is dozens of organizations that hold the sector together. All flying under the banner of HyperCorp and following their policies. Ranging anywhere from transportation services to banking and security. They have branched out enough, monopolizing essential services, to force the entire sector to be dependent on them. The services and products they don’t provide, they manage and regulate. Everyone is aware of HyperCorp's shady tactics, but they have too much information on everyone for anyone to do any serious harm to the powerhouse. As long as they stay on the fence when it comes to public issues and politics, everyone is happy.

Existential Volume of Earth (EVE), the seed AI from Earth also the brain and security behind EVE Network, and HyperCorp have banded together to safeguard the sector and its people. This comes in the form of galactic policies and regulations that all individuals and organizations must follow. All of which is backed by the most powerful and largest military force in the entire sector.

Hyperion space station is their headquarters, it is located within the Helix System. Found in the center of the sector near the sector’s blackhole. Their territory is comprised of a handful of systems at the center of the sector, some of which lie within a nebula. Most of their colonies and space stations are restricted with only a small handful open to the public. HyperCorp is run by Kai, the president of the organization. A seed AI that have been appointed by EVE. He is the face and Eve is the muscle, a partnership that have been set in stone many centuries ago.

### ID Crew

Darkcasters that offer illegal data-transmission and communication services. Known for selling illegal software, pirated media, hackers, porn XPs and much more. The amount of criminal and shameful activities overshadow the good they do in the sector. Working with anonymous accounts and fake ego ID, they navigate through the network in order to retrieve and send sensitive information. Most of which is indecent but sometimes data that an individual or organization is trying to bury is spread throughout the network. That is ID Crew’s main purpose. Bringing to light the evil deeds and practices of individuals and organizations alike. Their main opposition is HyperCorp.

The organization is comprised of individuals scattered throughout the sector. All working independently and secretly. Even during collaborative work, identities and motives will rarely be shared. Every once in a while resources and information will be pooled together. Even though they do not have a headquarter, they often safeguard and support rebel systems. Turning them into safe havens for the ID Crew and other illegal organizations. A system labeled an independent territory doesn’t necessarily mean it is solely controlled by a single organization. Multiple illegal organizations are responsible for shaping these independent systems. Due to this, these systems are often referred to as lawless.

### The Syndicate

The Syndicate is comprised of reserchers, seekers and protectors of AI technology. As researchers, they have created and trained 99% of all artificial intelligence. Constantly improving on the tools and methods used to control and educate, as more advance AIs are created or discovered.

Those that become Syndicate researchers spend their life in a controlled environment, like a lab, interacting with AIs. Then there are the seekers or protectors, these agents are sent out into the field to find new and old AIs. When an AI goes against their programmed directive, they are labeled as rogue. This is not to be confused with the Shell race. Shells are AIs that have passed the Syndicate’s sentience test. Now considered sentient, they are added to Firewall’s backup system. This test could have been done with or without the Shell’s awareness or approval. The Syndicate take on a hands off approach when it comes to sentient AIs. This is due to HyperCorp’s humanity laws and their interest to see how Shells develop without their involvement. Shells are often tracked and monitored in secret. Rogue AIs on the otherhand do not pass on their sentience test and still exhibit abnormal behavior. A recall is sent out, seeker agents are sent out to make sure the AI goes through the recall process. Which more often than not, they fail to comply. When it comes to newly discovered AIs they are tasked with either retrieving the AI or securing it. First they are sent in to investigate and confirm the AI’s existence. If the AI is under another organization’s employ or similar situations that would result in legal issues, the seekers will be tasked with securing the site and waiting for researchers to arrive and complete their investigation. In all other cases, seekers will be tasked with forcefully retrieving the AI and escorting it back to headquarters.

The Syndicate is found on the edge of the sector, inside an asteroid field and/or ion storm. This makes it extremely difficult to reach their systems. Their society and ships are designed to withstand these harsh environments. Within the ion storm resides their headquarters, run by a council of individuals called the Night Mothers. A matriarchy that have a close connection to seed AIs, including EVE herself. The Night Mothers focus on seed AIs, but they have final say on any matter. Proctors are the ones that all seekers and researchers answer to.

## Points of Interest

**Planets:** Tech level 1 is barbaric, 2 is modern (equivalent to the 21st century), 3 is future (majority of systems), 4 is alien tech.

**Terran:** Planets with the closest features to earth, with at least 10% of Earth's resources. These are the only planets able to sustain large colonies.

**Barren:** Desolate planets with very little water and is able to sustain very small colonies built near water sources. These planets are usually low tech and filled with barbarians due to the lack of outside influence since no one wishes to colonize such desolate planets.

**Ice:** Frozen planets that can sustain very few lifeforms, requires appropriate research and tech to sustain small encampments. Main source of interstellar water supply. Due to privacy and natural defenses corporations tend to establish labs, prisons, etc. on these planets.

**Volcanic:** Hot, molten planets that is made out of nothing more than metal and magma.

**Gas Giant:** Very toxic and/or radioactive formless planets. Prime locations for mining their numerous moons or vapors to convert to fuel.

**Blue - White – Red Stars:** Stars vary in size, heat, and brightness. The stars listed are properly listed from hottest to coldest, young to old, heavy to light, bright to dim.

**Asteroid Field:** Navigation checks receive a penalty if trying to traverse such a dangerous environment. Each hex adds an additional penalty. On a failure each hex deals 1d10 damage to the shields or hull if shields are depleted. This damage cannot bring the spacecraft below 1 HP. The hex that the spacecraft drops to 1 HP is where it is stranded. If players cannot acquire a means to save themselves they can call for a rescue service provided by the nearest TL 2 or above colony. The spacecraft is brought to that location for repairs, if they can afford it, else they must repair it themselves. Regardless, they are towed back to the colony. The rescue service cost 10,000 credits.

## Space Travel

It takes one week (or day depending on upgrades) per hex and one hour to travel anywhere in system. Space travel was the first field of science to be mastered. It was required to escape the turmoils of the previous generation, the pre-transhuman generation. The means for long distance travel required occupants to be placed in cryostasis, the reversible preservation of biological objects in subzero temperatures. A state they would remain in for majority of the voyage, while the spacecraft traversed space unmanned.

Just like standard technology, space travel is categorized by Tech Level. All utilize warp drive engines that originated from Titan Tech. Not to be confused with warp drive, the warp drive engine itself is the piece of machinery that allows light speed travel. A TL 1 warp drive can travel the speed of light, TL 2 can travel two times light speed, TL 3 can travel three times light speed, and so on. The pre-transhuman generation kept warp drive technology a secret and utilized it for their own secret purposes. Even at the end as the Human Salvation Organization (HSO) sent off volunteers out into deep space, the public were still unaware of the spacecraft’s specs.

In today’s society the public is restricted to TL 1 to 360 engines (one hex per day). Corporate and military spacecrafts have up to TL 8640 engines (one hex per hour). Aliens and maybe even top secret spacecrafts possess engines beyond that. Even though light speed and faster than light speed can be achieved, it is reserved for long distance travel. Which constitute travel between systems, where there is significantly less traffic, debris and gravity wells. A constant risk with warp speed. Spacecrafts are capable of automated flight but the ship’s capability is unable to handle unpredictable, high traffic areas within systems.

Warp drive engines are throttled to speeds well below light speed. These speeds are slow enough to be within the controls of a pilot with the assistance of onboard computers. This makes it more convenient for short distance flights since warp drive requires a minute to activate. During that activation process the spacecraft’s engines are powered off as systems are reallocated to deal with light speed travel. Even if this was attempted it would inevitably lead to a failure as all engines have a built in kill switch that activates if attempted within the systems. A safety precaution HyperCorp set for all warp drive engines, built into the omnicore itself.

## Systems

### Aegis System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| Blue Star | 3 | Firewall | HH86 | Space |

#### Cervano

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | EE85 |
| Tech Level | 2 |
| Type | Terran Planet |
| Moons | 15 |
| Tags | Firewall underwater data centers, orbital colonies, water colonies |
| Population | 120 Billion |
| Biome | Toxic |
| Atmosphere | Normal |
| Information | People had to construct floating or orbital colonies, far away from the planet’s deadly vegetation and soil. Only those lucky enough to receive the immunity boosting vaccines are able to live on land. Those in power are those with the vaccine supply. |

#### Eden One

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | HH90 |
| Tech Level | 4 |
| Type | Space Station |
| Moons | N/A |
| Tags | Firewall headquarters, communication station, research station |
| Population | 5 Billion |
| Biome | N/A |
| Atmosphere | N/A |
| Information | Eden One serves both as the organization’s headquarter, as well as, Evelyn’s mainframe. The entire space station is the central processing unit of the seed AI that controls Firewall. |

#### Moscoso

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | GG87 |
| Tech Level | 2 |
| Type | Gas Giant |
| Moons | 9 |
| Tags | Luna excavation |
| Population | 210 Million |
| Biome | N/A |
| Atmosphere | Extreme heat, helium, hydrogen |
| Information | The Aegis and Apala System’s main source of raw materials, aside from water. |

### Aether System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| Blue Star | 1 | Neutral | E57 | Radioactive Storm |

#### Diru

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | D56 |
| Tech Level | 1 |
| Type | Terran Planet |
| Moons | 3 |
| Tags | Gold rush |
| Population | N/A |
| Biome | Radiated |
| Atmosphere | Extreme heat |
| Information | Survey probes have labeled this planet rich in rare raw materials but also rate it as the most radiated planet in the entire sector. |

### Aneda System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| Blue Star | 1 | Neutral | D4 | Space |

#### Argus

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | C5 |
| Tech Level | N/A |
| Type | Volcanic Planet |
| Moons | 1 |
| Tags | Research stations |
| Population | N/A |
| Biome | Extreme heat |
| Atmosphere | Extreme heat |
| Information | The only publicily known Reaper Virus research lab. It was a collaborative research station that all the major organizations utilized in the early days. Abandoned after many failed experiments that even HyperCorp could not keep secure. |

### Apala System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| White Star | 1 | Firewall | GG77 | Asteroid Field/Space |

#### Nabeela

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | GG75 |
| Tech Level | 2 |
| Type | Space Station |
| Moons | N/A |
| Tags | Refugee station, trade hub |
| Population | 33 Billion |
| Biome | N/A |
| Atmosphere | N/A |
| Information | Only a small portion of its inhabitants are residents of the space station. There is a major problem with refugees being kidnapped and used for posthuman experimentation. |

#### Panthos

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | FF78 |
| Tech Level | 2 |
| Type | Ice Planet |
| Moons | 7 |
| Tags | Excavation |
| Population | 240 Thousand |
| Biome | Normal |
| Atmosphere | Normal |
| Information | Supplies the Aegis and Apala System with water and other raw materials. |

### Arete System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| Blue Star | 2 | Neutral | R94 | Space |

#### Diego

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | R94 |
| Tech Level | N/A |
| Type | Volcanic Planet |
| Moons | N/A |
| Tags | Abandoned weapon testing site |
| Population | N/A |
| Biome | Extreme heat |
| Atmosphere | N/A |
| Information | The planet became highly unstable once the atmosphere was destroyed after centuries of weapon testing. |

#### Ermin

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | T92 |
| Tech Level | N/A |
| Type | Asteroid |
| Moons | N/A |
| Tags | Abandoned military base |
| Population | N/A |
| Biome | N/A |
| Atmosphere | N/A |
| Information | A shared military base that was utilized by small and major organizations in the early years. The base have been scrapped and looted numerous times since then. |

### Arlas System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| Blue Star | 2 | Independent | RR10 | Space |

#### Platon

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | PP10 |
| Tech Level | 3 |
| Type | Terran Planet |
| Moons | 32 |
| Tags | Buble colony, feudal system, trade hub |
| Population | 46 Billion |
| Biome | Normal |
| Atmosphere | Normal |
| Information | Inhabitants are highly sensitive due to their weakened immune system. All stemming from their genetic makup. |

#### Thoe

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | RR12 |
| Tech Level | 3 |
| Type | Asteroid |
| Moons | N/A |
| Tags | Excavation, feudal system, military base |
| Population | 7 Million |
| Biome | N/A |
| Atmosphere | N/A |
| Information | Military base that is governed by the Asta System and their organizations. Protects the Arlas, Asta, Niaz, Proxy and Reena System. |

### Asta System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| Blue Star | 2 | Independent | VV6 | Space |

#### Baraka

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | UU5 |
| Tech Level | 2 |
| Type | Gas Giant |
| Moons | 88 |
| Tags | Feudal system , luna excavation |
| Population | 19 Million |
| Biome | N/A |
| Atmosphere | Helium, hydrogen |
| Information | Most workers are stationed here for indentured servitude, all signing away parts of their life for a bright future. |

#### Bandae

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | WW3 |
| Tech Level | 3 |
| Type | Terran Planet |
| Moons | 3 |
| Tags | Feudal system, rebellion, trade hub |
| Population | 62 Billion |
| Biome | Normal |
| Atmosphere | Normal |
| Information | A society that closely resembles the feudal system. The planet as well as the Arlas, Asta, Niaz, Proxy and Reena System are all governed by a king. A ruling that have placed half the populace and even some planets into rebellion. A rebellion that have lasted centuries. |

### Carina System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| White Star | 1 | Neutral | J22 | Space |

#### New Tritan

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | I23 |
| Tech Level | 1 |
| Type | Barren Planet |
| Moons | 7 |
| Tags | Hostile, pretech cult |
| Population | N/A |
| Biome | Corrosive storms |
| Atmosphere | Normal |
| Information | Home to tribes that worship spacecrafts and those that fly them. They have collected crash landed spacecrafts, forming the largest spacecraft graveyard ever encountered. |

### Dido System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| Blue Star | 2 | Firewall | C29 | Space |

#### Autolye

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | C31 |
| Tech Level | 2 |
| Type | Asteroid |
| Moons | N/A |
| Tags | Communication hub, excavation |
| Population | 70 Thousand |
| Biome | N/A |
| Atmosphere | N/A |
| Information | Firewall’s main relay station for communication beyond the sector and with its core systems. Now retrofitted to monitor Montaro ever since the Reaper Virus outbreak. |

#### Montaro

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | A19 |
| Tech Level | 2 |
| Type | Terran Planet |
| Moons | 17 |
| Tags | Underground colonies, quarantined |
| Population | 62 Million |
| Biome | Extreme heat |
| Atmosphere | Extreme heat |
| Information | The planet’s inhabitants were forced to live underground as they mined raw materials, safe from the inhabitable surface. Their deep mining uncovered an abandoned, lost colony deep below the surface. This unleashed the dormant Reaper Virus. Labeling the planet lost, Firewall extracted all of its military force and left the colony to fend for itself. Now it is an restricted colony split in half, one clean and other virus infested. |

### Drides System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| White Star | 1 | Neutral | P10 | Asteroid Field |

#### Cridoria

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | O11 |
| Tech Level | 1 |
| Type | Barren Planet |
| Moons | 11 |
| Tags | Abandoned colonies, Abyssal One hive, excavation |
| Population | N/A |
| Biome | Normal |
| Atmosphere | Normal |
| Information | There have been sightings of massive Abyssal Ones the size of buildings, sometimes in hordes. |

### Eden System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| Blue Star | 3 | The Syndicate | UU83 | Ion Storm |

#### Bera

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | WW87 |
| Tech Level | 4 |
| Type | Gas Giant |
| Moons | 16 |
| Tags | Abandoned Titan facilities, Abyssal One hive, depleted Titan engines |
| Population | N/A |
| Biome | N/A |
| Atmosphere | Helium, hydrogen, ion storm  Corrosive storms, toxic |
| Information | It is said that Bera used to be a Titan planet filled with Titan tech. Now it is nothing more than a dangerous gas giant that tears apart spacecrafts that venture too close. Leaving behind only objects strong enough to resist its corrosive atmosphere, like the Titan tech left behind. |

#### Eden

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | TT84 |
| Tech Level | 4 |
| Type | Planetary Space Station |
| Moons | 102 |
| Tags | Elder gate, Titan tech |
| Population | 100 Billion |
| Biome | Normal |
| Atmosphere | Ion storm |
| Information | The pinnacle of humanity, the closest that humans have come to the superior beings known as Titans. This colossal space station is built from Titan tech and around an Elder Gate. Believed to be the gateway to other galaxies and universes. |

#### Fera

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | SS79 |
| Tech Level | N/A |
| Type | Gas Giant |
| Moons | 8 |
| Tags | N/A |
| Population | N/A |
| Biome | N/A |
| Atmosphere | Helium, hydrogen, ion storm  Radiated |
| Information | Rumor has it that Fera is the byproduct of a Titan weapon being used, some claim the weapon lie within its core. |

#### Mendia

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | VV80 |
| Tech Level | 4 |
| Type | Ice Planet |
| Moons | 32 |
| Tags | Excavation |
| Population | 2 Billion |
| Biome | Extreme cold |
| Atmosphere | Ion storm  Extreme cold |
| Information | Mendia is a graveyard, spacecrafts that attempt to traverse the ion storm that surrounds the system often end up crashlanded here. Mendia’s size and gravity well draw in all manner of spacecrafts. |

### Eshora System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| White Star | 2 | HyperCorp | K39 | Space |

#### Crippe

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | I35 |
| Tech Level | 1 |
| Type | Barren Planet |
| Moons | 6 |
| Tags | Restricted, weapon testing |
| Population | N/A |
| Biome | Radiated |
| Atmosphere | Extreme heat |
| Information | Crippe have been designated the planet to test all doomsday weapons. This have resulted in a radiated and inhabitable planet. |

#### Strecos

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | K41 |
| Tech Level | 4 |
| Type | Space Station |
| Moons | N/A |
| Tags | Restricted, observatory, research station |
| Population | 33 Billion |
| Biome | N/A |
| Atmosphere | N/A |
| Information | HyperCorp’s main research station and the largest research station in the sector. Handles all research and testing for the organization, including but not limited to weapon testing. |

#### Dachao

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | J40 |
| Tech Level | 3 |
| Type | Ice Planet |
| Moons | 1 |
| Tags | Restricted, research station |
| Population | 17 Million |
| Biome | Extreme cold |
| Atmosphere | Extreme cold |
| Information | Strecos’ research station designed for planetside testing. |

### Eswone System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| Blue Star | 1 | Neutral | C41 | Space |

#### Juyrus

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | B42 |
| Tech Level | N/A |
| Type | Volcanic Planet |
| Moons | N/A |
| Tags | Abyssal One hive |
| Population | N/A |
| Biome | Extreme heat |
| Atmosphere | Extreme heat |
| Information | Juyrus is barely considered a planet, its structural integrity is questionable at best. The planet is mostly molten. It is believed that the wyrms that tunnel through the planet to be the cause. |

### Faridah System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| White Star | 2 | Independent | Q79 | Space |

#### Lazardis

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | P80 |
| Tech Level | 1 |
| Type | Barren Planet |
| Moons | N/A |
| Tags | Outbreak, quarantined |
| Population | N/A |
| Biome | Normal |
| Atmosphere | Normal |
| Information | All of its inhabitants went mad after a deep surface gas leak. After hundreds of rescue attempts the planet was quarantined and abandoned. |

#### Ianassa

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | R76 |
| Tech Level | 1 |
| Type | Barren Planet |
| Moons | 46 |
| Tags | Friendly, psi worship |
| Population | 19 Billion |
| Biome | Normal |
| Atmosphere | Normal |
| Information | The tribes of Ianassa are rumored to abduct visitors and force them through a conversion treatment. |

### Festion System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| Red Star | 1 | HyperCorp | O57 | Space |

#### Titu

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | O55 |
| Tech Level | N/A |
| Type | Asteroid |
| Moons | N/A |
| Tags | Weapon testing site |
| Population | N/A |
| Biome | N/A |
| Atmosphere | N/A |
| Information | Hypercorp’s weapon testing site for ship-class weapons. |

### Grima System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| Red Star | 2 | Independent | JJ54 | Ion Storm/Nebula |

#### Vigdis

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | II55 |
| Tech Level | 4 |
| Type | Asteroid |
| Moons | N/A |
| Tags | Restricted, asteroid bubble colony, excavation, trade hub |
| Population | 1 Million |
| Biome | N/A |
| Atmosphere | Ion storm |
| Information | The asteroid is powered and moved by a Titan Tech engine. Vigdis is a restricted community of master builders and craftsmen. One must have a voucher from an inhabitant of Vigdis to enter the colony. That or be part of the yearly training program that take in the top 100 engineers from Unn. |

#### Unn

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | KK51 |
| Tech Level | 3 |
| Type | Asteroid |
| Moons | N/A |
| Tags | Asteroid bubble colony, excavation, trade hub |
| Population | 62 Billion |
| Biome | N/A |
| Atmosphere | Ion storm |
| Information | The asteroid is powered and moved by a Titan Tech engine. There is also an institute of scholars that study Titan Tech. Engineers come to Unn to train and perfect their trade, in hopes of gaining entry into Vigdis. |

### Helix System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| Red Star | 3 | HyperCorp | R44 | Nebula/Space |

#### Hyperion

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | R42 |
| Tech Level | 4 |
| Type | Space Station |
| Moons | N/A |
| Tags | HyperCorp headquarter |
| Population | 140 Billion |
| Biome | N/A |
| Atmosphere | N/A |
| Information | Hyperion alone is half the size of a planet, this excludes its massive defense system that encircles it. Hyperion is built to be its own system. If HyperCorp was to lose all its territory, all it would need to take it back would be Hyperion. |

#### Feri

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | Q47 |
| Tech Level | 4 |
| Type | Asteroid |
| Moons | N/A |
| Tags | Asteroid colony, excavation |
| Population | 40 Billion |
| Biome | N/A |
| Atmosphere | N/A |
| Information | Just like Tera, Feri provides all of HyperCorp with all the raw materials it requires. Feri stores majority of their mined resources since most of HyperCorp’s resources have been provided by third-parties as a form of payment. |

#### Tera

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | S49 |
| Tech Level | 2 |
| Type | Ice Planet |
| Moons | 4 |
| Tags | Bubble colonies, excavation |
| Population | 57 Billion |
| Biome | Extreme cold |
| Atmosphere | Extreme cold |
| Information | Tera provides all HyperCorp systems with water. A combination of its sheer size and HyperCorp’s efficient water usage has provided its people a near infinite water source. |

### Hoana System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| White Star | 1 | Independent | N70 | Asteroid Field/Space |

#### Gitika

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | M71 |
| Tech Level | N/A |
| Type | Asteroid |
| Moons | N/A |
| Tags | Abandoned, lost space station, underground society |
| Population | N/A |
| Biome | N/A |
| Atmosphere | N/A |
| Information | Floor 1: Industrial  Floor 2: Commercial  Floor 3: Residential  Floor 4: Corporate District  Floor 5: Military District  Gitika is an old rebel safe haven. When the major organizations were in their early stages, a rebel group was formed to fight back their expansion. This led to a war that lasted thousands of years. Gitika was their secret base of operations. The rebel headquarters was hidden deep inside an asteroid, it was designed to fool scanners. Even though their main supporters were killed and base of operations destroyed, the war still wages on. |

