SHRIKE
STUDIO

EMISSARY

SHRIKE ROLEPLAYING SYSTEM

EMISSARY

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Shrike Studio

Kickstarter Backers

We would like to greatly thank all of our Kickstarter backers, without you this wouldn't have been possible!

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THE FORGOTTEN PLANET

Lakas knelt down in front of the alien figure and prayed to it for strength and protection in battle, repeating a ritual which she had carried out once each morning for every day of the four year siege. She did not believe that it was a god or that it would answer her, but she had never encountered anything in her short life that could make a better claim. An ephemeral fractal of spectral colours danced across its surface in a slow waltz as it began to take on the form of a sublime warrior, more bewitching and more imposing than even the finest statues of the heroes of legend. She reached out tentatively to touch its feet, stopping as the cave shook and dust descended from above, curving off some ethereal field around the figure like acid rain striking an umbrella. She thought the invaders had given up on using their false suns to breach the impenetrable walls of her crystal castle.

An invigorating warmth spread through Lakas' body as her hand came into contact with the figure's foot. The hunger and fatigue she had felt evaporated away. Metallic projectiles clattered to the floor as they were forced from her closing wounds and an unnatural sensation of strength and lightness filled her body. Lakas rose to her feet, adjusted her crystal chest plate and drew her tiny crystal blade. Within moments she had ascended the mile-deep shaft to the surface and rejoined the fight.

The three metre tall warriors of the Technosapien Honour Guard, clad from head to toe in black mirror-steel as thick as a castle wall, burst into the hallway ahead. They carried the crude projectile weapons they had adopted after discovering their normal weapons didn't function here. Lakas briefly wondered if her entire arm would fit inside one of their gun barrels, then snapped back to reality as they fired. She cut through the smoke that filled the space between them and slew three of the massive creatures before they could respond. Her tiny knife blade darted through the air, finding joints and cracks in their armour. Black liquid gushed from their wounds as they crumpled to the ground.

In open ground or with functional technology this would be an impossible battle, but in the corridors of the castle they were forced to fight one on one with primitive weapons. The Technosapien soldiers were no match for their surprising foes, but weight of numbers was slowly tipping the outcome in their favour. Even as members of the Honour Guard clambered over the three-deep bodies of their fallen comrades and lost a hundred of their kind to take just one corridor, the remaining defenders were pushed back and now reduced to single digit numbers.

The barrel of the colossal weapon broke in two as it struck Lakas across the chest with enough force to shatter stone. She staggered backwards, coughing up blood and dropped to one knee. Her chest plate had saved her, but was useless now. She discarded it, undoing the latch without looking. The knife found its way into her attacker's spine before it could think about delivering a finishing blow. Furious, she pressed on with a rage worthy of legend, forcing the invaders all the way back to the entrance hall.

Lakas stood in the shattered doorway of the castle and looked out onto the tiny kingdom she had been born into. It was black to the horizon with an endless sea of moving bodies, as it had been since the siege began fours years before. Great black vessels came and went, landing over the horizon like monolithic flying castles. Her heart sunk as she knew no end was in sight. Then she noticed the mysterious object. For a moment she had thought it was the sun, but realised it was still too early for that to be true. A radiant golden moon hung in the sky, bathing the world in a warm glow. There was no other way to describe it. As if seeing her, a voice boomed across the landscape.

"This war is over, your courage has been recognised by the Second Imperial Majesty!"

A story passed down by Human Emissaries.
Author unknown

Introduction

Emissary is a science-fantasy roleplaying game where players take on the role of Emissaries, physically and spiritually the most powerful warriors in the known galaxy. Emissaries are forever pledged to maintain the political and economic balance of the Third Golden Empire and support the perpetual rule of the Divine Imperial Majesty. Their missions and adventures will take them across a rich galaxy, full of mystery, strife and political intrigue, forcing them to confront monumental tests of might, wisdom and cunning along the way.

Emissary is a stand-alone expansion to the Shrike Roleplaying System and uses a modified version of the rules presented in the Shrike Roleplaying System Core Rulebook. The Shrike Roleplaying System Core Rulebook is not required to play Emissary, but could be beneficial as it contains general advice and rules for the creation of new skills, traits, items, vehicles and monsters along with extensive examples of play.