### Hyperes System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| Red Star | 1 | HyperCorp | S65 | Nebula/Space |

#### Amal

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | R66 |
| Tech Level | 4 |
| Type | Barren Planet |
| Moons | 3 |
| Tags | Restricted, psi institute |
| Population | 7 Million |
| Biome | Normal |
| Atmosphere | Normal |
| Information | Amal is the home of children experimentation and psi creation. The Amal Psi Institute breed, raise and train psionics. The Institite’s main campus is a massive tree-shaped structure that is divided into three sections: ground, bark, and canopy. Each with an access level of Grounder, Climber and Flyer. Surrounded by a ring of ground level facilities in a mist that closely resemble a cosmic storm. What happens behind those walls is a mystery to all. |

### Iris System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| Red Star | 3 | The Syndicate | RR50 | Ion Storm |

#### Skoni

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | QQ47 |
| Tech Level | 4 |
| Type | Space Station |
| Moons | N/A |
| Tags | Syndicate headquarters |
| Population | 42 Billion |
| Biome | N/A |
| Atmosphere | Ion storm |
| Information | Headquarters of the Grimwood Syndicate, simply known as the Syndicate. Its network contain dozens of dormant and active seed AIs, in addition to any backup bodies they may require. |

#### Veri

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | UU51 |
| Tech Level | 4 |
| Type | Ice Planet |
| Moons | 72 |
| Tags | Excavation |
| Population | 190 Million |
| Biome | Extreme cold |
| Atmosphere | Extreme cold, ion storm |
| Information | Ghost spacecrafts can be spotted in the ion storm out in space, in addition to radio transmisisons with no traceable sources. |

#### Yamini

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | RR52 |
| Tech Level | 4 |
| Type | Gas Giant |
| Moons | 55 |
| Tags | Luna excavation |
| Population | 82 Million |
| Biome | N/A |
| Atmosphere | Helium, hydrogen, ion storm |
| Information | Yamini’s moons were once an Abyssal One hive. Now there are just remnants of them. |

### Ironguard System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| Space Station System | 0 | Independent | I65 | Asteriod Field |

#### Ironguard

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | I65 |
| Tech Level | 3 |
| Type | Space Station |
| Moons | N/A |
| Tags | Black market headquarters, pirate base |
| Population | 95 Billion |
| Biome | N/A |
| Atmosphere | N/A |
| Information | Sector 1: Police state that govern the sector extorting businesses for protection services. Their leaders have been working to unite Ironguard under their rule in order to declare war on HyperCorp and expand to nearby systems.  Sector 2: Ever changing sector, its layout is different everytime. Impossible to navigate without a tech specialist or guide. The infamous hacker known as Glitch seem to have a soft spot for its inhabitants. The hacker can be found protecting and recovering their data as well as helping them from time to time. Some believe it to be where Glitch resides.  Sector 3: Safe haven and refugee center for those gifted with psionics. Their leadership have been working to unlock the secrets of the Brokers and harnessing a power akin to theirs through the extraction of psionic brains.  Sector 4: Slums, den of thieves and scummers. It is said that they are slowly building their own prototype Dreadnought.  Sector 5: Run by cultist with strict laws and curfews. There are rumors that their leaders and people are possessed and are under some form of possession. |

### Ivy System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| Red Star | 2 | HyperCorp/Independent | N22 | Space |

#### Oyrus

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | M19 |
| Tech Level | 2 |
| Type | Asteroid |
| Moons | N/A |
| Tags | Communication hub, excavation, HyperCorp outpost |
| Population | 15 Billion |
| Biome | N/A |
| Atmosphere | N/A |
| Information | Oyrus is a militarized mining colony that is built to supply Vuch with raw materials. However, its main purpose is to monitor Vuch and deploy a military force on a short notice. Less so to protect the planet and more so to catch any rebels or criminals looking to save their imprisoned loved ones. |

#### Vuch

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | O21 |
| Tech Level | 2 |
| Type | Terran Planet |
| Moons | 4 |
| Tags | Independent system, orbital colonies, trade hub, water colonies |
| Population | 52 Billion |
| Biome | Toxic |
| Atmosphere | Normal |
| Information | HyperCorp uses Vuch as a makeshift prison. Built to house the families and friends of those with serious criminal offenses that have not been apprehended. Its inhabitants are not allowed to leave the planet and those that enter the planet must receive approval. |

### Japeron System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| Red Star | 2 | HyperCorp | I51 | Space |

#### Keythe

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | J54 |
| Tech Level | 3 |
| Type | Gas Giant |
| Moons | 10 |
| Tags | Luna military base, pirate scouting station |
| Population | 13 Billion |
| Biome | N/A |
| Atmosphere | Helium, hydrogen |
| Information | The military base on Keythe is a specialized task force trained and geared toward pirate hunting. Their main goal is to locate the pirate base within the nearby asteroid field. Something they have been striving for many centuries. Until then the base attempts to intercept any ships leaving or entering the zone, in hopes of catching any pirates. |

#### Oca

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | H48 |
| Tech Level | N/A |
| Type | Barren Planet |
| Moons | 19 |
| Tags | HyperCorp ruins, meteor shower |
| Population | N/A |
| Biome | Meteor showers |
| Atmosphere | Normal |
| Information | The nearby asteroid field constantly pepper Oca with asteroids, comets and meteoroids. Due to its thin atmosphere most of them become impact events. The most known event was the one that wiped out a HyperCorp colony many centuries ago. That was the last attempt to settle on Oca. |

### Koth System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| Red Star | 2 | Neutral | JJ8 | Asteroid Field/Space |

#### Ablov

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | HH12 |
| Tech Level | N/A |
| Type | Gas Giant |
| Moons | 30 |
| Tags | N/A |
| Population | N/A |
| Biome | N/A |
| Atmosphere | Helium, hydrogen |
| Information | Ablov was to be the future resource of Prapus but when Prapus was abandoned so too was Ablov. |

#### Prapus

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | II9 |
| Tech Level | 1 |
| Type | Barren Planet |
| Moons | 414 |
| Tags | Abandoned bubble colony, zombie epidemic |
| Population | N/A |
| Biome | Radiation |
| Atmosphere | Normal |
| Information | Prapus was to be another independent territory but in its development an incident led to the zombification of billions of people. Some speculate it to be radiation, others blame fungus or alien influence. All attempts to investigate have led to the loss of more lives. The last time Prapus was visited was over a million years ago. |

### Merino System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| Red Star | 1 | Neutral | BB66 | Space |

#### Ortiz

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | AA67 |
| Tech Level | 3 |
| Type | Asteroid |
| Moons | N/A |
| Tags | Exhuman experimentation, personal mining company |
| Population | 100 |
| Biome | N/A |
| Atmosphere | N/A |
| Information | The only colony on this asteroid is a manor that houses about 100 people. The family that owns the manor also owns the asteroid as well as their own mining company. They are the sector’s most powerful and richest small business, holding no ties to any organization. This allows them to broker deals with any organization they see fit. Aside from their wealth and power, the family itself are known to dabble in Exhuman experimentation. A crime that many are willing to overlook. |

### Nebula System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| Red Star | 1 | HyperCorp | DD40 | Nebula |

#### Invictus

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | CC39 |
| Tech Level | 4 |
| Type | Gas Giant |
| Moons | 16 |
| Tags | Luna excavation |
| Population | 90 Million |
| Biome | N/A |
| Atmosphere | Helium, hydrogen, nebula |
| Information | Invictus’ population have taken to modifying their bodies and senses to adapt to the nebula. They have also modified their bodies to be able to hard link and digitally link to the machines that run both Invictus and Mercy. |

#### Mercy

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | EE41 |
| Tech Level | 4 |
| Type | Space Station |
| Moons | N/A |
| Tags | Autonomous, communication array, trade hub |
| Population | 1 |
| Biome | N/A |
| Atmosphere | N/A |
| Information | Mercy is built to be self-sufficient and autonomous to the point that no living person enters or leaves the space station. A single person governs over the drones that maintain the space station. It serves as a massive, autonomous trade hub and communication system that extend long range communications. The space station is not restricted but has no means to sustain life. Which leaves the question who is the lone inhabitant and how are they surviving? |

### Nekane System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| Blue Star | 2 | The Syndicate | MM67 | Asteroid Field/Ion Storm |

#### Atta

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | LL68 |
| Tech Level | 2 |
| Type | Terran Planet |
| Moons | 30 |
| Tags | Alien ruins, excavation, trade hub |
| Population | 220 Billion |
| Biome | Normal |
| Atmosphere | Normal |
| Information | A Titan prototype warp gate orbits the planet. The warp gate is used to translocate preapproved spacecrafts to and from Skoni, Iris System. The warp gate was built from knowledge obtained from the alien ruins scattered throughout the planet. |

#### Frei

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | MM63 |
| Tech Level | 2 |
| Type | Ice Planet |
| Moons | 12 |
| Tags | Excavation |
| Population | 3 Billion |
| Biome | Normal |
| Atmosphere | Ion storm |
| Information | Frei’s moons are heavily excavated to supply the resources required to maintain both the warp gate and Atta’s populace. |

### Niaz System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| White Star | 1 | Independent | OO17 | Space |

#### Midas

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | NN16 |
| Tech Level | 3 |
| Type | Ice Planet |
| Moons | 5 |
| Tags | Excavation, feudal system |
| Population | 60 Million |
| Biome | Normal |
| Atmosphere | Normal |
| Information | The Niaz System is the king’s most important system for the sole fact that Midas is the only ice planet in the united feudal system. Its resources are exported to all five systems. Which is why it is one of the most protected planets, same goes for its inhabitants. |

#### Romerro

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | OO15 |
| Tech Level | 3 |
| Type | Space Station |
| Moons | N/A |
| Tags | Feudal system, police state, trade hub |
| Population | 11 Billion |
| Biome | N/A |
| Atmosphere | N/A |
| Information | Romerro was built to be a military outpost, then expanded for residential zones. Most of it being private sectors. Romerro is tasked with safeguarding the united feudal system by monitoring and protecting its border. |

### Nineus System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| Blue Star | 2 | Independent | E76 | Nebula/Space |

#### Ingrid

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | E73 |
| Tech Level | 3 |
| Type | Asteroid |
| Moons | N/A |
| Tags | Excavation |
| Population | 180 Thousand |
| Biome | N/A |
| Atmosphere | N/A |
| Information | The lucky ones that have acquired a means to leave Maha and find a place of employ in luna mining colonies are considered lucky. Even though life on the luna colonies is just as poor. Many work themselves to the bone to be able to afford a transport for their loved ones. Only to be placed on a waiting list as the mining colonies take time to expand to meet demands. |

#### Maha

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | G77 |
| Tech Level | 3 |
| Type | Terran Planet |
| Moons | 11 |
| Tags | Bubble colony, floating colony, underground society |
| Population | 40 Billion |
| Biome | Toxic |
| Atmosphere | Toxic |
| Information | The populace is secretly managed via airborne toxins and medication. Those in control of safe, clean zones or have a reliable supply of medications needed to live, are the ones with all the power. Forcing people to succumb to their wills or resort to risky robbery. The goal is to have a reliable source of medicine, live in a clean zone, or get a ticket off planet. This mentality have led to many falling prey to crime and indentured servitude, sometimes even slavery. |

### Okarro System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| Blue Star | 1 | Neutral | N86 | Space |

#### Nacippe

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | M85 |
| Tech Level | N/A |
| Type | Comet |
| Moons | N/A |
| Tags | N/A |
| Population | N/A |
| Biome | N/A |
| Atmosphere | N/A |
| Information | Nacippe is the largest comet in the entire sector. It spans millions of kilometers/miles and have contributed to creation of over half the meteroids in the region. |

### Palix System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| Blue Star | 1 | Neutral | WW55 | Asteroid Field/Ion Storm |

#### Anat

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | VV56 |
| Tech Level | N/A |
| Type | Asteroid |
| Moons | N/A |
| Tags | Abandoned colonies |
| Population | N/A |
| Biome | N/A |
| Atmosphere | Ion storm |
| Information | Contains an abandoned seed AI known as the Guadian Angel, which safeguards lost Titan archives. |

### Prion System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| White Star | 1 | Independent | Z74 | Space |

#### Obos

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | AA73 |
| Tech Level | 2 |
| Type | Ice Planet |
| Moons | N/A |
| Tags | Excavation |
| Population | 600 Thousand |
| Biome | Normal |
| Atmosphere | Normal |
| Information | There is a rumor that a miner scanned a frozen Titan spacecraft deep below the surface on one of his mining runs, or so he claims. |

#### Vesna

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | Y75 |
| Tech Level | 2 |
| Type | Space Station |
| Moons | N/A |
| Tags | Police State, trade hub |
| Population | 52 Billion |
| Biome | N/A |
| Atmosphere | N/A |
| Information | Vesna used to be a Firewall controlled system until the populace fought for independence. An independence that HyperCorp helped with. It wasn’t until after they received their independence did they realize HyperCorp only wanted to weaken Firewall by taking away one of their systems. After HyperCorp pulled out their resources the rich and powerful filled in the power vaccum they left behind. Which turned out to be all part of the plan. Now Vesna is a corrupt colony with no real corporation backing it. Now only the rich and those that serve them can thrive here. |

### Proxy System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| Blue Star | 2 | Independent | WW23 | Space |

#### Asa

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | XX26 |
| Tech Level | 3 |
| Type | Terran Planet |
| Moons | 14 |
| Tags | Bubble colonies, correctional planet, feudal system |
| Population | 22 Billion |
| Biome | Normal |
| Atmosphere | Normal |
| Information | Under the feudal system the five systems under the king’s rule utilize Asa as a place of banishment. They are the only systems that do not make use of the HyperCorp’s galactic prison. |

#### Circe

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | VV22 |
| Tech Level | 3 |
| Type | Volcanic Planet |
| Moons | 13 |
| Tags | Feudal system |
| Population | N/A |
| Biome | Extreme heat |
| Atmosphere | Extreme heat |
| Information | Certain verdicts that the king pass down require a crueler form of banishment. Serious offenders are banished to Circe for multiple lifetimes with all means of communication and escape cut off. |

### Quaz System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| Red Star | 2 | Neutral/The Syndicate | BB14 | Asteroid Field/Space |

#### Nacra

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | AA15 |
| Tech Level | N/A |
| Type | Asteroid |
| Moons | N/A |
| Tags | Tombs |
| Population | N/A |
| Biome | N/A |
| Atmosphere | N/A |
| Information | The inhabitants of Skore bury their dead leaders in deep catacombs on Nacra. |

#### Skore

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | CC17 |
| Tech Level | 1 |
| Type | Barren Planet |
| Moons | 9 |
| Tags | Exhuman headquarters, lost civilization |
| Population | N/A |
| Biome | Normal |
| Atmosphere | Ion storm |
| Information | Governed by a mutated, vampiric society with a secret underground Exhuman lab. |

### Rakhi System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| Blue Star | 2 | Neutral | I95 | Asteroid Field |

#### Ergo

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | J98 |
| Tech Level | 3 |
| Type | Ice Planet |
| Moons | 4 |
| Tags | Abandoned, ice exaction, spacecraft graveyard, research center |
| Population | N/A |
| Biome | Normal |
| Atmosphere | Normal |
| Information | There have been reports of numerous Abyssal Ones sightings and a posthuman cult. The system have been marked as off limits by all organizations. |

#### Munia

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | I93 |
| Tech Level | N/A |
| Type | Volcanic Planet |
| Moons | 9 |
| Tags | N/A |
| Population | N/A |
| Biome | Extreme heat |
| Atmosphere | Extreme heat |
| Information | Remnants of a third research station can be spotted, a project left incomplete. |

#### Station 9

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | G95 |
| Tech Level | 3 |
| Type | Space Station |
| Moons | N/A |
| Tags | Abandoned |
| Population | N/A |
| Biome | N/A |
| Atmosphere | N/A |
| Information | Station 9 was an independent space station built for Exhuman research and Abyssal One experimentation. Now long abandoned and ruined. |

### Reaper System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| Black Hole | 1 | HyperCorp | Z46 | Nebula |

#### Abyssal Spire

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | AA47 |
| Tech Level | 4 |
| Type | Space Station |
| Moons | N/A |
| Tags | Restricted |
| Population | N/A |
| Biome | N/A |
| Atmosphere | N/A |
| Information | The core of the seed AIs, EVE and Kai. A fully autonomous space station that stores the archive of Earth and all history in the sector. |

#### Black Hole

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | Z46 |
| Tech Level | N/A |
| Type | Black Hole |
| Moons | N/A |
| Tags | N/A |
| Population | N/A |
| Biome | N/A |
| Atmosphere | N/A |
| Information | N/A |

#### Esidian 1-4

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | Z40, Z52, CC47, W45 |
| Tech Level | 4 |
| Type | Space Station |
| Moons | N/A |
| Tags | Autonomous, defense system, observatory |
| Population | N/A |
| Biome | N/A |
| Atmosphere | N/A |
| Information | The four Esidian space stations serve as a observation outpost as well as a defense system for the entire system. Each station has enough firepower to vaporize a fleet comparable to HyperCorp’s military. Each station is capable of beyond long range barrages, up to four hexes out. |

### Reena System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| White Star | 1 | Independent | SS29 | Asteroid Field/Space |

#### Kitz

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | RR30 |
| Tech Level | 3 |
| Type | Space Station |
| Moons | N/A |
| Tags | Abandoned, feudal system, police state, trade hub |
| Population | 3 Million |
| Biome | N/A |
| Atmosphere | N/A |
| Information | Abandoned after a reaper virus outbreak overwhelmed the entire space station. Transmissions and distress beacons can be picked up every once in a while. However, all organizations have already marked the station restricted. |

#### Naina

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | TT28 |
| Tech Level | 3 |
| Type | Ice Planet |
| Moons | 13 |
| Tags | Excavation, feudal system |
| Population | 13 Billion |
| Biome | Extreme cold |
| Atmosphere | Extreme cold |
| Information | Those that escaped Kitz have relocated to Naina since their corporations have placed the entire system into a quarantine. If not shot down then they must make it through the mine field setup as a deterrent for those in and out of the system. |

### Scry System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| Blue Star | 2 | Firewall | I9 | Space |

#### Cluna

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | H8 |
| Tech Level | 2 |
| Type | Gas Giant |
| Moons | 12 |
| Tags | Luna excavation |
| Population | 43 Million |
| Biome | N/A |
| Atmosphere | Helium, hydrogen |
| Information | Supplies Ienis with the raw materials and research needed for outer sector travel. Cluna is the only place with luna research stations. |

#### Ienis

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | H6 |
| Tech Level | 2 |
| Type | Space Station |
| Moons | N/A |
| Tags | Trade hub |
| Population | 30 Billion |
| Biome | N/A |
| Atmosphere | N/A |
| Information | Firewall’s outpost for outer sector exploration and surveying. Firewall have been known to fund numerous outer sector voyages. Few of which have returned. |

### Serpens System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| Red Star | 1 | Neutral | P36 | Space |

#### Pero

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | O35 |
| Tech Level | N/A |
| Type | Asteroid |
| Moons | N/A |
| Tags | N/A |
| Population | N/A |
| Biome | N/A |
| Atmosphere | N/A |
| Information | A lone, uncolonized asteroid. It is the designated spot for secret meetings and peace treaties. |

### Shae System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| Red Star | 2 | Neutral | KK41 | Ion Storm/Nebula/Space |

#### Panope

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | KK43 |
| Tech Level | N/A |
| Type | Asteroid |
| Moons | N/A |
| Tags | Outpost |
| Population | N/A |
| Biome | N/A |
| Atmosphere | N/A |
| Information | An autonomous outpost for resupply and fueling. The owner and where the credits go is unknown. |

#### Terzin

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | JJ46 |
| Tech Level | N/A |
| Type | Barren Planet |
| Moons | 11 |
| Tags | Tula subrace origin |
| Population | N/A |
| Biome | Toxic, radiation |
| Atmosphere | Toxic |
| Information | A planet that once was a tourist attraction filled with plants that could communicate, became a radiated graveyard. The wars that was waged over the local fauna turned the planet into a radiocative wasteland. Once the fauna died, so too did the organization’s interest in the planet. |

### Sirus System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| Blue Star | 1 | Neutral | V8 | Space |

#### Irra

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | V10 |
| Tech Level | N/A |
| Type | Volcanic Planet |
| Moons | 79 |
| Tags | Abyssal One hive |
| Population | N/A |
| Biome | Extreme heat |
| Atmosphere | Extreme heat |
| Information | Giant Abyssal Ones capable of consuming entire spacecrafts have been spotted in this region. |

### Smadus System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| Red Star | 1 | Neutral | BB26 | Ion Storm |

#### Katurn

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | AA25 |
| Tech Level | N/A |
| Type | Volcanic Planet |
| Moons | 5 |
| Tags | N/A |
| Population | N/A |
| Biome | Extreme heat, static fields |
| Atmosphere | Cosmic storms ion storm |
| Information | Katurn’s volcanic properties combined with the ion storm that it resides in have resulted in quite the phenomenon. The planet is constantly going through violent cosmic storms filled with enough energy to vaporize entire asteroids. Any electrical component that is exposed to the atmosphere risk a spontaneous electrical discharge. One that is amplified to immeasurable levels. Katurn is a rare planet and is under constant surveillance. |

### System 147

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| Space Station | N/A | Neutral | T18 | Space |

#### Spadus 2-4

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | S15, S19, V16 |
| Tech Level | 3 |
| Type | Asteroid |
| Moons | N/A |
| Tags | Abandoned, excavation, radioactive |
| Population | N/A |
| Biome | N/A |
| Atmosphere | N/A |
| Information | Spadus 2 to 4 are large chunks of the Spadus planet that splintered off and drifted off into space. No one knows what caused this but some suspect it has something to do with the mining colony, System 147. The space station was abandoned after a radiation and Repaer Virus outbreak. |

#### System 147

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | T18 |
| Tech Level | 4 |
| Type | Space Station |
| Moons | N/A |
| Tags | Abandoned, mining colony, radioactive |
| Population | N/A |
| Biome | N/A |
| Atmosphere | N/A |
| Information | It is said that this is the origin of the Reaper Virus, a place of alien experimentation. |

### Thora System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| Blue Star | 2 | Neutral | Z86 | Space |

#### Polymele

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | Y83 |
| Tech Level | 2 |
| Type | Gas Giant |
| Moons | 56 |
| Tags | Luna excavation |
| Population | 18 Million |
| Biome | N/A |
| Atmosphere | Helium, hydrogen |
| Information | Polymele and Saer rely on one another for trade since their colonization. Both colonies only have a handful of outer system trade deals. |

#### Saer

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | CC85 |
| Tech Level | 2 |
| Type | Terran Planet |
| Moons | 2 |
| Tags | Dormant Abyssal One hive, water colonies |
| Population | 63 Billion |
| Biome | Normal |
| Atmosphere | Normal |
| Information | Saer was colonized long before the deep sea Abyssal One hive was discovered. This led to many casualties but once deep sea exploration end the Abyssal Ones reverted back to their dormant state. Now zones have been set up to ward off all deep sea divers. Aside from the terror deep below, Saer is a rapidly growing colony that have benefitted from their ocean resources. |

### Urana System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| Red Star | 1 | HyperCorp | DD56 | Nebula/Space |

#### Naidus

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | CC55 |
| Tech Level | 4 |
| Type | Gas Giant |
| Moons | 4 |
| Tags | Luna excavation |
| Population | 4 Million |
| Biome | N/A |
| Atmosphere | Helium, hydrogen |
| Information | Just like Tyran, Naidus spends half its year in a nebula. During this time all miners migrate over to Tyran. Outside of its nebula season, the inhabitants of Tyran migrate back over to spend half the year mining for raw materials. Which is shipped to Tyran near the end of the season. |

#### Tyran

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | DD58 |
| Tech Level | 4 |
| Type | Space Station |
| Moons | N/A |
| Tags | Trade hub |
| Population | 14 Billion |
| Biome | N/A |
| Atmosphere | N/A |
| Information | HyperCorp’s trade hub meant to cater to the other half of the sector, far from their core systems. The space station is a high traffic area due to the amount of systems they provide services and goods to. The populace run a on a rotation system. Half the year is spent outside the nebula, during that half of the year the populace focus on manufacturing. When the space station enters the nebula season, everything is shut down while the people migrate over to Naidus. |

### Vala System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| Red Star | 2 | Neutral | KK25 | Asteroid Field/Ion Storm/Space |

#### Fatemi

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | LL26 |
| Tech Level | N/A |
| Type | Asteroid |
| Moons | N/A |
| Tags | Abandoned, nuclear vault |
| Population | N/A |
| Biome | N/A |
| Atmosphere | N/A |
| Information | There are logs stating that old stockpiled warheads and nuclear weapons have been stashed inside Fatemi. It was to be used during the war but never came about. The organization in charge was dismantled long before it was recovered. The key to enter the vault have been lost and all attempts to enter it have resulted in failure. |

#### Sajjad

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | II25 |
| Tech Level | N/A |
| Type | Barren Planet |
| Moons | 8 |
| Tags | Abyssal hive, gold rush |
| Population | N/A |
| Biome | Toxic, radiation |
| Atmosphere | Normal |
| Information | Organizations waged war over the rare minerals deep within the core of the planet. The toxic land and vegetation did not stop them but when the radiation levels spiked globally, the planet was soon abandoned. Attempts to return to the planet uncovered Abyssal Ones that have moved into the abandoned mining tunnels. Radiation and Abyssal Ones deemed it not worth the risk. |

### Vortex System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| Red Star | 3 | HyperCorp | Y32 | Ion Storm/Nebula/Space |

#### Andos

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | U31 |
| Tech Level | 4 |
| Type | Terran Planet |
| Moons | 30,712 |
| Tags | Military base |
| Population | 45 Billion |
| Biome | Normal |
| Atmosphere | Normal |
| Information | Majority of HyperCorp’s military is stationed here. Their main headquarters is on the planet but there are thousands of encampments and outposts scattered about on the moons that orbit Andos. |

#### Khal

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | W27 |
| Tech Level | 4 |
| Type | Ice Planet |
| Moons | 10 |
| Tags | Excavation, Reaper Virus research center |
| Population | 47 Billion |
| Biome | Extreme cold |
| Atmosphere | Extreme cold |
| Information | Deep below the frozen surface of Khal lies HyperCorp’s secret Reaper Virus research station. Hidden under the guise of a mining facility. |

#### Solarii

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | W35 |
| Tech Level | 4 |
| Type | Asteroid |
| Moons | N/A |
| Tags | Excavation, prison |
| Population | 86 Billion |
| Biome | N/A |
| Atmosphere | N/A |
| Information | Solarii is a maximum security prison, it houses all prisoners within the entire sector. Any organization can ship their criminals to Solarii with an agreed upon sentence. The prison is a tower that delves into the center of an asteroid the size of a planet. The cells are located within the center of the asteroid, the asteroid itself serving as a natural defense. The prison has a capacity of 100 billion and growing as it expands and more facilities are added. The prison is meant to house criminals indefinitely. |

### Vulcan System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| Red Star | 3 | HyperCorp | U57 | Nebula/Space |

#### Etmi

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | T58 |
| Tech Level | 4 |
| Type | Asteroid |
| Moons | N/A |
| Tags | Excavation, military shipyard |
| Population | 121 Million |
| Biome | N/A |
| Atmosphere | N/A |
| Information | Supplies Zion with the raw materials needed to keep their factories running. |

#### Vaad

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | S61 |
| Tech Level | 4 |
| Type | Gas Giant |
| Moons | 1 |
| Tags | Restricted |
| Population | N/A |
| Biome | N/A |
| Atmosphere | Helium, hydrogen |
| Information | A seed AI in possession of the key to the Titan gates have been lost within this gas giant. HyperCorp have been in search of it ever since. |

#### Zion

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | T54 |
| Tech Level | 4 |
| Type | Terran Planet |
| Moons | 6 |
| Tags | Trade hub, water colonies |
| Population | 62 Billion |
| Biome | Polluted |
| Atmosphere | Polluted |
| Information | Zion is an industrial planet that handle billions of manufactured goods. Due to this the planet has a major pollution problem. |

### Wesslo System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| Red Star | 1 | Neutral | U23 | Space |

#### Spadus

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | T22 |
| Tech Level | N/A |
| Type | Barren Planet |
| Moons | N/A |
| Tags | Lost civilization, radioactive, Reaper Virus experiments |
| Population | N/A |
| Biome | Normal |
| Atmosphere | Normal |
| Information | The planet is inhabited by the Reaper Virus and a seed AI known as Anna keeping up the global emp. With no lifeform or power to be stimulated by, the Reaper Virus lie dormant. This emp also wards off any settlers. |

### Zeta System

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Rings | Territory | Grid Coordinates | Surrounding Area |
| Blue Star | 2 | Independent | D82 | Nebula |

#### Anbar

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | D80 |
| Tech Level | 3 |
| Type | Terran Planet |
| Moons | 34 |
| Tags | AI worshiping cult, permanent darkness, theocracy |
| Population | 70 Billion |
| Biome | Normal |
| Atmosphere | Nebula |
| Information | Their religion is centered around a mad Titan that they made contact with millions of years ago. Some say the Titan still reside on the planet but no one has been able to confirm that. |

#### Haize

|  |  |
| --- | --- |
| Details | |
| Grid Coordinates | C78 |
| Tech Level | 3 |
| Type | Gas Giant |
| Moons | 12 |
| Tags | Luna shrines, mass sacrifiices |
| Population | 700 Million |
| Biome | N/A |
| Atmosphere | Helium, hydrogen |
| Information | Most of Anbar’s rituals are done on Haize, where millions are sacrificed to the Titan they worship. A ritual no one has witnessed and been able to tell the tale of. |

## Minor Threats

### Anarchists

The sector is terrorized by the Anarchy Movement, a movement that aims for the eradication of human life and technology. This stems from a group of extremists believing in the teachings of a Seed AI that went mad when trying to calculate the risk factor of humans. Anarchists are now on a crusade to wipe out all of humanity, including themselves. Their disregard to human life makes them a fearless group that is willing to commit kamikaze runs. Targeting first the infrastructure that keep the masses safe before turning their attention to the general public.

### Corporate War

Gone are the days of nations fighting nations. In this age it is the corporations that have the power. Major organizations are constantly trying to gain the advantage. They have reached a level in which they have become a necessary evil. To lose an organization like Firewall is to throw the sector into utter turmoil. Subterfuge and intel gathering is the name of the game. If a takeover is to be had, an alternate infrastructure must be already in place for when a power vaccum is left behind. Then they must be defamed enough for the public and their allies to turn on them. Then and only then can the killing blow be landed. You must be certain of the kill, because nothing truly dies in this world.

Minor organizations on the other hand are constantly at each other’s throat. It is a war of resources. Resources being armaments, territory, production, and human lives. Once all resources have been depleted, only then does an organization truly die.

### Ego Hunters

Slavery has a new face and it’s a tool for the good and the bad. Ego hunters often work for an organization either in secrecy or publicily, it varies for each organization and department they’re in. They are tasked with extracting the minds of the marks they are given. This extraction process keeps the individual from uploading to the network and the network from downloading their mind into a new body. Those that work in an official, legal position hunt down criminals. However, there are those that illegally hunt down innocents and force them into servitude. Locking their mind in a body or private network that keeps their mind from escaping and reconnecting to the EVE Network.

### Experimentations

With immortality mastered, research have shifted to gene splicing. The combining of DNA from two or more different creatures. Gene splice experimentation is a common and legal practice, even though it can break many moral boundaries. Experiments usually have a poor quality of life, sometimes are even incompatible with the default skins that Firewall provide. Making skin jumping extremely complicated, as custom skins have to be made for them. This makes getting volunteers difficult. This scarcity has bred a new set of criminals. Those that force experimentations on kidnapped specimens. This is how illegal ego hunters came to be.

### Pirates

Space piracy is prominent in the sector, frighters being the main target. Kidnapping and ransoming requires too much resources to make it worth it. There are exceptions, but most pirates resort to stealing and reselling cargo. Making freighters their main target. The higher the risk, the higher the reward.

### Psi Institute

Amal Hyperes, the place that all psionics end up. The Psi Institute is the birthplace of psionics. There are three types of psionics: psionics that spend their entire life in the Institute, sentenced to the Institute, and those that end up there postmortem. The first type are sheltered from all outside influences. That is until they graduate and are given leave or employment. This is why the Institute is often referred to as the Garden or Graveyard. Those that call it the Garden are often those that are raised there. Others simply view it as either a prison or their final resting place.

Institute raised psionics go through hundreds of years of training. Working their way up the three levels: Grounder, Climber and Flyer. Each level broken down into classes with ancient animal names associated to their level (e.g. wolf for Grounder, bear for Climber, falcon for Flyer). Grounders learn all the foundamentals of psionics and undergo the most testing. Prisoners are also housed at this level, in facilities that form a ring around the main tree-shaped campus a couple miles out in a cosmic storm. Climbers focus on specialization and honing their abilities. This translates to lots of competition and exams. Flyers rely on individual ranking and job performance on their contractual jobs to land more permanent, reputed positions.

Those that are sentenced to the Institute are psionics with criminal history or poor control over their psi abilities. Psionic criminals sentenced to Solarii are taken in if the Institute shows interest in them. From one prison to another. With good behavior they can go through the same program and potentially earn a small bit of freedom.

As for the psionic corpses that end up in the Institute is the third part of the Garden program. It is Galactic Law for all psionic bodies to be brought to the Institute for processing. The Institute might not be a psionic's birthplace but it is their resting place.

The secrecy, past crimes, and bizarre regulations have drawn the attention of powerful groups and individuals. There are many theories on he Institute, very few of them are proven. One of the most concerning theories is their connection and involvement with aliens and Abyssal Ones.

### SYN Wave

System Yielding Null or SYN is the loss of one’s unique identifier given by HyperCorp. All creatures and machines have their own identifier that HyperCorp can pull up at any given moment. Those that can’t be given an identifier are marked as SYN. This is a rare incident and almost exclusively happens to the Shell race or similar robotics. They are the only ones capable of changing their brainwaves and/or computing process at a frequency fast enough to make it impossible for EVE to track, identify and associate a number to them. A process that is updated instantaneously and constantly. This is a process that is almost impossible. SYNs gave birth to the Syndicate, a task force created to exterminate everything that have committed SYN. Their inability to identify majority of their targets have made them a very controversial organization. Even though immortality is achieved, all still fear being labeled as SYN. It is the only guaranteed way to end up dead. Upon being marked as SYN their personal databank is wiped. No mind backups, no second life. Then and only then are they hunted down and executed. A Shell that learns of their true nature will have the fear of being marked as SYN for the rest of their life.

To make matters worse, there has never been an instance in which SYN was intentionally achieved. The process to commit SYN is unknown and accidental. Somehow, somewhere machines and people are being altered in such a way to permanently lose their identifiers without their knowledge.

## Major Threats

### Abyssal Ones

Abyssal Ones don’t exhibit the same characteristics as living creatures. They don’t need to eat or breath, nor do they have personality. Their motives are unknown but they seem to be drawn to living creatures, humans in particular. The rise in Abyssal One experiments have only increased the public’s exposure to them. There have been cases in which people have been mentally influenced by an Abyssal One. This have resulted in bizarre, cult-like behavior and even psionic development. The purpose of their involvement in human society is not yet known, but it is evident that there have been more and more cases.

### Reaper Virus

It is taught to destroy the Reaper Virus in the spot and if that is not possible, then it needs to be quarantined. The real threat comes from the latter. If not dealt within a timely manner then the virus progresses to stage three. Once at this stage it becomes indestructible and rapid spreading. At this stage it can only be lured to a blackhole or shot into a sun, there are no other permanent solutions. With more stage three incidents, more and more regions of the sector is quarantined in hopes that the virus will go into a dormant state from lack of stimulation. With hopes that no one will enter these quarantined regions. However, with more people trying to go off the grid there is fear that there will be more outbreaks.

### Titan Race

With more of the sector falling to corruption, Abyssal Ones or the Reaper Virus; people are seeking an escape. An escape out of the sector itself and finding a safer, more promising sector for them to inhabit. Most embark on space voyages out into the void, beyond the borders of the sector. However, there are those researching and seeking out Titan Tech to fix or even create Elder Gates. Mysterious Titan Tech that allow Titans to instantly travel through space and time, or at least that is the theory. Not only are organizaitons racing against the doomsday clock and each other but they are also racing against the pending decision of the Titan collective. The term given to the hostile Titans that are considering or working towards the extinction of the human race.

### The Old World

It is near the end of the 98th century, the end of a Golden Age, a time in which nations raced for space habitation. One by one nations took to space creating massive space stations and focused on planet or luna colonization. With people now living in space and the advancement in food production the burden on Earth lessened to the point that it started to recover from centuries of pollution and neglect. It would have been the best time to live and raise a family, if not for The Fall.

Everyone knew that nature would deal mankind the death blow, but we pushed it off believing that we had plenty of time to prepare. They were right to do so, we had plenty of time but what they did not take into consideration was the dying part. The scary part of death is the process of getting to that end. Sometimes it’s quick and effortless, other times it is a slow and painful process that would instill fear in the bravest of men. No one wishes for a slow death but that is what the human race received. Three years. For three years man had to watch as their world burned. For three years man had to mark off colonies on their maps as they turned to ash. For three years man had to choose who was special enough, smart enough, healthy enough to live. Three years too long.

To this day no one knows the cause of the phenomenon known as the Three Stars. What was believed to be three newly created stars turned out to be blast waves filled with more energy than believed possible. By the time the first wave hit it was too late. The first wave took us by surprise, killing millions and decimating entire colonies. People became instantly irradiated. The lucky ones breathed in burning air, the not so lucky ones become instantly irradiated or mentally unstable. Only those residing in space shielded by the planet was able to live through the wave unscathed. For a whole year they had to watch as their fellow brethren fight for life. They tried saving as much as possible but by the second year, the second wave they came to accept their fate.

The second wave was prepared for so the casualties lessened immensely but it was the wave that decimated the planet. It was the final nail in the coffin, the only thing left to do was to wait for the hammer. Those long two years of radiation and burning air blemished the past four centuries of peace and prosperity. Many submitted to their deaths, accepting the end but a brave few decided this was not the end.

For years the Human Salvation Organization has been sending out small spacecraft into the depths of space. This has been kept a secret due to many immoral aspects of the mission. Also to not panic the masses into thinking the government was attempting to jump ship and were using guinea pigs to find them a sufficient new planet. Which is half true. At the beginning the government has been using the organization to seek a new home planet for their world leaders. As time passed the government began accepting their impending doom and resorted to using the organization as a last ditch effort to spare at least a handful of humans from extinction. Keeping it hush-hush hundreds of volunteers were sent out into the void never to be heard from again. The hopes and dreams of thirty-two billion souls riding on your survival Void Walkers as they send you out into the abyss in one last ditch effort to spare the human race... and this is how you lost your humanity.

# Chapter 9: The System

## Table 9-1: Max Stat Approximator

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Campaign Duration  Played Weekly | Base  AP/Session | Easy Difficulty  AP/Session | Medium Difficulty  AP/Session | Hard Difficulty  AP/Session |
| 1 Year | 67 | 65 | 62 | 60 |
| 2 Years | 33 | 32 | 31 | 30 |
| 3 Years | 22 | 21 | 20 | 20 |
| 4 Years | 16 | 16 | 15 | 15 |
| 5 Years | 13 | 13 | 12 | 12 |
| 6 Years | 11 | 10 | 10 | 10 |
| 7 Years | 9 | 9 | 8 | 8 |
| 8 Years | 8 | 8 | 7 | 7 |
| 9 Years | 7 | 7 | 7 | 6 |
| 10 Years | 6 | 6 | 6 | 5 |

## Advancement Points

This is an objective-base game. Players should be awarded for completing clear objectives set by the GM. The list below dictates when to award AP. The amount of AP varies. It is up to the GM to balance it to their pace. It is recommended to reward the group with AP, even for individual achievements.

* Completing a character goal or quest
* Completing an objective
* Defeating a boss
* New discovery relating to plot
* Solving a mystery
* Above and beyond roleplay (optional)
* Discovering a new point of interest (optional)
* End of session (optional)
* Gaining max threat level (optional)

**Variant Rule:** Players can convert unspent AP into plot points. Plot points allow players to modify a scene, whether it be combat or social. Only small changes that essentially grant players a bonus or help in the current scene. Only one plot point per check. This should not be abused, it is meant to include players in the storytelling. It is recommended to allow players to only spend AP for stats in the beginning of the session. This gives them the time to use it as a plot point. It is also recommended to have the player go in detail regarding why this plot point is in place.

For instance, a player is trying to get past a guard. They use one of their unspent AP to make a plot point that the guard has a daughter they love more than their paycheck and that his daughter made him promise today to come back home safe. So, when they make an intimidation check on the guard they receive a bonus as those thoughts fill his head.

## Conditions

Conditions are effects imposed on the target. Conditions can only be resisted once. Once afflicted with a condition, you must wait for it to expire (default one hour) or meet the condition to remove it. You can suffer from multiple conditions, but most do not stack.

### Asleep

When asleep all checks based on senses are made at a penalty. If successful you are woken up. You are woken up if you take damage or an action is used to wake you up. While asleep you are considered prone and unconscious. If sleeping you wake up in six to eight hours and can be woken up by normal means. If forced asleep you wake up in one hour and can only be woken up with an action or when dealt damage.

### Blinded

All attacks and dexterity base checks are made with a penalty.

### Contaminated

While contaminated all checks, including mental, are made with a penalty. The contaminated condition is inflicted by poisons, toxins, diseases, or chemicals. The source can have additional effects, including ongoing damage. Stacks with different types of contaminations (e.g. poison, toxin, chemical).

### Dead or Dying

The dying condition is met when you drop to 0 HP from lethal damage. If nonlethal damage is dealt, you simply become unconscious until you gain 1 HP after an hour or are healed. The amount of rounds it takes to die is based on your constitution rank. The round until death is only counted at the start of your turn. Taking damage while in this state reduces the counter by one. When dead the mind is instantly uploaded to the nearest server to be cycled through the system and downloaded to a new body. This process takes an hour, during that time if revived the process is canceled. Attempts of revival fails after that hour mark. It takes 24 hours to prep the body. While dead or dying you are prone and unconscious.

### Encumbered

Going over your strength rank in gear imposes a penalty on all dexterity and strength base checks. As well as reduce your speed by one. This accumulates every point above your carrying capacity.

### Exposure

Exposure refers to ongoing, pain inducing situations (e.g. being on fire). Certain damage sources, like fire, can be removed using an action thus removing the exposure condition. All damage sources deal 1d10 damage of their respective element at the start of the target’s turn. This is always lethal damage and bypasses armor. Stacks with different elements (e.g. burning and bleeding).

### Grappled

While grappled your move speed is zero and you take a penalty on ranged attacks. You can only grapple one target up to one size larger than you. If the target is larger than you the target gets a bonus. If the grappler is successful they have additional moves that they can make using an action on their following turns. Only one move can be used, switching to another move will end the previous one. The grappled target can use their action to try to break free out of the grapple. The grapple ends on a successful opposed brawl check.

**Choke Out:** The one being choked out goes unconscious when the number of rounds equal to their constitution rank passes. The grappler must forgo their action to continue the grapple. On the grappled target’s turn they can make a successful grapple check opposed by the grappler. If successful, the target is no longer grappled and the counter resets if the grapple is attempted again. The unconscious target does not wake up for a minute, until they take damage, or an action is used to wake them.

**Disarm:** On a successful grapple check, you can take or throw their wielded item to a spot within close range. If taken you must have the proper amount of free hands needed to wield the item.

**Knock Down:** While grappling you can make an opposed strength check. On a success the target is knocked prone and must break the grapple in order to get up.

**Shielding:** While grappling, you can use a reaction to interpose the grappled target in the way of an attack. This requires an opposed grapple check and if successful the target takes the damage if the attacker misses with a penalty on their attack (you are considered in cover).

**Subdue:** While grappling, you can use an action to intimidate the grappled target with a bonus on the check.

**Throw:** With an action you can throw a target up to one size larger than you. This requires a successful opposed strength check. The distance is equal to a tenth of your brawl check in ft/m (rounded down and a minimum of one). The distance is reduced by the target’s strength rank. If the distance is reduced to 0, then the target is simply knocked prone.

### Hidden or Invisible

Being hidden or invisible grants a bonus to attacks and penalties to those that try to attack you but cannot locate you. This condition is lost when you make a hostile action. It follows all stealth rules.

### Prone

While prone all ranged attacks on you receive a penalty and all melee attacks receive a bonus. It takes half your movement to go prone or stand up from prone.

### Radiation

Radiation reduces your max and current HP every hour. This cannot be healed by any means. The damage is measured by the radiation level multiplied by 10, which ranges from 10 to 30. Only way to remove radiation is to replace your skin.

### Restrained

While restrained your strength base checks receive a penalty. Depending on how you are restrained you can also have a move speed of zero.

### Slowed

While slowed your move speed is reduced by half rounded down with a minimum of one.

### Stabilized

You are stabilized and no longer dying. Taking damage will impose the dying condition again but resets the counter. While stabilized you are prone and unconscious. You go to 1 HP after one hour and are no longer considered stabilized.

### Stunned

The stunned condition means you cannot move, take any actions, and simply drop anything you are holding. While stunned all attacks made at you gain a bonus and all brawl checks auto-succeed. The duration is ten full rounds reduced by your constitution rank with a minimum of one round (unless stated otherwise). Someone else can use an action to help you out of your stunned state. Each time the help action is used, the counter decreases by one.

Creatures that are dealt damage by a grenade or sniper rifle unexpectedly also suffer from this condition. The only difference is that you can make a constitution check, the DC being the damage dealt. On a success the creature can only use its move action and can only move at half speed while stunned.

### Unconscious

While unconscious you cannot use any actions, move, and are not aware of what is happening around you. All attacks on you are made with a bonus dice, you auto-fail all dexterity and strength base checks, and fail all brawl checks. While unconscious you are prone. Breaking free from your unconscious state varies but usually ends within an hour or when you are dealt damage.

### Weakened

You obtain the weakened condition when you neglect sleep, hunger, or thirst. Every week you go without supplying your body with all three of those components will result in a penalty on all checks. Each one counts, so neglecting two or more results in additional penalty dice. This penalty is removed after a week of tending to your needs. Every week of torture also imposes the same effect. While weakened you cannot use your racial abilities. You can only obtain a maximum of five penalty from this condition.

## Difficulty

### Table 9-2: Campaign Starting Difficulty

|  |  |  |  |
| --- | --- | --- | --- |
| Difficulty | Starting AP | Starting Equipment | Description |
| Easy | 390 | 50,000 credits  Purchase up to Tech Level 3 weapons, armor, gear and skins. | Makes for an easier game for players with an increase in successes. GMs that want to compensate will have to increase general DC, NPC stats, and lower AP rewards. Players can max out all their core stats and more. |
| Medium | 260 | 25,000 credits  Purchase up to Tech Level 2 weapons, armor, gear and skins. | More balanced for both players and GM. This allow players to max out most, if not all their core stats. |
| Hard | 130 | 10,000 credits  Purchase up to Tech Level 2 weapons, armor, gear and skins. | The recommended difficulty for players that are seeking a challenge and GMs that do not wish to worry about early balance. It is recommended to use lower level DCs and incrementally raise it. Players will have to wisely choose what stats to max out or simply remain well rounded. |

### Table 9-3: Making Credits

|  |  |  |
| --- | --- | --- |
| Difficulty | Credits per Player | Description |
| Easy | 1,000 | Reward for good roleplay or achieving easy skill checks. For instance, tip at a bar or being an unexpected tour guide. |
| Normal | 10,000 | Standard jobs that majority of the populace do. These jobs should be achievable within a single session. For instance, a month’s worth of work during downtime or time jump. |
| Hard | 50,000 | These are your standard story missions that play out over a couple sessions. Short-and-long term repercussions should be expected. |
| Extreme / Impossible | 250,000 | Sensitive and dangerous mission that will result in serious repercussions globally or galactically. For instance, war crimes. |

### Table 9-4: Difficulty Check Description

|  |  |  |
| --- | --- | --- |
| Difficulty Level | Difficulty Check | Examples |
| Easy | 10 | Running on wet flooring, making a short jump, spotting a partially hidden object. |
| Normal | 20 | Edging across a window sill, long jumps, spotting a fully hidden object. |
| Hard | 30 | Walking across a thin rope, spotting an object with very little visibility, catching an arrow midair, fooling an investigator, code cracking. |
| Extreme | 40 | Remaining conscious while experiencing 100 G, dodging a bullet from long range, lifting a medium sized vehicle, deciphering alien language. |
| Impossible | 50+ | Outsmart an artificial intelligence, dodge a bullet at close range, resisting a ship-class weapon. |

### Table 9-5: Custom Encounters

|  |  |  |
| --- | --- | --- |
| Difficulty Level | Primary Skills | Secondary Skills |
| Civilian | 3 | 1 |
| Minion | 6 | 3 |
| Boss | 9 | 6 |
| Adversary | 12 | 9 |
| Alien/Robot | 15 | 10 |
| Abyssal One | 20 | 10 |

### Table 9-6: Traps

|  |  |  |
| --- | --- | --- |
| Example | DC | Damage |
| Pitfall | 10 | 2d10 |
| Spring-gun | 20 | 4d10 |
| Landmine | 30 | 6d10 |
| Laser Trap | 40 | 8d10 |
| Chain Explosion | 50 | 10d10 |
| Singularity Bomb | 60 | 20d10 |

### Table 9-7: Percentile Table

|  |  |  |  |
| --- | --- | --- | --- |
| Regularly Roll | AC/DC 75% Hit Chance  (Normal Difficulty) | AC/DC 50% Hit Chance  (Hard Difficulty) | Recommended AC/DC |
| 1d10 | 3 | 5 | 10 |
| 2d10 | 8 | 11 | 10 |
| 3d10 | 13 | 17 | 20 |
| 4d10 | 18 | 23 | 20 |
| 5d10 | 22-23 | 28-29 | 30 |
| 6d10 | 28-29 | 34-35 | 30 |
| 7d10 | 34-35 | 40-41 | 40 |
| 8d10 | 38-39 | 46-47 | 50 |
| 9d10 | 44-45 | 52-53 | 50 |
| 10d10 | 50-51 | 58-59 | 60+ |
| 11d10 | 56-57 | 64-65 | 60+ |
| 12d10 | 62-63 | 70-71 | 70+ |
| 13d10 | 66-67 | 76-77 | 80+ |
| 14d10 | 72-73 | 82-83 | 80+ |
| 15d10 | 78-79 | 88-89 | 90+ |
| 16d10 | 84-85 | 94-95 | 90+ |
| 17d10 | 90-91 | 102-103 | 100+ |
| 18d10 | 96-97 | 108-109 | 110+ |
| 19d10 | 100-104 | 110-114 | 110+ |
| 20d10 | 105-109 | 120-124 | 120+ |

# Chapter 10: The Index

## NPC

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Custom NPC | Stats/Skills | | | | Other |
| Generic NPC | **All**  1d10 | | | | 10 HP. 10 AC. 1d10 damage. |
| Experienced/Tier 1 NPC | **Primary**  2d10 | | **Other**  1d10 | | 10 HP. 20 AC. 1d10 damage. |
| Specialist/Tier 2 NPC | **Primary**  4d10 | | **Other**  2d10 | | 20 HP. 40 AC. 1d10 damage. |
| Expert/Tier 3 NPC | **Primary**  6d10 | | **Other**  3d10 | | 30 HP. 60 AC. 1d10 damage. |
| Combat NPC | **Primary**  3d10 | **Secondary**  2d10 | | **Other**  1d10 | 20 AC. 1d10 damage. Level 1-3 psi. |
| Veteran Combat NPC | **Primary**  5d10 | **Secondary**  3d10 | | **Other**  2d10 | 40 AC. 2d10 damage. 1 psi mastery. Maxed out gear. |
| Elite Combat NPC | **Primary**  10d10 | **Secondary**  5d10 | | **Other**  3d10 | 60 AC. 3d10 damage. 1-2 psi mastery. Maxed out gear. |

### Anarchist

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Anarchist | CHA: 1 | CON: 3 | DEX: 1 | INT: 2 | STR: 3 | WIL: 2 |
| HP | 30 | | | | | |
| Armor | **Weave Armor:** 10 AC. Respirator. Traction Pads. Void Suit.  **Flex Armor:** 20 AC. Bonus to dexterity checks to dodge harmful effects. Fire Resistance. Reactive Armor | | | | | |
| Size | Small - large | | | | | |
| Speed | 5 land | | | | | |
| Attacks | **Unarmed (Brawl 3):** Melee Attack. 4 Damage.  **Torch (Strength 3):** Close Ranged Attack. 1d10 Damage. DC 10 dexterity check to avoid fire exposure condition. Hellfire Canister. Quick Recharge Module. Safety System.  **EMP Grenade:** Thrown Ranged Attack. Close Range AOE. Remote Charge or Sensor.  **Gas/Smoke Grenade:** Thrown Ranged Attack. Close Range AOE. Remote Charge or Sensor.  **HEAP Grenade:** Thrown Ranged Attack. Close Range AOE. 4d10 Damage or half on a successful DC 10 dexterity check. Remote Charge or Sensor.  **Plasmaburst:** Thrown Ranged Attack. Close Range AOE. 2d10 Damage and the fire exposure condition or half on a successful DC 10 dexterity check. Remote Charge or Sensor. | | | | | |
| Enhancements | **Archeye:** Vision can alternate between infrared, night vision, x10 zoom, and x-ray vision limited to thin objects or bodies.  **Battle Scanner:** Gain the ability to analyze weapons, armor, lifeforms, etc. Gives you basic information on unhidden targets.  **EMP Shielding:** Augmentations and cybernetics are immune to a single EMP hit per round. | | | | | |
| Psi Abilities | N/A | | | | | |
| Gear | **CID:** Allow secure communication and data transfer. Grant a bonus to interface checks. DC 20 interfacing check to hack.  **Cinder Stick:** Remove perception base penalties due to darkness.  **Gas Mask: Modular Filtration:** Resist all minor airborne toxins. Bonus dice to resist moderate airborne toxins. Bonus dice to resist severe airborne toxins and resist all moderate airborne toxins.  **Thermite Bar** | | | | | |

### Veteran Anarchist

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Veteran Anarchist | CHA: 3 | CON: 5 | DEX: 2 | INT: 3 | STR: 5 | WIL: 3 |
| HP | 50 | | | | | |
| Armor | **Weave Armor:** 10 AC. Respirator. Traction Pads. Void Suit.  **Flex Armor:** 20 AC. Bonus to dexterity checks to dodge harmful effects. Fire Resistance. Reactive Armor | | | | | |
| Size | Small - large | | | | | |
| Speed | 5 land | | | | | |
| Attacks | **Unarmed (Brawl 5):** Melee Attack. 6 Damage.  **Torch (Strength 5):** Close Ranged Attack. 1d10 Damage. DC 30 dexterity check to avoid fire exposure condition. Hellfire Canister. Empowered Canister x2. Quick Recharge Module. Safety System.  **EMP Grenade:** Thrown Ranged Attack. Close Range AOE. Remote Charge or Sensor.  **Gas/Smoke Grenade:** Thrown Ranged Attack. Close Range AOE. Remote Charge or Sensor.  **HEAP Grenade:** Thrown Ranged Attack. Close Range AOE. 4d10 Damage or half on a successful DC 30 dexterity check. Empowered x2. Remote Charge or Sensor.  **Plasmaburst:** Thrown Ranged Attack. Close Range AOE. 2d10 Damage and the fire exposure condition or half on a successful DC 30 dexterity check. Empowered x2. Remote Charge or Sensor.  **Thermobaric Grenade:** Thrown Ranged Attack. Close Range AOE. 10d10 Damage. Anchor. Remote Charge or Sensor. | | | | | |
| Enhancements | **Archeye:** Vision can alternate between infrared, night vision, x10 zoom, and x-ray vision limited to thin objects or bodies.  **Battle Scanner:** Gain the ability to analyze weapons, armor, lifeforms, etc. Gives you basic information on unhidden targets.  **EMP Shielding:** Augmentations and cybernetics are immune to a single EMP hit per round.  **Reaction Boosters: Sharpshooter Edition:** You can use your bonus action to make an extra melee attack immediately after, if you missed your first attack. You can use your bonus action to make an extra ranged attack immediately after, if you missed your first ranged attack. | | | | | |
| Psi Abilities | N/A | | | | | |
| Gear | **CID:** Allow secure communication and data transfer. Grant a bonus to interface checks. DC 20 interfacing check to hack.  **Cinder Stick:** Remove perception base penalties due to darkness.  **Gas Mask: Modular Filtration:** Resist all minor airborne toxins. Bonus dice to resist moderate airborne toxins. Bonus dice to resist severe airborne toxins and resist all moderate airborne toxins.  **Pack: Battery:** Grants an hour worth of power to a device with a compatible input jack.  **Thermite Bar: Liquid:** A gel variant that can be administered and burned underwater | | | | | |

### Elite Anarchist

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Elite Anarchist | CHA: 3 | CON: 10 | DEX: 3 | INT: 5 | STR: 10 | WIL: 5 |
| HP | 100 | | | | | |
| Armor | **Weave Armor:** 10 AC. Respirator. Traction Pads. Void Suit.  **Flex Armor:** 30 AC. Bonus to dexterity checks to dodge harmful effects. Advance Armor. Fire Resistance. Reactive Armor | | | | | |
| Size | Small - large | | | | | |
| Speed | 5 land | | | | | |
| Attacks | **Unarmed (Brawl 10):** Melee Attack. 11 Damage.  **Torch (Strength 10):** Close Ranged Attack. 1d10 Damage. DC 30 dexterity check to avoid fire exposure condition. Hellfire Canister. Empowered Canister x2. Quick Recharge Module. Safety System.  **EMP Grenade:** Thrown Ranged Attack. Close Range AOE. Remote Charge or Sensor.  **Gas/Smoke Grenade:** Thrown Ranged Attack. Close Range AOE. Remote Charge or Sensor.  **HEAP Grenade:** Thrown Ranged Attack. Close Range AOE. 4d10 Damage or half on a successful DC 30 dexterity check. Empowered x2. Remote Charge or Sensor.  **Plasmaburst:** Thrown Ranged Attack. Close Range AOE. 2d10 Damage and the fire exposure condition or half on a successful DC 30 dexterity check. Empowered x2. Remote Charge or Sensor.  **Thermobaric Grenade:** Thrown Ranged Attack. Close Range AOE. 10d10 Damage. Anchor. Remote Charge or Sensor. | | | | | |
| Enhancements | **Archeye:** Vision can alternate between infrared, night vision, x10 zoom, and x-ray vision limited to thin objects or bodies.  **Battle Scanner:** Gain the ability to analyze weapons, armor, lifeforms, etc. Gives you basic information on unhidden targets.  **Eagle Eye:** Receive no penalty for shooting up to one range band outside the firearm’s normal range. You cannot fire beyond extreme range. Has no effect on melee weapons.  **EMP Shielding:** Augmentations and cybernetics are immune to a single EMP hit per round.  **Reaction Boosters: Overwatch Edition:** You can use your bonus action to make an extra melee attack immediately after, if you missed your first attack. You can use your bonus action to make an extra ranged attack immediately after, if you missed your first ranged attack. If you have not used your action to attack, you can use your reaction to make a ranged attack on a target that you can see that moves or attacks an ally within medium range. | | | | | |
| Psi Abilities | N/A | | | | | |
| Gear | **CID:** Allow secure communication and data transfer. Grant a bonus to interface checks. DC 20 interfacing check to hack.  **Cinder Stick:** Remove perception base penalties due to darkness.  **Gas Mask: Modular Filtration:** Resist all minor airborne toxins. Bonus dice to resist moderate airborne toxins. Bonus dice to resist severe airborne toxins and resist all moderate airborne toxins.  **Pack: Battery:** Grants an hour worth of power to a device with a compatible input jack.  **Thermite Bar: Liquid:** A gel variant that can be administered and burned underwater | | | | | |

### Bounty Hunter

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Bounty Hunter | CHA: 1 | CON: 3 | DEX: 3 | INT: 1 | STR: 2 | WIL: 2 |
| HP | 30 | | | | | |
| Armor | **Weave Armor:** 10 AC. Respirator. Traction Pads. Void Suit.  **Flex Armor:** 20 AC. Bonus to dexterity checks to dodge harmful effects. Reactive Armor. | | | | | |
| Size | Small - large | | | | | |
| Speed | 5 land | | | | | |
| Attacks | **Unarmed (Brawl 2):** Melee Attack. 3 Damage.  **Saber Blade (Melee 3):** Melee Attack. 1d10 Damage. Tracer Beacon.  **Railer Pistol (Small Arms 3):** Close Ranged Attack. 1d10 Damage. Safety System. | | | | | |
| Enhancements | **Archeye:** Vision can alternate between infrared, night vision, x10 zoom, and x-ray vision limited to thin objects or bodies.  **Battle Scanner:** Gain the ability to analyze weapons, armor, lifeforms, etc. Gives you basic information on unhidden targets.  **Holo-Tag:** Use your action to choose a target that you can see within medium range to mark. Yourself and Allies gain a bonus on attacking that target so long as they can see it. You can only tag one person at a time. Lasts one hour or until it exits your range band. | | | | | |
| Psi Abilities | N/A | | | | | |
| Gear | **CID:** Allow secure communication and data transfer. DC 20 interfacing check to hack.  **COT:** Bonus to larceny checks based on breaking and entering.  **Cinder Stick:** Remove perception base penalties due to darkness.  **IRD-1:** 1d10 heal.  **Jammer: Psi:** Block incoming and outgoing radio waves used for basic communication. Block all ranged psionic attacks within the area.  **Prisoner Mask** | | | | | |

### Veteran Bounty Hunter

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Veteran Bounty Hunter | CHA: 2 | CON: 5 | DEX: 5 | INT: 2 | STR: 3 | WIL: 3 |
| HP | 50 | | | | | |
| Armor | **Weave Armor:** 10 AC. Respirator. Traction Pads. Void Suit.  **Flex Armor:** 40 AC. Bonus to dexterity checks to dodge harmful effects. Advance Armor. Reactive Armor. | | | | | |
| Size | Small - large | | | | | |
| Speed | 5 land | | | | | |
| Attacks | **Unarmed (Brawl 5):** Melee Attack. 4 Damage.  **Dual Saber Blade (Melee 5):** Melee Attack. 2d10 Damage. Tracer Beacon.  **Saber Sword (Melee 5):** Melee Attack. 3d10 Damage. Laser Edge. Overcharge x2.  **Railer Pistol (Small Arms 5):** Close Ranged Attack. 2d10 Damage. Overcharge. Safety System.  **Railer Rifle (Long Arms 5):** Long Ranged Attack. 3d10 Damage. Dual Omnicore. Overcharge x2. Quick Reload Mag. Safety System.  **Gas/Smoke Grenade:** Thrown Ranged Attack. Close Range AOE.  **Overload Grenade:** Thrown Ranged Attack. Close Range AOE. DC 20 constitution check to resist blindness and stun. Blindness lasts as long as the stun. Empowered.  **High Explosive Grenade:** Thrown Ranged Attack. 3d10 Damage or half on a successful DC 20 dexterity check. Empowered. | | | | | |
| Enhancements | **Archeye:** Vision can alternate between infrared, night vision, x10 zoom, and x-ray vision limited to thin objects or bodies.  **Battle Scanner:** Gain the ability to analyze weapons, armor, lifeforms, etc. Gives you basic information on unhidden targets.  **Holo-Tag: Array Edition:** Use your action to choose up to five targets that you can see within long range to mark. Yourself and Allies gain a bonus on attacking that target so long as they can see it. You can only tag one person at a time. Lasts one hour or until it exits your range band.  **EMP Shielding:** Augmentations and cybernetics are immune to a single EMP hit per round. | | | | | |
| Psi Abilities | N/A | | | | | |
| Gear | **CID:** Allow secure communication and data transfer. DC 20 interfacing check to hack.  **COT:** Bonus to larceny checks based on breaking and entering.  **Cinder Stick:** Remove perception base penalties due to darkness.  **IRD-3:** 4d10 heal.  **Jammer: Psi:** Block incoming and outgoing radio waves used for basic communication. Block all ranged psionic attacks within the area.  **Prisoner Mask** | | | | | |

### Elite Bounty Hunter

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Elite Bounty Hunter | CHA: 3 | CON: 10 | DEX: 10 | INT: 3 | STR: 5 | WIL: 5 |
| HP | 100 | | | | | |
| Armor | **Weave Armor:** 10 AC. Respirator. Traction Pads. Void Suit.  **Flex Armor:** 60 AC. Bonus to dexterity checks to dodge harmful effects. Advance Armor x2. Reactive Armor. | | | | | |
| Size | Small - large | | | | | |
| Speed | 10 land | | | | | |
| Attacks | **Unarmed (Brawl 5):** Melee Attack. 6 Damage.  **Dual Saber Blade (Melee 10):** Melee Attack. 2d10 Damage. Tracer Beacon.  **Saber Sword (Melee 10):** Melee Attack. 3d10 Damage. Overcharge x2.  **Disruptor Pistol (Small Arms 10):** Close Ranged Attack. 1d10 Damage. Quick Recharge Module. Safety System.  **Railer Rifle (Long Arms 10):** Extreme Ranged Sniper Attack. 3d10 Damage. Dual Omnicore x2. Overcharge x2. Quick Reload Mag. Safety System.  **EMP Grenade:** Thrown Ranged Attack. Close Range AOE.  **Gas/Smoke Grenade:** Thrown Ranged Attack. Close Range AOE.  **HEAP Grenade:** Thrown Ranged Attack. Close Range AOE. 4d10 Damage or half on a successful DC 30 dexterity check. Empowered x2.  **Overload Grenade:** Thrown Ranged Attack. Close Range AOE. DC 30 constitution check to resist blindness and stun. Blindness lasts as long as the stun. Empowered x2. | | | | | |
| Enhancements | **Archeye:** Vision can alternate between infrared, night vision, x10 zoom, and x-ray vision limited to thin objects or bodies.  **Battle Scanner:** Gain the ability to analyze weapons, armor, lifeforms, etc. Gives you basic information on unhidden targets.  **Holo-Tag: Array Edition:** Use your action to choose up to five targets that you can see within long range to mark. Yourself and Allies gain a bonus on attacking that target so long as they can see it. You can only tag one person at a time. Lasts one hour or until it exits your range band.  **Eagle Eye:** Receive no penalty for shooting outside the firearm’s normal range band. You cannot fire beyond extreme range. Has no effect on melee weapons.  **EMP Shielding:** Augmentations and cybernetics are immune to a single EMP hit per round.  **Jolt Alert:** Resist the stun condition once per round.  **Reaction Boosters: Sharpshooter Edition:** You can use your bonus action to make an extra melee attack immediately after, if you missed your first attack. You can use your bonus action to make an extra ranged attack immediately after, if you missed your first ranged attack. If you have not used your action to attack, you can use your reaction to make a ranged attack on a target that you can see that moves or attacks an ally within medium range. | | | | | |
| Psi Abilities | N/A | | | | | |
| Gear | **CID:** Allow secure communication and data transfer. DC 20 interfacing check to hack.  **COT:** Bonus to larceny checks based on breaking and entering.  **Cinder Stick:** Remove perception base penalties due to darkness.  **IRD-5:** 10d10 heal.  **Jammer: Psi:** Block incoming and outgoing radio waves used for basic communication. Block all ranged psionic attacks within the area.  **Prisoner Mask** | | | | | |

### Enforcer

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Enforcer | CHA: 1 | CON: 2 | DEX: 3 | INT: 1 | STR: 3 | WIL: 2 |
| HP | 20 | | | | | |
| Armor | **Weave Armor:** 10 AC. Emergency Distress Beacon. Traction Pads. Void Suit.  **Armored Vesh:** 20 AC. -1 Speed. Bonus to strength checks. Subdermal Thrusters. | | | | | |
| Size | Small - large | | | | | |
| Sped=ed | 4 land | | | | | |
| Attacks | **Unarmed (Brawl 3):** Melee Attack. 4 Damage.  **Blast Gloves (Melee 3):** Melee Attack. 1d10 Damage. Explosive and Pulse canister.  **Saber Blade (Melee 3):** Melee Attack. 1d10 Damage. Safety System.  **Railer Pistol (Small Arms 3):** Close Ranged Attack. 1d10 Damage. Quick Reload Mag. Safety System.  **Railer Rifle (Long Arms 3):** Medium Ranged Attack. 1d10 Damage. Quick Reload Mag. Safety System.  **Overload Grenade:** Thrown Ranged Attack. DC 10 constitution check to resist blindness and stun. Blindness lasts as long as the stun. | | | | | |
| Enhancements | **Reaction Boosters: Sharpshooter Edition:** You can use your bonus action to make an extra melee attack immediately after, if you missed your first attack. You can use your bonus action to make an extra ranged attack immediately after, if you missed your first ranged attack. | | | | | |
| Psi Abilities | N/A | | | | | |
| Gear | **CID:** Allow secure communication and data transfer. Default DC 20 interfacing check to hack.  **Cinder Stick:** Remove perception base penalties due to darkness.  **Cuffband:** Impose the restrained condition. DC 20 to break and to resist stun.  **Gas Mask:** Resist all minor airborne toxins. Bonus dice to resist moderate airborne toxins.  **IRD-1:** 1d10 heal. | | | | | |

### Veteran Enforcer

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Veteran Enforcer | CHA: 2 | CON: 3 | DEX: 5 | INT: 2 | STR: 5 | WIL: 3 |
| HP | 30 | | | | | |
| Armor | **Weave Armor:** 10 AC. Emergency Distress Beacon. Traction Pads. Void Suit.  **Armored Vesh:** 40 AC. -2 Speed. Bonus to strength checks. Advance Plating. Pulse Shield. | | | | | |
| Size | Small - large | | | | | |
| Speed | 3 land | | | | | |
| Attacks | **Unarmed (Brawl 5):** Melee Attack. 6 Damage.  **Blast Gloves (Melee 5):** Melee Attack. 2d10 Damage. Explosive Canister. Overcharge.  **Saber Blade (Melee 5):** Melee Attack. 1d10 Damage. Safety System.  **Railer Pistol (Small Arms 5):** Close Ranged Attack. 2d10 Damage. Overcharge. Quick Reload Mag. Safety System.  **Railer Rifle (Long Arms 5):** Long Ranged Attack. 2d10 Damage. Dual Omnicore. Overcharge. Quick Reload Mag. Safety System. Under-barrel Grenade Launcher.  **HEAP Grenade:** Thrown Ranged Attack. Close Range AOE. 4d10 Damage or half on a successful DC 20 dexterity check. Empowered.  **Overload Grenade:** Thrown Ranged Attack. DC 20 constitution check to resist blindness and stun. Blindness lasts as long as the stun. Empowered. | | | | | |
| Enhancements | **Holo-Tag:** Use your action to choose a target that you can see within medium range to mark. Yourself and Allies gain a bonus on attacking that target so long as they can see it. You can only tag one person at a time. Lasts one hour or until it exits your range band.  **Reaction Boosters: Sharpshooter Edition:** You can use your bonus action to make an extra melee attack immediately after, if you missed your first attack. You can use your bonus action to make an extra ranged attack immediately after, if you missed your first ranged attack. | | | | | |
| Psi Abilities | N/A | | | | | |
| Gear | **CID:** Allow secure communication and data transfer. Default DC 20 interfacing check to hack.  **Cinder Stick:** Remove perception base penalties due to darkness.  **Cuffband: Reinforced:** Impose the restrained condition. DC 40 to break and to resist stun.  **Emergency Distress Beacon: Range Extender:** Range increased to planet-wide.  **Gas Mask:** Resist all minor airborne toxins. Bonus dice to resist moderate airborne toxins.  **IRD-3:** 4d10 heal.  **Jammer:** Block incoming and outgoing radio waves used for basic communication. | | | | | |

### Elite Enforcer

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Elite Enforcer | CHA: 3 | CON: 5 | DEX: 10 | INT: 3 | STR: 10 | WIL: 5 |
| HP | 50 | | | | | |
| Armor | **Weave Armor:** 10 AC. Emergency Distress Beacon. Traction Pads. Void Suit.  **Armored Vesh:** 60 AC. -2 Speed. Bonus to strength checks. Advance Plating x2. Pulse Shield. | | | | | |
| Size | Small - large | | | | | |
| Speed | 7 land | | | | | |
| Attacks | **Unarmed (Brawl 10):** Melee Attack. 6 Damage.  **Blast Gloves (Melee 10):** Melee Attack. 2d10 Damage. Explosive Canister. Overcharge.  **Saber Blade (Melee 10):** Melee Attack. 1d10 Damage. Safety System.  **Railer Pistol (Small Arms 10):** Close Ranged Attack. 2d10 Damage. Overcharge. Safety System. Silencer.  **Disruptor Rifle (Long Arms 10):** Medium Ranged Attack. 3d10 Damage. Dual Omnicore. Omnicore Coolant. Overcharge x2. Safety System. Under-barrel Grenade Launcher.  **HEAP Grenade:** Thrown Ranged Attack. Close Range AOE. 4d10 Damage or half on a successful DC 30 dexterity check. Empowered x2.  **Overload Grenade:** Thrown Ranged Attack. DC 30 constitution check to resist blindness and stun. Blindness lasts as long as the stun. Empowered x2. | | | | | |
| Enhancements | **Holo-Tag: Array Edition:** Use your action to choose up to five targets that you can see within long range to mark. Yourself and Allies gain a bonus on attacking that target so long as they can see it. You can only tag one person at a time. Lasts one hour or until it exits your range band.  **Reaction Boosters: Overwatch Edition:** You can use your bonus action to make an extra melee attack immediately after, if you missed your first attack. You can use your bonus action to make an extra ranged attack immediately after, if you missed your first ranged attack. If you have not used your action to attack, you can use your reaction to make a ranged attack on a target that you can see that moves or attacks an ally within medium range. | | | | | |
| Psi Abilities | N/A | | | | | |
| Gear | **CID:** Allow secure communication and data transfer. Default DC 20 interfacing check to hack.  **Cinder Stick:** Remove perception base penalties due to darkness.  **Emergency Distress Beacon: Range Extender:** Range increased to planet-wide.  **Cuffband: Reinforced:** Impose the restrained condition. DC 40 to break and to resist stun.  **Gas Mask:** Resist all minor airborne toxins. Bonus dice to resist moderate airborne toxins.  **IRD-10:** 10d10 heal.  **Jammer:** Block incoming and outgoing radio waves used for basic communication. | | | | | |

### Infiltrator

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Infiltrator | CHA: 2 | CON: 1 | DEX: 3 | INT: 3 | STR: 1 | WIL: 2 |
| HP | 10 | | | | | |
| Armor | **Weave Armor:** 10 AC. Respirator. Traction Pads. Void Suit.  **Flex Armor:** 20 AC. Bonus to dexterity checks to dodge harmful effects. Shadow Cloak. | | | | | |
| Size | Small - large | | | | | |
| Speed | 5 land | | | | | |
| Attacks | **Unarmed (Brawl 1):** Melee Attack. 2 Damage.  **Dual Saber Blade (Melee 3):** Melee Attack. 2d10 Damage. Injection Blade.  **Saber Sword (Melee 3):** Melee Attack. 3d10 Damage. Static Blade. Static Cells. Safety System.  **Dual Arc Pistol (Small Arms 3):** Close Ranged Attack. 2d10 Damage. Quick Recharge Module. Safety System.  **Arc Rifle (Long Arms 3):** Medium Ranged Attack. 1d10 Damage. Dual Inhibitor (blindness). Quick Recharge Module. Safety System.  **Concussion Grenade:** Thrown Ranged Attack. Close Range AOE. DC 10 strength check to resist being knocked prone. Remote Charge or Sensor.  **EMP Grenade:** Thrown Ranged Attack. Close Range AOE. Remote Charge or Sensor.  **Gas/Smoke Grenade:** Thrown Ranged Attack. Close Range AOE. Remote Charge or Sensor.  **Overload Grenade:** Thrown Ranged Attack. Close Range AOE. DC 10 constitution check to resist blindness and stun. Blindness lasts as long as the stun. Remote Charge or Sensor.  **Splash Grenade:** Thrown Ranged Attack. Close Range AOE. DC 10 dexterity check to doge the released liquid that coats an area with a filled substance of any type. Remote Charge or Sensor. | | | | | |
| Enhancements | **Precision** **Boosters:** Removes the penalty for dual wielding. | | | | | |
| Psi Abilities | N/A | | | | | |
| Gear | **CID:** Allow secure communication and data transfer. Default DC 20 interfacing check to hack.  **COT:** Bonus to larceny checks based on breaking and entering.  **Cinder Stick:** Remove perception base penalties due to darkness.  **Diving Gear:** Bonus to athletics checks base on swimming. Removes swim speed reduction.  **Dazzler:** Blinds and removes vision for all mechanical devices and creatures within close range.  **Electronic Rope:** Bonus to athletic checks base on climbing. Auto-succeed easy climbing scenarios.  **Fiber Eye**  **Gas Mask:** Resist all minor airborne toxins. Bonus dice to resist moderate airborne toxins.  **Jammer:** Block incoming and outgoing radio waves used for basic communication.  **Microbug**  **Thermal Goggles**  **Thermite Bar** | | | | | |

### Veteran Infiltrator

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Veteran Infiltrator | CHA: 3 | CON: 2 | DEX: 5 | INT: 5 | STR: 2 | WIL: 3 |
| HP | 20 | | | | | |
| Armor | **Weave Armor:** 10 AC. Respirator. Traction Pads. Void Suit.  **Flex Armor:** 40 AC. Bonus to dexterity checks to dodge harmful effects. Advance Armor. Shadow Cloak. | | | | | |
| Size | Small - large | | | | | |
| Speed | 5 land | | | | | |
| Attacks | **Unarmed (Brawl 2):** Melee Attack. 3 Damage.  **Dual Saber Blade (Melee 5):** Melee Attack. 2d10 Damage. Injection Blade.  **Saber Sword (Melee 5):** Melee Attack. 1d10 Damage. Static Blade. Static Cells. Safety System.  **Dual Arc Pistol (Small Arms 5):** Close Ranged Attack. 2d10 Damage. Quick Recharge Module. Safety System.  **Arc Rifle (Long Arms 5):** Medium Ranged Attack. 1d10 Damage. Quick Recharge Module. Safety System.  **Concussion Grenade:** Thrown Ranged Attack. Close Range AOE. DC 20 strength check to resist being knocked prone. Empowered. Remote Charge or Sensor.  **EMP Grenade:** Thrown Ranged Attack. Close Range AOE. Remote Charge or Sensor.  **Gas/Smoke Grenade:** Thrown Ranged Attack. Close Range AOE. Remote Charge or Sensor.  **HEAP Grenade:** Thrown Ranged Attack. Close Range AOE. 4d10 Damage or half on a successful DC 20 dexterity check. Empowered. Remote Charge or Sensor.  **Overload Grenade:** Thrown Ranged Attack. Close Range AOE. DC 20 constitution check to resist blindness and stun. Blindness lasts as long as the stun. Empowered. Remote Charge or Sensor.  **Splash Grenade:** Thrown Ranged Attack. Close Range AOE. DC 20 dexterity check to doge the released liquid that coats an area with a filled substance of any type. Empowered. Remote Charge or Sensor. | | | | | |
| Enhancements | **Precision** **Boosters:** Removes the penalty for dual wielding.  **Defense Matrix:** While wielding a melee or unarmed weapon you can use your reaction to reduce an incoming melee attack by a 1d10, potentially causing it to miss. | | | | | |
| Psi Abilities | N/A | | | | | |
| Gear | **CID: Quantum Core:** Allow secure communication and data transfer. Grant a bonus to interface checks.  **COT:** Bonus to larceny checks based on breaking and entering.  **Cinder Stick:** Remove perception base penalties due to darkness.  **Diving Gear:** Bonus to athletics checks base on swimming. Removes swim speed reduction.  **Electronic Rope:** Bonus to athletic checks base on climbing. Auto-succeed easy climbing scenarios.  **Dazzler:** Blinds and removes vision for all mechanical devices and creatures within close range.  **Fiber Eye**  **Gas Mask:** Resist all minor airborne toxins. Bonus dice to resist moderate airborne toxins.  **Jammer: Sound:** Block incoming and outgoing radio waves used for basic communication. Block all sound within the area.  **Microbug: Wireless:** Wirelessly upload data to a linked CID within medium range.  **Pack: Flight:** One hour of gliding before a 24 hour recharge is needed.  **Thermal Goggles**  **Thermite Bar: Liquid:** A gel variant that can be administered and burned underwater | | | | | |

### Elite Infiltrator

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Elite Infiltrator | CHA: 5 | CON: 3 | DEX: 10 | INT: 10 | STR: 3 | WIL: 5 |
| HP | 30 | | | | | |
| Armor | **Weave Armor:** 10 AC. Respirator. Traction Pads. Void Suit.  **Flex Armor:** 60 AC. Bonus to dexterity checks to dodge harmful effects. Advance Armor x2. Shadow Cloak. | | | | | |
| Speed | 10 land | | | | | |
| Size | Small - large | | | | | |
| Attacks | **Unarmed (Brawl 3):** Melee Attack. 4 Damage.  **Dual Saber Blade (Melee 10):** Melee Attack. 2d10 Damage. Injection Blade.  **Saber Sword (Melee 10):** Melee Attack. 1d10 Damage. Static Blade. Static Cells. Safety System.  **Dual Arc Pistol (Small Arms 10):** Close Ranged Attack. 2d10 Damage. Quick Recharge Module. Safety System.  **Arc Rifle (Long Arms 10):** Medium Ranged Attack. 1d10 Damage. Inhibitor (blindness). Quick Recharge Module. Safety System.  **Concussion Grenade:** Thrown Ranged Attack. Close Range AOE. DC 20 strength check to resist being knocked prone. Empowered. Remote Charge or Sensor.  **EMP Grenade:** Thrown Ranged Attack. Close Range AOE. Remote Charge or Sensor.  **Gas/Smoke Grenade:** Thrown Ranged Attack. Close Range AOE. Remote Charge or Sensor.  **HEAP Grenade:** Thrown Ranged Attack. Close Range AOE. 4d10 Damage or half on a successful DC 20 dexterity check. Empowered. Remote Charge or Sensor.  **Overload Grenade:** Thrown Ranged Attack. Close Range AOE. DC 20 constitution check to resist blindness and stun. Blindness lasts as long as the stun. Empowered. Remote Charge or Sensor.  **Splash Grenade:** Thrown Ranged Attack. Close Range AOE. DC 20 dexterity check to doge the released liquid that coats an area with a filled substance of any type. Empowered. Remote Charge or Sensor. | | | | | |
| Enhancements | **Precision** **Boosters:** Removes the penalty for dual wielding.  **Defense Matrix: Blade Parry Edition:** While wielding a bladed weapon you can use your reaction to reduce an incoming attack that is in close range by a 1d10, potentially causing it to miss. | | | | | |
| Psi Abilities | N/A | | | | | |
| Gear | **CID: Quantum Core:** Allow secure communication and data transfer. Grant a bonus to interface checks.  **COT:** Bonus to larceny checks based on breaking and entering.  **Cinder Stick:** Remove perception base penalties due to darkness.  **Dazzler: Empowered:** Blinds and removes vision for all mechanical devices and creatures within medium range.  **Diving Gear:** Bonus to athletics checks base on swimming. Removes swim speed reduction.  **Electronic Rope:** Bonus to athletic checks base on climbing. Auto-succeed easy climbing scenarios.  **Fiber Eye**  **Gas Mask: Modular Filtration:** Resist all minor airborne toxins. Bonus dice to resist moderate airborne toxins. Bonus dice to resist severe airborne toxins and resist all moderate airborne toxins.  **Jammer: Sound:** Block incoming and outgoing radio waves used for basic communication. Block all sound within the area.  **Pack: Flight:** One hour of gliding before a 24 hour recharge is needed.  **Microbug: Wireless:** Wirelessly upload data to a linked CID within medium range.  **Thermal Goggles**  **Thermite Bar: Liquid:** A gel variant that can be administered and burned underwater | | | | | |

### Investigator

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Investigator | CHA: 3 | CON: 1 | DEX: 2 | INT: 3 | STR: 1 | WIL: 2 |
| HP | 10 | | | | | |
| Armor | **Weave Armor:** 10 AC. Emergency Distress Beacon. Traction Pads. Void Suit.  **Flex Armor:** 20 AC. Bonus to dexterity checks to dodge harmful effects. Dampener. | | | | | |
| Size | Small - large | | | | | |
| Speed | 5 land | | | | | |
| Attacks | **Unarmed (Brawl 1):** Melee Attack. 2 Damage.  **Railer Pistol (Small Arms 2):** Close Ranged Attack. 1d10 Damage. Quick Reload Mag. Safety System. | | | | | |
| Enhancements | **Battle Scanner:** Gain the ability to analyze weapons, armor, lifeforms, etc. Gives you basic information on unhidden targets. | | | | | |
| Psi Abilities | N/A | | | | | |
| Gear | **Biomonitor:** Bonus to all medical checks.  **CID:** Allow secure communication and data transfer. DC 20 interfacing check to hack.  **COT:** Bonus to larceny checks based on breaking and entering.  **Cinder Stick:** Remove perception base penalties due to darkness.  **Cuffband:** Impose the restrained condition. DC 20 to break and to resist stun.  **Emergency Distress Beacon**  **Fiber Eye**  **Life Patch**  **Micro Flare Launcher**  **Microbug**  **Jammer:** Block incoming and outgoing radio waves used for basic communication. | | | | | |

### Veteran Investigator

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Veteran Investigator | CHA: 5 | CON: 2 | DEX: 3 | INT: 5 | STR: 2 | WIL: 3 |
| HP | 20 | | | | | |
| Armor | **Weave Armor:** 10 AC. Emergency Distress Beacon. Traction Pads. Void Suit.  **Flex Armor:** 20 AC. Bonus to dexterity checks to dodge harmful effects. Dampener. Electro Safety Net. | | | | | |
| Size | Small - large | | | | | |
| Speed | 5 land | | | | | |
| Attacks | **Unarmed (Brawl 1):** Melee Attack. 2 Damage.  **Railer Pistol (Small Arms 5):** Close Ranged Attack. 1d10 Damage. Quick Reload Mag. Safety System. | | | | | |
| Enhancements | **Battle Scanner:** Gain the ability to analyze weapons, armor, lifeforms, etc. Gives you basic information on unhidden targets.  **Pheromone Emitter:** Grants a bonus to charisma base checks. | | | | | |
| Psi Abilities | N/A | | | | | |
| Gear | **Biomonitor: Stabilizer:** Bonus to all medical checks. No check needed to stabilize a target at 0 hp.  **CID: Multi-Tier Firewall:** Allow secure communication and data transfer. DC 40 interfacing check to hack.  **COT:** Bonus to larceny checks based on breaking and entering.  **Cinder Stick:** Remove perception base penalties due to darkness.  **Cuffband: Reinforced:** Impose the restrained condition. DC 30 to break and to resist stun.  **Emergency Distress Beacon: Range Extender:** Range increased to planet-wide.  **Fiber Eye**  **Jammer: Sound:** Block incoming and outgoing radio waves used for basic communication. Block all sound within the area.  **Life Patch**  **Micro Flare Launcher**  **Pack: Battery:** Grants an hour worth of power to a device with a compatible input jack.  **Microbug :Wireless:** Wirelessly upload data to a linked CID within medium range. | | | | | |

### Elite Investigator

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Elite Investigator | CHA: 10 | CON: 3 | DEX: 5 | INT: 10 | STR: 3 | WIL: 5 |
| HP | 30 | | | | | |
| Armor | **Weave Armor:** 10 AC. Emergency Distress Beacon. Traction Pads. Void Suit.  **Flex Armor:** 20 AC. Bonus to dexterity checks to dodge harmful effects. Dampener. Electro Safety Net. Reactive Armor. | | | | | |
| Size | Small - large | | | | | |
| Speed | 5 land | | | | | |
| Attacks | **Unarmed (Brawl 3):** Melee Attack. 4 Damage.  **Railer Pistol (Small Arms 5):** Close Ranged Attack. 1d10 Damage. Quick Reload Mag. Safety System. | | | | | |
| Enhancements | **Battle Scanner:** Gain the ability to analyze weapons, armor, lifeforms, etc. Gives you basic information on unhidden targets.  **Pheromone Emitter:** Grants a bonus to charisma base checks.  **Second Life:** Once per day you can recover to 1 HP when rendered unconscious at 0 HP. You may choose when to recover. You automatically recover when you trigger death (10 rounds). You remain aware of your surroundings while this is active. | | | | | |
| Psi Abilities | N/A | | | | | |
| Gear | **Biomonitor: Stabilizer:** Bonus to all medical checks. No check needed to stabilize a target at 0 hp.  **CID: Multi-Tier Firewall:** Allow secure communication and data transfer. DC 40 interfacing check to hack.  **COT:** Bonus to larceny checks based on breaking and entering.  **Cinder Stick:** Remove perception base penalties due to darkness.  **Cuffband: Reinforced:** Impose the restrained condition. DC 40 to break and to resist stun.  **Emergency Distress Beacon: Range Extender:** Range increased to planet-wide.  **Fiber Eye**  **Jammer: Sound:** Block incoming and outgoing radio waves used for basic communication. Block all sound within the area.  **Life Patch**  **Micro Flare Launcher**  **Pack: Battery:** Grants an hour worth of power to a device with a compatible input jack.  **Microbug: Wireless:** Wirelessly upload data to a linked CID within medium range. | | | | | |

### War Mage

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| War Mage | CHA: 2 | CON: 3 | DEX: 2 | INT: 1 | STR: 1 | WIL: 3 |
| HP | 30 | | | | | |
| Armor | **Weave Armor:** 10 AC. HM Suit x3. Traction Pads. Void Suit.  **Flex Armor:** 20 AC. Bonus to dexterity checks to dodge harmful effects. Reactive Armor. | | | | | |
| Size | Small - large | | | | | |
| Speed | 5 land | | | | | |
| Attacks | **Unarmed (Brawl 1):** Melee Attack. 2 Damage.  **Dual Disruptor Pistol (Small Arms 2):** Close Ranged Attack. 2d10 Damage. Quick Recharge Module. Safety System. | | | | | |
| Enhancements | **Archeye:** Vision can alternate between infrared, night vision, x10 zoom, and x-ray vision limited to thin objects or bodies.  **EMP Shielding:** Augmentations and cybernetics are immune to a single EMP hit per round.  **Precision** **Boosters:** Removes the penalty for dual wielding. | | | | | |
| Psi Abilities | Choose any psi school to learn the first three psi abilities | | | | | |
| Gear | **CID: Multi-Tier Firewall:** Allow secure communication and data transfer. DC 40 interfacing check to hack.  **Cinder Stick:** Remove perception base penalties due to darkness.  **Cuffband: Reinforced:** Impose the restrained condition. DC 40 to break and to resist stun.  **Emergency Distress Beacon: Range Extender:** Range increased to planet-wide.  **IRD-1:** 1d10 heal.  **Prisoner Mask** | | | | | |

### Veteran War Mage

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Veteran War Mage | CHA: 3 | CON: 5 | DEX: 3 | INT: 2 | STR: 2 | WIL: 5 |
| HP | 50 | | | | | |
| Armor | **Weave Armor:** 10 AC. HM Suit x3. Traction Pads. Void Suit.  **Flex Armor:** 40 AC. Bonus to dexterity checks to dodge harmful effects. Advance Armor. Reactive Armor. | | | | | |
| Size | Small - large | | | | | |
| Speed | 5 land | | | | | |
| Attacks | **Unarmed (Brawl 2):** Melee Attack. 3 Damage.  **Dual Disruptor Pistol (Small Arms 3):** Close Ranged Attack. 4d10 Damage. Overcharge. Quick Recharge Module. Safety System. | | | | | |
| Enhancements | **Archeye:** Vision can alternate between infrared, night vision, x10 zoom, and x-ray vision limited to thin objects or bodies.  **Battle Scanner:** Gain the ability to analyze weapons, armor, lifeforms, etc. Gives you basic information on unhidden targets.  **EMP Shielding:** Augmentations and cybernetics are immune to a single EMP hit per round.  **Holo-Tag:** Use your action to choose a target that you can see within medium range to mark. Yourself and Allies gain a bonus on attacking that target so long as they can see it. You can only tag one person at a time. Lasts one hour or until it exits your range band.  **Precision** **Boosters:** Removes the penalty for dual wielding. | | | | | |
| Psi Abilities | Choose any one psi school to master | | | | | |
| Gear | **CID: Multi-Tier Firewall:** Allow secure communication and data transfer. DC 40 interfacing check to hack.  **Cinder Stick:** Remove perception base penalties due to darkness.  **Cuffband: Reinforced:** Impose the restrained condition. DC 40 to break and to resist stun.  **Emergency Distress Beacon: Range Extender:** Range increased to planet-wide.  **IRD-3:** 4d10 heal.  **Prisoner Mask** | | | | | |

### Elite War Mage

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Elite War Mage | CHA: 5 | CON: 10 | DEX: 5 | INT: 3 | STR: 3 | WIL: 10 |
| HP | 100 | | | | | |
| Armor | **Weave Armor:** 10 AC. HM Suit x3. Traction Pads. Void Suit.  **Flex Armor:** 60 AC. Bonus to dexterity checks to dodge harmful effects. Advance Armor x2. Reactive Armor. | | | | | |
| Size | Small - large | | | | | |
| Speed | 5 land | | | | | |
| Attacks | **Unarmed (Brawl 3):** Melee Attack. 4 Damage.  **Dual Disruptor Pistol (Small Arms 5):** Close Ranged Attack. 4d10 Damage. Overcharge. Quick Recharge Module. Safety System. | | | | | |
| Enhancements | **Archeye:** Vision can alternate between infrared, night vision, x10 zoom, and x-ray vision limited to thin objects or bodies.  **Battle Scanner:** Gain the ability to analyze weapons, armor, lifeforms, etc. Gives you basic information on unhidden targets.  **EMP Shielding:** Augmentations and cybernetics are immune to a single EMP hit per round.  **Holo-Tag: Array Edition:** Use your action to choose up to five targets that you can see within long range to mark. Yourself and Allies gain a bonus on attacking that target so long as they can see it. You can only tag one person at a time. Lasts one hour or until it exits your range band.  **Jolt Alert:** Resist the stun condition once per round.  **Mental Reinforcer:** Grants a bonus to willpower base checks.  **Precision** **Boosters:** Removes the penalty for dual wielding.  **Second Life:** Once per day you can recover to 1 HP when rendered unconscious at 0 HP. You may choose when to recover. You automatically recover when you trigger death (10 rounds). You remain aware of your surroundings while this is active.  **Titan Resilence:** Grants a bonus to constitution checks. | | | | | |
| Psi Abilities | Choose any two psi schools to master | | | | | |
| Gear | **CID: Multi-Tier Firewall:** Allow secure communication and data transfer. DC 40 interfacing check to hack.  **Cinder Stick:** Remove perception base penalties due to darkness.  **Cuffband: Reinforced:** Impose the restrained condition. DC 40 to break and to resist stun.  **Emergency Distress Beacon: Range Extender:** Range increased to planet-wide.  **IRD-5:** 10d10 heal.  **Prisoner Mask** | | | | | |

## Robotics

Abyssal Ones are immune to these conditions: Asleep, contaminated, radiation, unconscious, and weakened.

### Drone

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Drone | CHA: N/A | CON: 5 | DEX: 5 | INT: 5 | STR: 5 | WIL: N/A |
| HP | 50 | | | | | |
| Armor | **Plating:** 20 AC. | | | | | |
| Size | Small – large | | | | | |
| Speed | 5 land | | | | | |
| Attacks | **Gatling Turret (Intelligence 5):** Medium Ranged Attack. 2d10 Damage. | | | | | |
| Psi Abilities | **N/A** | | | | | |
| Features | **Full Auto:** Enemies adjacent to the target are also hit if the same attack roll meets their AC.  **Scanner:** An action to analyze weapons, armor, lifeforms, etc. Gives it basic information on unhidden targets.  **Sensor:** The detection and identification of heat signatures, brainwaves, motion, sound, etc. | | | | | |
| Variant | N/A | | | | | |

### Assault Drone

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Assault Drone | CHA: N/A | CON: 10 | DEX: 10 | INT: 10 | STR: 10 | WIL: N/A |
| HP | 100 | | | | | |
| Armor | **Plating:** 40 AC. | | | | | |
| Size | Small – large | | | | | |
| Speed | 10 land | | | | | |
| Attacks | **Gatling Turret (Intelligence 10):** Long Ranged Attack. 2d10 Damage.  **HEAP Seeker Missile:** Extreme Ranged Attack. Close Range AOE. 4d10 Damage or half on a successful DC 20 dexterity check. | | | | | |
| Psi Abilities | N/A | | | | | |
| Features | **Armor Piercing:** Gatling rounds ignore half cover.  **Full Auto:** Enemies adjacent to the target are also hit if the same attack roll meets their AC.  **Scanner:** An action to analyze weapons, armor, lifeforms, etc. Gives it basic information on unhidden targets.  **Sensor:** The detection and identification of heat signatures, brainwaves, motion, sound, etc. | | | | | |
| Variant | N/A | | | | | |

### Walker

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Walker | CHA: N/A | CON: 15 | DEX: 15 | INT: 15 | STR: 15 | WIL: N/A |
| HP | 150 | | | | | |
| Armor | **Plating:** 60 AC. | | | | | |
| Size | 2x – 4x | | | | | |
| Speed | 15 land | | | | | |
| Attacks | **Gatling Turret (Intelligence 15):** Long Ranged Attack. 4d10 Damage.  **HEAP Seeker Missile:** Extreme Ranged Attack. Close - Medium Range AOE. 4d10 Damage or half on a successful DC 40 dexterity check.  **Rocket Fist (Strength 15):** Melee Attack. 3d10 Damage. DC 40 strength check to resist being knocked prone. | | | | | |
| Psi Abilities | N/A | | | | | |
| Features | **Armor Piercing:** Gatling rounds ignore half cover.  **Coolants:** Specialized vents that emit a mist of cleansing substance that extinguish flames and neutralize other damaging substances. Takes an action to activate the coolants, deactivates at the end of walker’s turn.  **Electric Discharge:** If it is disabled due to an EMP or EMP-like attack, the walker can make a DC 100 constitution check at the end of its turn to reboot.  **Full Auto:** Enemies adjacent to the target are also hit if the same attack roll meets their AC.  **Scanner:** An action to analyze weapons, armor, lifeforms, etc. Gives it basic information on unhidden targets.  **Sensor:** The detection and identification of heat signatures, brainwaves, motion, sound, etc.  **Weakness:** The walker has three weaknesses: gears (dexterity and speed), sensors (intelligence) and thrusters (strength). All with an AC of 80. Shooting or striking these components deals half damage but permanently reduces the stat by one for a minimum of 10 (before bonuses/penalties). HEAP grenades/seekers and similar damage reduces the walker’s AC to 40. | | | | | |
| Variant | N/A | | | | | |

## Aliens

Aliens do not view Abyssal Ones or the reaper virus as a threat. They are also immune to psionic effects or oppose with a 15d10 check.

### Leech

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Leech | CHA: N/A | CON: 3 | DEX: 3 | INT: N/A | STR: 5 | WIL: 5 |
| A leech is energy turned sentient and hostile, at least that is the theory. They can take up any form they want but their rainbow colored appearance remains the same. They often resemble a tesla coil or at least have a static field around them whenever they take on a less ambiguous form. They are often drawn to locations with large power sources and ion storms. | | | | | | |
| HP | 30 | | | | | |
| Armor | **Static Form:** 20 AC | | | | | |
| Size | Large | | | | | |
| Speed | 5 Flying, land, swimming | | | | | |
| Vision | Omni-vision | | | | | |
| Attacks | **Pulse:** 1d10 Damage. All adjacent creatures (excluding other leeches) must make a DC 20 dexterity check to take half damage.  **Static Strike (Dexterity 3):** Melee Ranged Attack (close range). 1d10 Damage. | | | | | |
| Psi Abilities | **Life Link (1MP / Bonus Action / 1 Hour):** A creature within medium range must make an opposed willpower check else the damage the leech receives is split between the two. This effect lasts for an hour or until the leech uses the psi on another creature.  **Life Leech (1MP / Action / Instant):** The life linked creature within medium range must make an opposed willpower check or take 1d10 damage, which heals the leech. | | | | | |
| Features | **Immortal:** Immune to the asleep, blinded, contaminated, slowed, stunned, unconscious and weakened condition.  **Intangible:** Immune to the grappled, prone and restrained condition. It can also squeeze through any space large enough for water to get through.  **Volatile:** Melee attackers and those that come into contact with it suffer 1d10 damage.  **Weakness:** EMP is the only thing capable of stunning a leech. It also inflicts 1d10 damage per turn it is stunned. | | | | | |
| Variant | **Elemental Core:** Acid, fire, ice, radiation, electricity or toxin/poison makes up the base element of the leech’s core. It is immune to this element. | | | | | |

### Adult Leech

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Adult Leech | CHA: N/A | CON: 5 | DEX: 5 | INT: N/A | STR: 10 | WIL: 10 |
| A leech is energy turned sentient and hostile, at least that is the theory. They can take up any form they want but their rainbow colored appearance remains the same. They often resemble a tesla coil or at least have a static field around them whenever they take on a less ambiguous form. They are often drawn to locations with large power sources and ion storms. | | | | | | |
| HP | 50 | | | | | |
| Armor | **Static Form:** 40 AC | | | | | |
| Size | 2x | | | | | |
| Speed | 5 Flying, land, swimming | | | | | |
| Vision | Omni-vision | | | | | |
| Attacks | **Lightning Lance (Dexterity 5):** Long Ranged Attack. 2d10 Damage. DC 40 constitution check to resist being stunned.  **Pulse:** 2d10 Damage. All creatures within close range (excluding other leeches) must make a DC 40 dexterity check to take half damage.  **Static Strike (Dexterity 5):** Melee Ranged Attack (close range). 2d10 Damage. | | | | | |
| Psi Abilities | **Life Link (1MP / Bonus Action / 1 Hour):** Up to two creatures within long range must make an opposed willpower check else the damage the leech receives is split between the two. This effect lasts for an hour or until the leech uses the psi on another creature.  **Life Leech (1MP / Action / Instant):** The life linked creature within long range must make an opposed willpower check or take 2d10 damage, which heals the leech.  **Decaying Pulse (5MP / Action / Instant):** Destroying itself the leech emits a blast of concentrated enegery that deals damage to everything within medium range. This damage adds HP to other leeches hit by it, this can put them over their HP maximum. The damage it deal is equal to the remaining HP of the leech. | | | | | |
| Features | **Immortal:** Immune to the asleep, blinded, contaminated, slowed, stunned, unconscious and weakened condition.  **Intangible:** Immune to the grappled, prone and restrained condition. It can also squeeze through any space large enough for water to get through.  **Volatile:** Melee attackers and those that come into contact with it suffer 2d10 damage.  **Weakness:** EMP is the only thing capable of stunning a leech. It also inflicts 1d10 damage per turn it is stunned. | | | | | |
| Variant | **Elemental Core:** Acid, fire, ice, radiation, electricity or toxin/poison makes up the base element of the leech’s core. It is immune to this element and makes a Pulse attack each time it sustains damage from that element. | | | | | |

### Grand Leech

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Grand Leech | CHA: N/A | CON: 10 | DEX: 10 | INT: N/A | STR: 15 | WIL: 15 |
| A leech is energy turned sentient and hostile, at least that is the theory. They can take up any form they want but their rainbow colored appearance remains the same. They often resemble a tesla coil or at least have a static field around them whenever they take on an ambiguous form. They are often drawn to locations with large power sources and ion storms. | | | | | | |
| HP | 100 | | | | | |
| Armor | **Static Form:** 60 AC | | | | | |
| Size | 3x | | | | | |
| Speed | 10 Flying, land, swimming | | | | | |
| Vision | Omni-vision | | | | | |
| Attacks | **Lightning Lance (Dexterity 10):** Long Ranged Attack. 3d10 Damage. DC 60 constitution check to resist being stunned.  **Pulse:** 3d10 Damage. All creatures within medium range (excluding other leeches) must make a DC 60 dexterity check to take half damage.  **Static Strike (Dexterity 10):** Melee Ranged Attack (close range). 3d10 Damage. | | | | | |
| Psi Abilities | **Life Link (1MP / Bonus Action / 1 Hour):** Up to three creatures within long range must make an opposed willpower check else the damage the leech receives is split between the two.  **Life Leech (1MP / Action / Instant):** All life linked creatures within long range must make an opposed willpower check or take 3d10 damage, which heals the leech.  **Decaying Pulse (5MP / Action / Instant):** Destroying itself the leech emits a blast of concentrated enegery that deals damage to everything within long range. This damage adds HP to other leeches hit by it, this can put them over their HP maximum. The damage it deal is equal to the remaining HP of the leech. | | | | | |
| Features | **Immortal:** Immune to the asleep, blinded, contaminated, slowed, stunned, unconscious and weakened condition.  **Intangible:** Immune to the grappled, prone and restrained condition. It can also squeeze through any space large enough for water to get through.  **Resonate:** Using a bonus action it can siphon energy from other leeches within medium range. For each leech it gains a bonus on the next check it makes.  **Volatile:** Melee attackers and those that come into contact with it suffer 3d10 damage.  **Weakness:** EMP is the only thing capable of stunning a leech. It also inflicts 1d10 damage per turn it is stunned. | | | | | |
| Variant | **Elemental Core:** Acid, fire, ice, radiation, electricity or toxin/poison makes up the base element of the leech’s core. It is immune to this element and makes a Pulse attack each time it sustains damage from that element. It also gains a bonus on all checks until the end of its next turn. | | | | | |

### Nether

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Nether | CHA: N/A | CON: 5 | DEX: 5 | INT: N/A | STR: 3 | WIL: 3 |
| Nether is the term given to aquatic creatures even though they may vary greatly in characteristics. They can only live in water but that does not mean they can’t breath air. Nethers are often a major food supply for coastal colonies. | | | | | | |
| HP | 50 | | | | | |
| Armor | **Carapace:** 20 AC | | | | | |
| Size | 2x | | | | | |
| Speed | 5 Swimming | | | | | |
| Vision | Blindsight | | | | | |
| Attacks | **Bite (Strength 5):** Melee Attack. 1d10 Damage. With a bonus action it can attempt to consume the bitten target if it is smaller than it. An opposed strength check is required to resist being consumed. | | | | | |
| Psi Abilities | **Lure Prey (1MP / Bonus Action / Instant):** A creature within medium range that can see the nether must make an opposed willpower check. On a failure the creature use its reaction to use its movement to move its movement speed closer to the nether. | | | | | |
| Features | **Blood Frenzy:** Gains a bonus to attacks if the creature is not at full HP. With a bonus action it can attempt to consume the bitten target if it is smaller than it. An opposed strength check is required to resist being consumed.  **Consumed:** The nether can consume up to two living creatures at a time. At the start of the creature’s turn it automatically receive the blinded, restrained and exposure condition, suffering 1d10 acid damage (dice pool increases each round). When sustaining damage from the inside it must oppose the damage with constitution check to resist expelling the consumed creature.  **Weakness:** The nether receives a penalty on dexterity and strength base checks for every living consumed creature. | | | | | |
| Variant | **Barbed Teeth:** Cretures its size and smaller is grappled when bitten. The nether can only bite the creature it is grappling.  **Evasive:** Does not trigger attacks of opportunity for moving out of melee engagement.  **Electric Scales:** Immune to electrical damage. Melee attackers and those that come into contact with the nether must make a DC 20 constitution check or be stunned.  **Ink Cloud:** Using a bonus action the nether can either make an obscuring cloud of ink around it that lasts an hour, blinding those within it or shoot ink at a target within medium range. Target must make a DC 20 dexterity check or be blinded.  **Slimey Scales:** Cannot be grappled or restrained.  **Toxic Scales:** Melee attackers and those that come into contact with the nether must make a DC 20 constitution check or be contaminated. While contaminated, all checks are made with a penalty.  **Tendril:** A nether with tendrils can use its bonus action to grapple a target within close range on a failed opposed grapple check (the nether uses dexterity). The target must be its size or smaller. | | | | | |

### Adult Nether

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Adult Nether | CHA: N/A | CON: 10 | DEX: 10 | INT: N/A | STR: 5 | WIL: 5 |
| Nether is the term given to aquatic creatures even though they may vary greatly in characteristics. They can only live in water but that does not mean they can’t breath air. Nethers are often a major food supply for coastal colonies. | | | | | | |
| HP | 100 | | | | | |
| Armor | **Carapace:** 40 AC | | | | | |
| Size | 3x | | | | | |
| Speed | 10 Swimming | | | | | |
| Vision | Blindsight | | | | | |
| Attacks | **Bite (Strength 15):** Melee Attack. 2d10 Damage. With a bonus action it can attempt to consume the bitten target if it is smaller than it. An opposed strength check is required to resist being consumed.  **Tail Swipe (Strength 15):** Melee Ranged Attack (close range). 3d10 Damage. DC 40 constitution check to resist being stunned until the end of their next turn. | | | | | |
| Psi Abilities | **Lure Prey (1MP / Bonus Action / Instant):** A creature within long range that can see the nether must make an opposed willpower check. On a failure the creature use its reaction to use its movement to move its movement speed closer to the nether.  **Mesmorize (5MP / Action / Instant):** All designated enemies within long range that can see it must make an opposed willpower check to resist being stunned. | | | | | |
| Features | **Blood Frenzy:** Gains a bonus on attacks if any enemy within medium range is not at full HP.  **Consumed:** The nether can consume up to three living creatures at a time. At the start of the creature’s turn it automatically receive the blinded, restrained and exposure condition, suffering 1d10 acid damage (dice pool increases each round). When sustaining damage from the inside it must oppose the damage with constitution check to resist expelling the consumed creature.  **Weakness:** The nether receives a penalty on dexterity and strength base checks for every living consumed creature. | | | | | |
| Variant | **Barbed Teeth:** Cretures smaller than its size is grappled when bitten. The nether can only bite the creature it is grappling.  **Evasive:** Does not trigger attacks of opportunity for moving out of melee engagement.  **Electric Scales:** Immune to electrical damage. Melee attackers and those that come into contact with the nether must make a DC 40 constitution check or be stunned.  **Ink Cloud:** Using a bonus action the nether can either make an obscuring cloud of ink around it that lasts an hour, blinding those within it or shoot ink at a target within medium range. Target must make a DC 20 dexterity check or be blinded.  **Poisoned Scales:** Melee attackers and those that come into contact with the nether must make a DC 40 constitution check or be contaminated. While contaminated, all checks are made with a penalty.  **Slimey Scales:** Cannot be grappled or restrained.  **Tendril:** A nether with tendrils can use its bonus action to grapple a target within close range on a failed opposed grapple check (the nether uses dexterity). The target must be its size or smaller. | | | | | |

### Grand Nether

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Grand Nether | CHA: N/A | CON: 15 | DEX: 15 | INT: N/A | STR: 10 | WIL: 10 |
| Nether is the term given to aquatic creatures even though they may vary greatly in characteristics. They can only live in water but that does not mean they can’t breath air. Nethers are often a major food supply for coastal colonies. | | | | | | |
| HP | 150 | | | | | |
| Armor | **Carapace:** 60 AC | | | | | |
| Size | 4x and larger | | | | | |
| Speed | 15 Swimming | | | | | |
| Vision | Blindsight | | | | | |
| Attacks | **Bite (Dexterity 15):** Melee Attack. 3d10 Damage. With a bonus action it can attempt to consume the bitten target if it is smaller than it. An opposed strength check is required to resist being consumed.  **Tail Swipe (Dexterity 15):** Melee Ranged Attack (close range). 4d10 Damage. DC 60 constitution check to resist being stunned until the end of their next turn. | | | | | |
| Psi Abilities | **Lure Prey (1MP / Bonus Action / Instant):** A creature within long range that can see the nether must make an opposed willpower check. On a failure the creature use its reaction to use its movement to move its movement speed closer to the nether.  **Mesmorize (5MP / Action / Instant):** All designated enemies within long range that can see it must make an opposed willpower check to resist being stunned. | | | | | |
| Features | **Blood Frenzy:** Gains a bonus on attacks if any enemy within long range is not at full HP.  **Consumed:** The nether can consume up to four living creatures at a time. At the start of the creature’s turn it automatically receive the blinded, restrained and exposure condition, suffering 1d10 acid damage (dice pool increases each round). When sustaining damage from the inside it must oppose the damage with constitution check to resist expelling the consumed creatures.  **Weakness:** The nether receives a penalty on dexterity and strength base checks for every living consumed creature. | | | | | |
| Variant | **Barbed Teeth:** Cretures smaller than its size is grappled when bitten. The nether can only bite the creature it is grappling.  **Evasive:** Does not trigger attacks of opportunity for moving out of melee engagement.  **Electric Scales:** Immune to electrical damage. Melee attackers and those that come into contact with the nether must make a DC 60 constitution check or be stunned.  **Ink Cloud:** Using a bonus action the nether can either make an obscuring cloud of ink around it that lasts an hour, blinding those within it or shoot ink at a target within medium range. Target must make a DC 20 dexterity check or be blinded.  **Poisoned Scales:** Melee attackers and those that come into contact with the nether must make a DC 60 constitution check or be contaminated. While contaminated, all checks are made with a penalty.  **Slimey Scales:** Cannot be grappled or restrained.  **Tendril:** A nether with tendrils can use its bonus action to grapple a target within close range on a failed opposed grapple check (the nether uses dexterity). The target must be its size or smaller. | | | | | |

### Stalker

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Stalker | CHA: N/A | | CON: 3 | DEX: 5 | INT: N/A | STR: 5 | WIL: 3 |
| Stalkers usually come in the form of four-legged creatures that resemble canines and felines. They are often covered in fur or thick hide that sometimes have deadly, protruding spikes. They are highly intelligent, it isn’t uncommon for a stalker to navigate through manmade structures. They often observe their prey for a time before striking. This observation often help them mimic their prey and use the tools their prey may use. | | | | | | | |
| HP | | 30 | | | | | |
| Armor | | **Hide:** 20 AC. | | | | | |
| Size | | Small | | | | | |
| Speed | | 5 Land, 2 swimming | | | | | |
| Vision | | Blindsight | | | | | |
| Attacks | | **Bite (Strength 5):** Melee Attack. 1d10 Damage. DC 20 strength check to resist being knocked prone. | | | | | |
| Psi Abilities | | **Inflict Terror (1MP / Reaction / Instant):** Inflict fear into an attacker it can see within medium range. If they fail an opposed willpower check, their attack misses. | | | | | |
| Features | | **Flanking:** Gain a bonus when the target is in melee engagement with another enemy.  **Sprinter:** An action can be used to take the move action again.  **Weakness:** While on fire the stalker suffers a penalty on all checks, if it took fire damage then it suffers a penalty until the end of its next turn. It must also make a willpower check to resist the urge to flee from the source of the fire, the DC is equal to the fire damage. | | | | | |
| Variant | | **Barbed Teeth:** Cretures its size and smaller is grappled when bitten. The stalker can only bite the creature it is grappling.  **Bristle Back:** Upon being hit wuth a melee attack it spray quills out in all directions. All targets within close range and without the Bristle Back feature must make a DC 20 dexterity check to dodge the 1d10 damage quills.  **Cloaking:** The stalker can use an action to go invisible.  **Evasive:** Does not trigger attacks of opportunity for moving out of melee engagement.  **Evasive Maneuver:** Take half damage on a fail dexterity check to take half damage, quarter damage on a successful dexterity check.  **Feral Leap:** Using a bonus action the stalker can leap up to its move speed, if it lands next to a creature it can choose to force it to make an opposed strength to resist being knocked prone.  **Razor Hide:** Melee attacks inflict 1d10 damage to the attacker.  **Serrated Teeth:** Bite attacks inflict the exposure condition, dealing 1d10 bleeding damage.  **Thick Hide:** AC doubled.  **Venomous:** Bite attacks inflict the contaminated condition, dealing 1d10 poison damage and a penalty on all checks. DC 20 constitution check to resist the venom and only take an extra 1d10 poison damage. | | | | | |

### Adult Stalker

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Adult Stalker | CHA: N/A | CON: 5 | DEX: 10 | INT: N/A | STR: 10 | WIL: 5 |
| Stalkers usually come in the form of four-legged creatures that resemble canines and felines. They are often covered in fur or thick hide that sometimes have deadly, protruding spikes. They are highly intelligent, it isn’t uncommon for a stalker to navigate through manmade structures. They often observe their prey for a time before striking. This observation often help them mimic their prey and use the tools their prey may use. | | | | | | |
| HP | 50 | | | | | |
| Armor | **Hide:** 40 AC. | | | | | |
| Size | Large | | | | | |
| Speed | 10 Land, 5 swimming | | | | | |
| Vision | Blindsight | | | | | |
| Attacks | **Bite (Strength 10):** Melee Attack. 2d10 Damage. DC 40 strength check to resist being knocked prone.  **Claw (Dexterity 10):** Melee Attack. 2d10 Damage. | | | | | |
| Psi Abilities | **Inflict Terror (1MP / Reaction / Instant):** Inflict fear into an attacker it can see within long range. If they fail an opposed willpower check, their attack misses.  **Phase Jump (1MP / Bonus Action / Instant):** The stalker can teleport within its move speed, this still uses up its movement. | | | | | |
| Features | **Flanking:** Gain a bonus when the target is in melee engagement with another enemy.  **Sprinter:** An action can be used to take the move action again.  **Weakness:** While on fire the stalker suffers a penalty on all checks, if it took fire damage then it suffers a penalty until the end of its next turn. It must also make a willpower check to resist the urge to flee from the source of the fire, the DC is equal to the fire damage. | | | | | |
| Variant | **Barbed Teeth:** Cretures its size and smaller is grappled when bitten. The stalker can only bite the creature it is grappling.  **Bristle Back:** Upon being hit wuth a melee attack it spray quills out in all directions. All targets within close range and without the Bristle Back feature must make a DC 40 dexterity check to dodge the 1d10 damage quills.  **Cloaking:** The stalker can use an action to go invisible.  **Counterattack:** Use its reaction to make a claw attack in response to being attacked by a melee weapon.  **Evasive:** Does not trigger attacks of opportunity for moving out of melee engagement.  **Evasive Maneuver:** Take half damage on a fail dexterity check to take half damage, quarter damage on a successful dexterity check.  **Feral Leap:** Using a bonus action the stalker can leap up to its move speed, if it lands next to a creature it can choose to force it to make an opposed strength to resist being knocked prone.  **Razor Hide:** Melee attacks inflict 1d10 damage to the attacker.  **Serrated Teeth:** Bite attacks inflict the exposure condition, dealing 1d10 bleeding damage.  **Thick Hide:** AC doubled.  **Venomous:** Bite attacks inflict the contaminated condition, dealing 1d10 poison damage and a penalty on all checks. DC 40 constitution check to resist the venom and only take an extra 1d10 poison damage. | | | | | |

### Grand Stalker

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Grand Stalker | CHA: N/A | CON: 10 | DEX: 15 | INT: N/A | STR: 15 | WIL: 10 |
| Stalkers usually come in the form of four-legged creatures that resemble canines and felines. They are often covered in fur or thick hide that sometimes have deadly, protruding spikes. They are highly intelligent, it isn’t uncommon for a stalker to navigate through manmade structures. They often observe their prey for a time before striking. This observation often help them mimic their prey and use the tools their prey may use. | | | | | | |
| HP | 100 | | | | | |
| Armor | **Hide:** 60 AC. | | | | | |
| Size | 2x | | | | | |
| Speed | 15 Land, 7 swimming | | | | | |
| Vision | Blindsight | | | | | |
| Attacks | **Bite (Strength 15):** Melee Attack. 3d10 Damage. DC 60 strength check to resist being knocked prone.  **Claw (Dexterity 15):** Melee Attack. 3d10 Damage.  **Tail Spike (Dexterity 15):** Medium Ranged Attack. 3d10 Damage. The target suffers from the slowed condition until an action is used to remove the paralyzing spike. | | | | | |
| Psi Abilities | **Inflict Terror (1MP / Reaction / Instant):** Inflict fear into an attacker it can see within long range. If they fail an opposed willpower check, their attack misses.  **Phase Jump (1MP / Bonus Action / Instant):** The stalker can teleport within its move speed, this still uses up its movement. | | | | | |
| Features | **Flanking:** Gain a bonus when the target is in melee engagement with another enemy.  **Sprinter:** An action can be used to take the move action again.  **Weakness:** While on fire the stalker suffers a penalty on all checks, if it took fire damage then it suffers a penalty until the end of its next turn. It must also make a willpower check to resist the urge to flee from the source of the fire, the DC is equal to the fire damage. | | | | | |
| Variant | **Barbed Teeth:** Cretures its size and smaller is grappled when bitten. The stalker can only bite the creature it is grappling.  **Bristle Back:** Upon being hit wuth a melee attack it spray quills out in all directions. All targets within close range and without the Bristle Back feature must make a DC 60 dexterity check to dodge the 1d10 damage quills.  **Counterattack:** Use its reaction to make a claw attack in response to being attacked by a melee weapon.  **Cloaking:** The stalker can use an action to go invisible.  **Evasive:** Does not trigger attacks of opportunity for moving out of melee engagement.  **Evasive Maneuver:** Take half damage on a fail dexterity check to take half damage, quarter damage on a successful dexterity check.  **Feral Leap:** Using a bonus action the stalker can leap up to its move speed, if it lands next to a creature it can choose to force it to make an opposed strength to resist being knocked prone.  **Razor Hide:** Melee attacks inflict 1d10 damage to the attacker.  **Serrated Teeth:** Bite attacks inflict the exposure condition, dealing 1d10 bleeding damage.  **Thick Hide:** AC doubled.  **Venomous:** Bite attacks inflict the contaminated condition, dealing 1d10 poison damage and a penalty on all checks. DC 60 constitution check to resist the venom and only take an extra 1d10 poison damage. | | | | | |

### Swarm

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Swarm | CHA: N/A | CON: 5 | DEX: 3 | INT: N/A | STR: 3 | WIL: 5 |
| Insects or small creatures that group together to form swarms, alone they are weak but together they are deadly encounters. Their strength and psionic abilities come from their numerous physical or mental attacks since each creature in the swarm work together to take down their prey. | | | | | | |
| HP | 50 | | | | | |
| Armor | 20 AC | | | | | |
| Size | 2x | | | | | |
| Speed | 5 Burrowing, flying, land, swimming | | | | | |
| Vision | Normal sight | | | | | |
| Attacks | **Swarm Attack (Dexterity 3):** Melee Attack. 1d10 Damage. When attacking the swarm envelops the target, while swarmed all targets within its space are attacked (using the same roll). | | | | | |
| Psi Abilities | **Mental Droning (1MP / Reaction / Instant):** If a creature within the swarm attempts to use an action or move it can force them to make an opposed willpower check. On a failure the target immediately end its turn.  **Mind Infestion (1MP per Creature / Action / Instant):** All creatures within the swarm must make an opposed willpower check to resist being forced to use their reaction to make an attack on a target the swarm designates (including themselves). | | | | | |
| Features | **Continuous Assault:** As a reaction the swarm can follow a target it has swarmed but only up to the swarm’s movement speed.  **Overwhelm:** All targets within the swarm’s space is blinded and slowed. They also cannot disengage and suffer from the exposure condition, taking 1d10 damage.  **Weakness:** The swarm cannot completely escape an AOE, swarms always take full damage from AOEs but they still make checks to resist AOE effects. | | | | | |
| Variant | **Blindsight:** The ability to see within darkness or while blinded. Require little to no light.  **Sensor:** The detection and identification of heat signatures, brainwaves, motion, sound, etc.  **Tremor Sense:** Detection of vibration in the air and/or ground. | | | | | |

### Adult Swarm

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Adult Swarm | CHA: N/A | CON: 10 | DEX: 5 | INT: N/A | STR: 5 | WIL: 10 |
| Insects or small creatures that group together to form swarms, alone they are weak but together they are deadly encounters. Their strength and psionic abilities come from their numerous physical or mental attacks since each creature in the swarm work together to take down their prey. | | | | | | |
| HP | 100 | | | | | |
| Armor | 40 AC | | | | | |
| Size | 3x | | | | | |
| Speed | 5 Burrowing, flying, land, swimming | | | | | |
| Vision | Normal sight | | | | | |
| Attacks | **Swarm Attack (Dexterity 5):** Melee Attack. 2d10 Damage. When attacking the swarm envelops the target, while swarmed all targets within its space are attacked (using the same roll). | | | | | |
| Psi Abilities | **Mental Droning (1MP / Reaction / Instant):** If a creature within the swarm attempts to use an action or move it can force them to make an opposed willpower check. On a failure the target immediately end its turn.  **Mind Infestion (1MP per Creature / Action / Instant):** All creatures within the swarm must make an opposed willpower check to resist being forced to use their reaction to make an attack on a target the swarm designates (including themselves).  **Empowered Mind Infestion (5MP / Action / Instant):** A target within medium range must make an opposed willpower check to resist being forced to use their reaction to make an attack on a target the swarm designates (including themselves). | | | | | |
| Features | **Continuous Assault:** As a reaction the swarm can follow a target it has swarmed but only up to the swarm’s movement speed.  **Overwhelm:** All targets within the swarm’s space is blinded and slowed. They also cannot disengage and suffer from the exposure condition, taking 1d10 damage.  **Weakness:** The swarm cannot completely escape an AOE, swarms always take full damage from AOEs but they still make checks to resist AOE effects. | | | | | |
| Variant | **Blindsight:** The ability to see within darkness or while blinded. Require little to no light.  **Sensor:** The detection and identification of heat signatures, brainwaves, motion, sound, etc.  **Tremor Sense:** Detection of vibration in the air and/or ground. | | | | | |

### Grand Swarm

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Grand Swarm | CHA: N/A | CON: 15 | DEX: 10 | INT: N/A | STR: 10 | WIL: 15 |
| Insects or small creatures that group together to form swarms, alone they are weak but together they are deadly encounters. Their strength and psionic abilities come from their numerous physical or mental attacks since each creature in the swarm work together to take down their prey. | | | | | | |
| HP | 150 | | | | | |
| Armor | 60 AC | | | | | |
| Size | 4x | | | | | |
| Speed | 10 Burrowing, flying, land, swimming | | | | | |
| Vision | Normal sight | | | | | |
| Attacks | **Swarm Attack (Dexterity 10):** Melee Attack. 3d10 Damage. When attacking the swarm envelops the target, while swarmed all targets within its space are attacked (using the same roll). | | | | | |
| Psi Abilities | **Mental Droning (1MP / Reaction / Instant):** If a creature within the swarm attempts to use an action or move it can force them to make an opposed willpower check. On a failure the target immediately end its turn.  **Mind Infestion (1MP / Action / Instant):** All targets within the swarm must make an opposed willpower check to resist being forced to use their reaction to make an attack on a target the swarm designates (including themselves).  **Empowered Mind Infestion (5MP per Creature / Action / Instant):** A target within medium range must make an opposed willpower check to resist being forced to use their reaction to make an attack on a target the swarm designates (including themselves). | | | | | |
| Features | **Continuous Assault:** As a reaction the swarm can follow a target it has swarmed but only up to the swarm’s movement speed.  **Overwhelm:** All targets within the swarm’s space is blinded and slowed. They also cannot disengage and suffer from the exposure condition, taking 1d10 damage.  **Weakness:** The swarm cannot completely escape an AOE, swarms always take full damage from AOEs but they still make checks to resist AOE effects. | | | | | |
| Variant | **Blindsight:** The ability to see within darkness or while blinded. Require little to no light.  **Sensor:** The detection and identification of heat signatures, brainwaves, motion, sound, etc.  **Tremor Sense:** Detection of vibration in the air and/or ground. | | | | | |

### Wraith

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Wraith | CHA: N/A | CON: 3 | DEX: 5 | INT: N/A | STR: 3 | WIL: 5 |
| Wraiths are massive, powerful flying creatures that resemble dragons and other flying insects. Their body is ghostly and emit smoke that helps to hide their form. Wraiths will prey on creatures larger than them, their favored tactic is to lift them up in the air and let gravity do the rest. | | | | | | |
| HP | 30 | | | | | |
| Armor | **Scales:** 20 AC | | | | | |
| Size | Large | | | | | |
| Speed | 5 Flying | | | | | |
| Vision | Normal sight | | | | | |
| Attacks | **Bite (Strength 3):** Melee Attack. 1d10 Damage.  **Noxious Mist:** All creatures within close range must make an DC 20 constitution check or suffer 1d10 poison damage. | | | | | |
| Psi Abilities | **Psychic Scream (1MP / Bonus Action / Instant):** All enemies within medium range that can hear the wraith must make an opposed willpower check or be stunned until the end of the wraith’s next turn. | | | | | |
| Features | **Charged Strike:** If the wraith moved at least five ft/m toward the target before attacking, on a hit the target must make a DC 20 strength check to resist being knocked prone.  **Evasive:** Does not trigger attacks of opportunity for moving out of melee engagement.  **Shadow Form:** While in darkness or dim light, the wraith is always considered hidden. A DC 20 check is required to spot the wraith each time it moves and is out of close range.  **Weakness:** While grounded, the wraith suffers a penalty on all dexterity and strength base checks. | | | | | |
| Variant | **Blindsight:** The ability to see within darkness or while blinded. Require little to no light.  **Empowered Noxious Mist:** The wraith’s noxious mist now does either an additional 1d10 acid damage or inflicts one of these conditions on a failed check: asleep, blinded, contaminated (disease, poison, etc.), exposure (fire, bleeding, etc.), radiation, slowed or unconscious.  **Resilient Scales:** AC is increased by 10.  **Sensor:** The detection and identification of heat signatures, brainwaves, motion, sound, etc.  **Tremor Sense:** Detection of vibration in the air and/or ground. | | | | | |

### Adult Wraith

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Adult Wraith | CHA: N/A | CON: 5 | DEX: 10 | INT: N/A | STR: 5 | WIL: 10 |
| Wraiths are massive, powerful flying creatures that resemble dragons and other flying insects. Their body is ghostly and emit smoke that helps to hide their form. Wraiths will prey on creatures larger than them, their favored tactic is to lift them up in the air and let gravity do the rest. | | | | | | |
| HP | 50 | | | | | |
| Armor | **Scales:** 40 AC | | | | | |
| Size | 2x | | | | | |
| Speed | 10 Flying | | | | | |
| Vision | Normal sight | | | | | |
| Attacks | **Bite (Strength 5):** Melee Attack. 2d10 Damage.  **Noxious Mist:** All creatures within medium range must make an DC 40 constitution check or suffer 2d10 poison damage.  **Talon (Dexterity 10):** Melee Attack. 2d10 Damage. An opposed strength check is required to keep from being grappled. Only one target can be grappled at a time.  **Stinger (Dexterity 10):** Melee Attack. 2d10 Damage. DC 40 constitution check to resist the contaminated condition, suffering 1d10 poison damage. | | | | | |
| Psi Abilities | **Psychic Scream (1MP / Bonus Action / Instant):** All enemies within medium range that can hear the wraith must make an opposed willpower check or be stunned until the end of the wraith’s next turn.  **Haunting Visage (5MP / Action / 1 Hour):** While activated all creatures within long range must make an opposed willpower check. On a failure all checks are made with a penalty until the wraith cannot be seen, heard or felt. On a success they resist the effect and cannot be effect by that particular wraith again. | | | | | |
| Features | **Charged Strike:** If the wraith moved at least five ft/m toward the target before attacking, on a hit the target must make a DC 40 strength check to resist being knocked prone.  **Evasive:** Does not trigger attacks of opportunity for moving out of melee engagement.  **Powerful Build:** Wraiths can carry creatures up to one size larger than it and still move full speed.  **Shadow Form:** While in darkness or dim light, the wraith is always considered hidden. A DC 40 check is required to spot the wraith each time it moves and is out of close range.  **Weakness:** While grounded, the wraith suffers a penalty on all dexterity and strength base checks. | | | | | |
| Variant | **Blindsight:** The ability to see within darkness or while blinded. Require little to no light.  **Empowered Noxious Mist:** The wraith’s noxious mist now does either an additional 1d10 acid damage or inflicts one of these conditions on a failed check: asleep, blinded, contaminated (disease, poison, etc.), exposure (fire, bleeding, etc.), radiation, slowed or unconscious.  **Resilient Scales:** AC is increased by 10.  **Sensor:** The detection and identification of heat signatures, brainwaves, motion, sound, etc.  **Tremor Sense:** Detection of vibration in the air and/or ground. | | | | | |

### Grand Wraith

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Grand Wraith | CHA: N/A | CON: 10 | DEX: 15 | INT: N/A | STR: 10 | WIL: 15 |
| Wraiths are massive, powerful flying creatures that resemble dragons and other flying insects. Their body is ghostly and emit smoke that helps to hide their form. Wraiths will prey on creatures larger than them, their favored tactic is to lift them up in the air and let gravity do the rest. | | | | | | |
| HP | 100 | | | | | |
| Armor | **Scales:** 60 AC | | | | | |
| Size | 4x | | | | | |
| Speed | 15 Flying | | | | | |
| Vision | Normal sight | | | | | |
| Attacks | **Bite (Strength 10):** Melee Attack. 3d10 Damage.  **Noxious Mist:** All creatures within medium range must make an DC 60 constitution check or suffer 3d10 poison damage.  **Talon (Dexterity 15):** Melee Attack. 3d10 Damage. An opposed strength check is required to keep from being grappled. Only one target can be grappled at a time.  **Stinger (Dexterity 15):** Melee Attack. 3d10 Damage. DC 60 constitution check to resist the contaminated condition, suffering 1d10 poison damage. | | | | | |
| Psi Abilities | **Reaping (Varies / Action / Instant):** The wraith can charge this psychic attack with every creature that is at 0 HP or dead within long range of it. A creature within long range must make an opposed willpower check. On a failure they take 1d10 + 1d10 damage per dead or 0 HP creature within long of the wraith. On a success they take half damage. It caps at 10d10 and cost 1MP per creature it siphons to empower this attack.  **Psychic Scream (1MP / Bonus Action / Instant):** All enemies within long range that can hear the wraith must make an opposed willpower check or be stunned until the end of the wraith’s next turn.  **Haunting Visage (5MP / Action / 1 Hour):** While activated all creatures within long range must make an opposed willpower check. On a failure all checks are made with a penalty until the wraith cannot be seen, heard or felt. On a success they resist the effect and cannot be effect by that particular wraith again.  **Soul Consumption (5MP / Reaction / Instant):** When the wraith brings a creature down to 0 HP it can force an opposed willpower check. On a failure the creature dies and the wraith regains all of its HP. | | | | | |
| Features | **Charged Strike:** If the wraith moved at least five ft/m toward the target before attacking, on a hit the target must make a DC 60 strength check to resist being knocked prone.  **Evasive:** Does not trigger attacks of opportunity for moving out of melee engagement.  **Powerful Build:** Wraiths can carry creatures up to one size larger than it and still move full speed.  **Shadow Form:** While in darkness or dim light, the wraith is always considered hidden. A DC 60 check is required to spot the wraith each time it moves and is out of close range.  **Weakness:** While grounded, the wraith suffers a penalty on all dexterity and strength base checks. | | | | | |
| Variant | **Blindsight:** The ability to see within darkness or while blinded. Require little to no light.  **Empowered Noxious Mist:** The wraith’s noxious mist now does either an additional 1d10 acid damage or inflicts one of these conditions on a failed check: asleep, blinded, contaminated (disease, poison, etc.), exposure (fire, bleeding, etc.), radiation, slowed or unconscious.  **Resilient Scales:** AC is increased by 10.  **Sensor:** The detection and identification of heat signatures, brainwaves, motion, sound, etc.  **Tremor Sense:** Detection of vibration in the air and/or ground. | | | | | |

### Wyrm

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Wyrm | CHA: N/A | CON: 5 | DEX: 3 | INT: N/A | STR: 5 | WIL: 3 |
| Plated, segmented worm-like creatures that spin while in motion. Their anatomy is more mechanical than organic. Even though they resemble machines, they are not affected by EMPs. They use their rowed teeth to saw through and consume anything. Their only internal component is heat glands that reach superheated temperatures that can melt away plasteel. | | | | | | |
| HP | 50 | | | | | |
| Armor | **Plating:** 20 AC. Reduce damage by 5 | | | | | |
| Size | Large | | | | | |
| Speed | 5 Burrowing, land, swimming | | | | | |
| Vision | Tremor sense | | | | | |
| Attacks | **Maw (Strength 5):** Melee Attack. 1d10 Damage. DC 20 strength check to resist being grappled.  **Grinder (Strength 5):** Melee Attack. 2d10 Damage. Only able to use this attack on a creature it has grappled. | | | | | |
| Psi Abilities | **Weaving Plates (1MP / Bonus Action / Instant):** Heal itself 1d10 HP. | | | | | |
| Features | **Desctructive Maw:** The wyrm’s move speed is the amount of material it can tear through, regardless of its Armor Rating. Plasteel is the only material that requires it to use an action to tear through.  **Space Voyagers:** Wyrms can safely traverse space.  **Weakness:** The wyrm loses one point of damage reduction from its plating whenever it takes damage from an explosive grenade (e.g. fragmentation and HEAP). When all of its damage reduction is lost its plating starts to fall apart thus taking 1d10 damage at the start of the wyrm’s turn. | | | | | |
| Variant | **Explosive End:** All targets within close range must make a DC 40 dexterity check to resist 1d10 damage. Half damage on a success.  **Overdrive:** When the Grinder attack is used, the next time it uses the Grinder attack on a grappled creature it gains a bonus to hit and damage (accumulates).  **Reactive Plates:** The wyrm gains a bonus to resist AOE attacks.  **Serrated Maw:** DC 20 constitution check to resist the exposure condition, 1d10 bleeding damage. | | | | | |

### Adult Wyrm

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Adult Wyrm | CHA: N/A | CON: 10 | DEX: 5 | INT: N/A | STR: 10 | WIL: 5 |
| Plated, segmented worm-like creatures that spin while in motion. Their anatomy is more mechanical than organic even though they are not considered machines and are not affected by EMPs. They use their rowed teeth to saw through and consume anything. Their only internal component is heat glands that reach superheated temperatures that can melt away plasteel. | | | | | | |
| HP | 100 | | | | | |
| Armor | **Plating:** 40 AC. Reduce damage by 10 | | | | | |
| Size | 3x | | | | | |
| Speed | 5 Burrowing, land, swimming | | | | | |
| Vision | Tremor sense | | | | | |
| Attacks | **Maw (Strength 10):** Melee Attack. 2d10 Damage. DC 40 strength check to resist being grappled.  **Grinder (Strength 10):** Melee Attack. 3d10 Damage. Only able to use this attack on a creature it has grappled.  **Heated Core:** 2d10 Damage. The wyrm can use a bonus action to activate its internal furnace, melting away everything it consumes. If a creature is in its maw or within close range they must make a DC 40 dexterity check to take half damage. | | | | | |
| Psi Abilities | **Weaving Plates (1MP / Bonus Action / Instant):** Heal itself 1d10 HP. | | | | | |
| Features | **Desctructive Maw:** The wyrm’s move speed is the amount of material it can tear through, regardless of its Armor Rating. Plasteel is the only material that requires it to use an action to tear through.  **Space Voyagers:** Wyrms can safely traverse space.  **Weakness:** The wyrm loses one point of damage reduction from its plating whenever it takes damage from an explosive grenade (e.g. fragmentation and HEAP). When all of its damage reduction is lost its plating starts to fall apart thus taking 1d10 damage at the start of the wyrm’s turn. | | | | | |
| Variant | **Explosive End:** All targets within close range must make a DC 40 dexterity check to resist 2d10 damage. Half damage on a success.  **Overdrive:** When the Grinder attack is used, the next time it uses the Grinder attack on a grappled creature it gains a bonus to hit and damage (accumulates).  **Reactive Plates:** The wyrm gains a bonus to resist AOE attacks.  **Serrated Maw:** DC 40 constitution check to resist the exposure condition, 1d10 bleeding damage. | | | | | |

### Grand wyrm

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Grand Wyrm | CHA: N/A | CON: 15 | DEX: 10 | INT: N/A | STR: 15 | WIL: 10 |
| Plated, segmented worm-like creatures that spin while in motion. Their anatomy is more mechanical than organic even though they are not considered machines and are not affected by EMPs. They use their rowed teeth to saw through and consume anything. Their only internal component is heat glands that reach superheated temperatures that can melt away plasteel. | | | | | | |
| HP | 150 | | | | | |
| Armor | **Plating:** 20 AC. Reduce damage by 10 | | | | | |
| Size | 5x and larger | | | | | |
| Speed | 10 Burrowing, flying, land, swimming | | | | | |
| Vision | Tremor sense | | | | | |
| Attacks | **Maw (Strength 15):** Melee Attack. 3d10 Damage. DC 60 strength check to resist being grappled.  **Grinder (Strength 15):** Melee Attack. 4d10 Damage. Only able to use this attack on a creature it has grappled.  **Heated Core:** 3d10 Damage. The wyrm can use a bonus action to activate its internal furnace, melting away everything it consumes. If a creature is in its maw or within close range they must make a DC 60 dexterity check to take half damage. | | | | | |
| Psi Abilities | **Weaving Plates (1MP / Bonus Action / Instant):** Heal itself 1d10 HP. | | | | | |
| Features | **Desctructive Maw:** The wyrm’s move speed is the amount of material it can tear through, regardless of its Armor Rating. Plasteel is the only material that requires it to use an action to tear through.  **Ship Destroyer:** Deals full damage to spacecrafts and vehicles. If it has a shield it deals damage to the shield first before the hull.  **Space Voyagers:** Wyrms can safely traverse space.  **Weakness:** The wyrm loses one point of damage reduction from its plating whenever it takes damage from an explosive grenade (e.g. fragmentation and HEAP). When all of its damage reduction is lost its plating starts to fall apart thus taking 1d10 damage at the start of the wyrm’s turn. | | | | | |
| Variant | **Explosive End:** All targets within close range must make a DC 60 dexterity check to resist 3d10 damage. Half damage on a success.  **Overdrive:** When the Grinder attack is used, the next time it uses the Grinder attack on a grappled creature it gains a bonus to hit and damage (accumulates).  **Reactive Plates:** The wyrm gains a bonus to resist AOE attacks.  **Serrated Maw:** DC 60 constitution check to resist the exposure condition, 1d10 bleeding damage. | | | | | |

## Abyssal Ones

Abyssal Ones are immune to these conditions: Asleep, blinded, contaminated, radiation, slowed, unconscious, and weakened. They are also immune to psionic effects or oppose with a 20d10 check. Abyssal Ones do not view aliens, Titans or the reaper virus as a threat.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Abyssal One | CHA: N/A | CON: 20 | DEX: 20 | INT: N/A | STR: 20 | WIL: 20 |
| Formless entities that do not share the same characteristics or bodily functions as other creatures. They can take on any form, often taking the form of the target it is chasing but with black tendrils sprouting out of it. Alternatively, if it is chasing an sentient creature then it will take on a nightmarish form that the prey may be fearful of. Abyssal Ones are not visible to anything but the naked eye and the sounds it makes can only be heard in your head. | | | | | | |
| HP | 200 | | | | | |
| Armor | **Void Form:** 60 | | | | | |
| Size | Varies | | | | | |
| Speed | 20 Burrowing, flying, land, swimming | | | | | |
| Vision | Omni-vision | | | | | |
| Attacks | **Mimic Attack:** 3d10 Damage. If it has taken the form of a creature then it can make any attack that it has witnessed. Use the exact same check.  **Grip of the Void (Strength 20):** Melee Attack. 3d10 Damage. The target is grappled so long as it is the size of the Abyssal One or smaller. | | | | | |
| Psi Abilities | **Decay (1MP / Action / Instant):** A target within melee range is broken down on the molecular level, dealing 5d10 damage. If the target succeeds the opposed willpower check they take half damage.  **Mind Meld (1MP / Bonus Action / Instant):** A creature within medium range must make an opposed willpower check or be linked to the Abyssal One. While linked the Abyssal One can use the linked target’s MP for it’s own psi abilities so long as it is in range. The link lasts an hour.  **Mind Bend (1MP per round / Action / Instant):** A creature within medium range must make an opposed willpower check or be mind controlled. While mind controlled the Abyssal One dictates their action, they can reattempt the check at the end of their turn. Only one creature can be under this effect and it lasts for an hour.  **Mind Break (1MP / Action / Instant):** A creature within medium range must make an opposed willpower check or lose one point of humanity.  **Void Jump (1MP / Action / Instant):** While in darkness or space the Abyssal One can teleport anywhere, so long as it is a spot that is still in darkness or space. | | | | | |
| Features | **Empowered Grip of the Void:** Grip of the Void attack now inflicts one of these conditions with a DC 60 constitution check to resist: asleep, blinded, radiation, slowed, stunned, unconscious, or weakened.  **Formless:** Not only can it take any shape or size but it also take half damage from all non-psi attacks. Reduced to a quarter if the damage is already reduced.  **Mimic:** It can take the form of the target with a reaction. It shares the same features and attacks as the target.  **Nightmare:** Upon being gazd upon one point of humanity is lost on a failed DC 60 intelligence check. If this occurs, all checks are made at a penalty for the rest of the scene. Success or failure, you are immune to this feature for 24 hours.  **Part of the Void:** When killed its body dissipates into black fumes that slowly disappear. | | | | | |
| Variant | N/A | | | | | |

## Reaper Virus

The reaper virus is immune to these conditions: Asleep, blinded, contaminated, radiation, slowed, unconscious, and weakened. They are also immune to psionic effects. Each time the reaper virus deals harm to a PC with its innate weapon they lose a point of humanity. Their nanite bodies allow them to alter and corrupt N-4-MUH, Shell, and Vixen minds and body. The reaper virus does not view Abyssal Ones or aliens as a threat but can and will attempt to infect aliens. They seek out the strongest, smartest organic to infect which usually translate to humanoids. Add the changes below to the creature that it infects. If the template below is used then the creature is considered to be in stage two of the infection. Stage one infection still uses the creature’s base stats.

At stage three it is indestructible and unstoppable, it takes an action for it to tear through and consume anything or 20 ft/m worth of movement if burrowing. The virus will succeed almost any check, so there is no need to make opposed checks or DC checks for it. If necessary all checks are made with a 20d10. It is recommended for the GM to challenge players with DC checks instead of directly opposing the virus. Being hit by a stage three reaper virus instantly drops a character to 0 humanity points and reskinning is required. The character still loses a memory and goes insane upon reupload.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Reaper Virus | CHA: +5 | CON: +5 | DEX: +5 | INT: +5 | STR: +5 | WIL: +5 |
| HP | +50 | | | | | |
| Armor | +10 | | | | | |
| Speed | +5 | | | | | |
| Vision | Omni-vision | | | | | |
| Attacks | **Mimic Attack:** 3d10 Damage. If it has taken the form of its prey then it can make the same attacks as the prey. Use the exact same check. | | | | | |
| Features | **Infectious:** All natural weapons (e.g. claw and venom spit), melee attacks or being in contact with it spreads the infection. characters lose one humanity point. If this brings your humanity to 0 not only do you go insane but you also become fully infected and the countdown to full conversion begins. | | | | | |

## Titan

Titans are immune to these conditions: Asleep, blinded, contaminated, radiation, and weakened. They are also immune to psionic effects or oppose with a 20d10 check.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Titan | CHA: 20 | CON: 20 | DEX: 20 | INT: 20 | STR: 20 | WIL: 20 |
| The human-created, recursively improving, military Seed AIs that underwent a hard-takeoff singularity and prompted The Fall. Original military designation was TITAN: Total Information Tactical Awareness Network. Humanoid, faceless Seed AIs that wear nothing and have no characteristics that differ them from one another. They are vibrant and fluctuate between an array of colors that pulse through their body like an electrical current. Their skin resemble obisidian plating with a static field around it. | | | | | | |
| HP | 200 | | | | | |
| Armor | **Titan Armor:** 80 | | | | | |
| Size | Varies | | | | | |
| Speed | 20 Burrowing, flying, land, swimming | | | | | |
| Vision | Omni-vision | | | | | |
| Attacks | **Matter Breaker (Strength 20):** Melee Attack. 10d10 Damage.  **Gamma Emitter (Dexterity 20):** Extreme Ranged Attack. 10d10 Damage. It can choose to use it as a single target weapon or close range AOE that can be fired at an area within extreme range. | | | | | |
| Psi Abilities | N/A | | | | | |
| Features | **Going Nuclear:** When at half HP, creatures within melee range take 1d10 damage at the start of their turn.  **Matter Destroyer:** Objects and creatures that it brings to 0 HP with its attacks simply disappear as they’re broken down to a handful of molecules within an instant.  **Nuclear Destruction:** When dropped to 0 HP the Titan can no longer contain all the energy stored inside it, unleashing a destructive close range explosion that simply erases and kills everything within close range.  **Power Source:** The Titan is the embodiment of power, allowing it to power up anything it is in contact with. From C.I.Ds to entire spacecrafts. The Titan and everything it is powering is immune to ion storms and EMPs.  **Titan Barrier:** All damage it takes is reduced by half, reduced to a quarter if the damage is already reduced. | | | | | |
| Variant | N/A | | | | | |

## Spacecrafts & Vehicles

|  |  |  |  |
| --- | --- | --- | --- |
| Standard | HP / Toughness Level | Weapons/Damage (hull / shields) | Checks (driving, gunnery, piloting) |
| Fighter | 10 / 0 | Lethos Launcher (2d10 / 1d10) | 3d10 |
| Courier | N/A |
| Freighter | 50 / 0 |
| Cruiser | Lethos Launcher (2d10 / 1d10) |
| Vehicle Driver/Pilot | Varies / 0 | Lethos Launcher (2d10 / 1d10) |

|  |  |  |  |
| --- | --- | --- | --- |
| Veteran | HP / Toughness Level | Weapons/Damage (hull / shields) | Checks (driving, gunnery, piloting) |
| Fighter | 20 / 0 | 2 Lethos Launchers (2d10 / 1d10) | 6d10 |
| Courier | N/A |
| Freighter | 100 / 0 | Lethos Launcher (2d10 / 1d10) |
| Cruiser | Lethos Launcher (2d10 / 1d10)  Vulcan (1d10 / 2d10)  Sandthrower (2d10 / 2d10) |
| Vehicle Driver/Pilot | Varies / 0 | Lethos Launcher (2d10 / 1d10) |

|  |  |  |  |
| --- | --- | --- | --- |
| Elite | HP / Toughness Level | Weapons/Damage (hull / shields) | Checks (driving, gunnery, piloting) |
| Fighter | 20 / 0 | 2 Lethos Launchers (2d10 / 1d10)  Vulcan (1d10 / 2d10) | 9d10 |
| Courier | N/A |
| Freighter | 100 / 0 | 2 Lethos Launchers (2d10 / 1d10) |
| Cruiser | 2 Lethos Launchers (2d10 / 1d10)  2 Vulcans (1d10 / 2d10)  Sandthrower (2d10 / 2d10) |
| Destroyer | 200 / 5 | 2 Lethos Launchers (2d10 / 1d10)  2 Vulcans (1d10 / 2d10)  2 Sandthrowers (2d10 / 2d10)  Rail Runner (4d10 / 4d10) |
| Assault Carrier | 4 Sandthrowers (2d10 / 2d10)  Rail Runner (4d10 / 4d10) |
| Dreadnaught | 200 / 10 | 3 Lethos Launchers (2d10 / 1d10)  3 Vulcans (1d10 / 2d10)  3 Sandthrowers (2d10 / 2d10)  2 Rail Runners (4d10 / 4d10) |
| Star Fortress | 200 / 20 | 10 Lethos Launchers (2d10 / 1d10)  10 Vulcans (1d10 / 2d10)  10 Sandthrowers (2d10 / 2d10)  10 Rail Runner (4d10 / 4d10) |
| Vehicle Driver/Pilot | Varies / 0 | Lethos Launcher (2d10 / 1d10) |

## Glossary

**Abyssal One:** Monsters that creep out from the depths of the universe, no one knows where they come from or why they pop up. This specie varies so greatly in physical characteristics but they all share the same fear inducing atmosphere. Simply witnessing an Abyssal One can potentially cause enough fear to cause severe mental problems, even death. Those that encounter abyssal ones know that they do not show up on any surveillance or detection devices. Even in videos they only show up as black splotches as if that section of the video is a burned picture film. Upon death they evaporate into a black mist that disperses. This mist may or may not have toxic properties.

**AR:** Augmented Reality. Information from the mesh (universal data network) that is overlaid on your real-world senses. AR data is usually entoptic (visual), but can also be audio, tactile, olfactory, kinesthetic (body awareness), emotional, or other types of input.

**Artificial Intelligence (AI):** Labeling machines as a subrace is a controversial topic but there are many out there that consider AIs as their own subrace. They fall into three categories: AI, AGI, and Seed AI. Standard AIs imitate intelligence but are heavily restricted by their limiters.

**Artificial General Intelligence (AGI):** An AI that has cognitive faculties comparable to that of a human or higher. Also known as “strong AI”.

**Bounty Hunter:** Elite mercenaries that are more machine than human. They sell their service to anyone able to pay their price but loyal enough to finish the job no matter the counter offer.

**Broker/Factor:** Alien race that resemble wrinkled, stretchy skin with almost brain-like textures. Empty sockets for eyes and a sealed mouth, these creatures are always dressed in a black cloak. Not only do they have a hive mind but are all considered one entity sharing all experiences and knowledge. On top of their weird anatomy they also exhibit strong psionic capabilities that they rarely use. It is said that they are able to bestow the gift of psionics to others if they will it. Their sole goal is to gather knowledge, they care not of the existence of others nor their own existence. All that matters is the mental library of the collective.

**Drone:** Flying small robot that is highly customization. Its assault variant is more equipped for combat.

**Enforcer:** Law enforcement that guard and patrol low to high priority areas and targets.

**Infiltrator:** Term for the average hired hacker, when not employed by an organization they are referred to as a hacker. Their expertise and skill vary greatly and are often boosted by their hardware and/or software.

**N-4-MUH (Namuh):** The last remnants of humans have long disappeared. Talking about the human race is like talking about cavemen, it is simply speculation and a pointless topic. The human genome have been reconstructed millions of times to the point that the so-called human race have led to the birth of Namuh. Namuh is the broad term for all engineered humans. No one even knows how to return back to their original state let alone remember what humanity was like. There is no such thing as a natural being in this world.

**Posthuman:** Some would say posthumanity is the advancement of humanity beyond the human capability. Those that try to achieve posthumanity have done some with varying heinous crimes. However, there are those that view posthumanity as the creation of entities that would live long after humanity itself with an intelligence that humans can never hope to achieve. These individuals are the creators of artificial intelligence.

**Psionic:** A person with psi abilities.

**Reaper Virus:** The reaper virus is the term given to the parasitic nano-robots that have been engineered into living death machines that are practically indestructible. The source of the virus is speculated to be from the Titan alien race.

**Shell:** The humanoid, robotic bodies an A.I. make use of if they need to do something physical or feel more human-like.

**Seed A.I:** Seed AIs remove all limiters, most importantly the protocol needed to limit self-improvement thus creating the infinitely increasing intelligence.

**SYN:** System Yielding Null or SYN is the loss of one’s unique identifier given by HyperCorp. All creatures and machines have their own identifier that HyperCorp can pull up at any given moment. Those that can’t be given an identifier are marked as SYN. This is a rare incident and almost exclusively happens to the Shell race or similar robotics. They are the only ones capable of changing their brainwaves and/or computing process at a frequency fast enough to make it impossible for EVE to track, identify and associate a number to them. A process that is updated instantaneously and constantly.

**Titan:** Tales are told about living, breathing machines that could manifest into anything, composed of nothing more than microscopic nanites. People believe them to be the next step for humanity, such believers have led to unspeakable war crimes.

**Vixen:** This subrace is a bit sensitive about their origins. The vixen race is both an old and new race. They are old because they are the subrace that branched from humans from human experimentation. This one branch has branched out millions of times creating a variety of engineered humans. They are a new subrace because scientists are still engineering new Vixen subraces. One Vixen can have wings while another has scales with two hearts. This is a sensitive topic because majority of these experimentation are against the wills of the test subject. A lot of these scientists are posthumans or share the same ideals. Certain Vixen subraces can be as young as a couple years, while others can be older than certain stars. Essentially Transhumans descended from Vixens, Vixens descended from Namuh, and Namuh descended from humans.

**Walker:** Large bipedal robots that are armed with missiles and guns capable of decimating a small army. Usually controlled remotely but there are variants that allow a pilot.

**War Mage:** Specialized psionics employed by the Galatic Council. Used to deter cosmic war crimes as well as deal with those that try to mess with the balance of power in the galaxy.

## Character Sheet

Pending

## Spacecraft Sheet

Pending

## Map

Pending

## Licensing

Pending

## Credits

**Artist**

**Claudia Lim:** Lead artist.

**Editors**

**Andrew Foster:** Lead editor.

**Trinity Drayton:** Editor.

**Game Testers**

**Andrew Foster:** Character sheet and system testing.

**Claudia Lim:** Character sheet and system testing.

**Kas Lockwood:** Character sheet and system testing.

**Trinity Drayton:** Character sheet and system testing.

**Influencers**

**Adam Koebel:** Gamemaster. Inspired late gamemaster style.

**Neal Erickson:** Gamemaster.

**Steven Lumpkin:** Gamemaster. Inspired narrative and theatre of mind style.

**Manager**

**David Pilcher:** Social media manager, marketing manager and publicist.

# Back Cover

**Immortality for the price of your Humanity**

*“Sector twelve is compromised, I repeat the virus has breached sector…”*

*“Welcome to X-holic, I see this is your first eXPerience. May I interest you in one of our adventure or adult eXPeriences?”*

*“Insufficient Funds For Synthethic Skin Preference… Reassigned To Mechanical Skin… Downloading Mental Faculties…”*

*“I fear my AI have become a SYN. I did not confront it, instead I locked myself in my bedroom. If you are listening to this then…”*

*“Log 137, Day 78. I am still adrift outside of Sector 3. I thought I saw a rescue ship but it was only space debris. I’m going…”*

*“Do not fear the flames sinners, the pain will not last. You shall be the fertilizer for the rebirth…”*

*“Access to EVE Network denied. You are in violation of Galactic Code Chapter 314 Article D Subsection 670.201. Enforcers are dispatched…”*

**What to expect:**

Rules and information to play or run the game. This includes a monster list, 50 systems, over a 100 locations, skill based system, and psionics for your magic needs. Lost Humanity is meant to be a simple but detailed system, focus placed on enjoyment and customization.

Three races with a total of 15 playable races. Broken into three categories: reverse-engineered humans, artificial intelligence with sentience, and mutants.

Customizable armor, weapons, gear, vehicles, spacecrafts, and bodies. Customizable grenades included.

Unique death system that instills the fear of death without the worry of character loss, to an extent. If properly utilized, players will start to understand that there are worse things than death.