Influences

Emissary is influenced by a wide variety of science-fiction and fantasy novels, comics, films, television shows and games. Being familiar with some of these influences may help you set the tone and atmosphere of the game or introduce your players to the setting.

Dune - Frank Herbert's epic science fiction novel, set in a distant future where the aristocratic houses of a feudal interstellar society vie with each other for control over a fragile Empire.

The Metabarons & The Incal - A series of fantastic comics born from Jodorowsky's failed attempt to create a movie adaptation of Dune, which was probably the most ambitious cinema project of all time.

Altered Carbon - Richard K. Morgan's hardboiled cyberpunk detective story about Takeshi Kovacs, an Envoy trained to deal with the reality of interstellar warfare.

Exalted – White Wolf's high fantasy roleplaying game where players are empowered by a deity to fight for Creation.

Biomega – A postcyberpunk manga by Tsutomu Nihei, showing a conflict between various factions using advanced machinery and biotechnology in a world stricken by an apocalyptic infection.

Agents

Gamemaster (GM)
The referee and storyteller, moderator and director. The GM has ultimate authority and it is through the GM that the world and entities within it are described and given life. While characters choose their actions and make their rolls, it is the GM who provides feedback and describes the results of any action.

Player Character (PC)
A character created by and under the direct control of a player. Within GM limits, a player should be free to create whatever sort of character they wish. PCs are the avatars of players in the world of the game.

Non-Player Character (NPC)
Just as a PC is an avatar for a player, an NPC can be viewed as an avatar for the GM in the game world. NPCs might represent allies, enemies or just ordinary people in the world of the game. The motivations, dialogue and actions of NPCs are almost always controlled by the GM alone.

Dice

Roleplaying games commonly make use of many different types of multi-sided dice. In the language of the game system you may come across statements such as '2d10+4', meaning 'roll two ten-sided dice, add their result together and then add four to that'. The number before the 'd' indicates how many dice to roll, while the number after the 'd' indicates what type of dice to roll by specifying its number of sides.

Dice commonly used include d4 (four sided dice), d6 (six sided dice), d8 (eight sided), d10, d12 and d20. In addition to these common dice, you may also come across references to 'd3' and 'd100'. While three sided dice do exist, the term d3 is more commonly used to indicate a roll of a d6 where results of 1 or 2 equal 1, 3 or 4 equal 2 and 5 or 6 equal 3. Similarly, while hundred sided dice also exist, the term d100 is more commonly used to mean a roll of 2d10 where one d10 is used to represent tens and the other units.

It should be noted that not all dice rolls have the same type of probability distribution. A roll of a single dice has an equal probability of landing on any one side, so 1d20 is just as likely to result in a 5 as it is an 18. A roll of two dice is more likely to produce results nearer the middle of its range, for example a roll of 2d10 can only produce a total of 20 on a result of 10,10, while a total of 11 can be produced by 10,1, 9,2, 8,3, 7,4, or 6,5.

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Terminology

To help quickly grasp the basic mechanics of the system, some terminology and core mechanics will briefly be explained and described.

Characteristics

Every character has eight basic characteristics which reflect the absolute fundamentals of what type of person that character is and what types of activities they are good or bad at. The eight basic characteristics are as follows:

Strength

Strength represents how physically strong a character is, it influences how hard they can hit, how fast they can run and how well they can perform physical activities like climbing. An exceptionally strong character could be a heavy worlder, someone who has grown up on a planet with high gravity, or a warrior who has spent decades training for hand-to-hand combat.

Dexterity

Dexterity represents the coordination and finesse a character has, it influences how accurately they can shoot a target, how well they can balance and how easily they can manipulate a lock. An exceptionally dexterous character could be a crack shot gunslinger or a deadly assassin with unmatched agility.

Endurance

Endurance represents how tough a character is and how long they can keep going, it influences how many injuries a character can sustain and how long they can hold their breath under water. A character with exceptional endurance could be a warrior who has trained under the harshest conditions in campaigns across the galaxy or someone who was born and raised on a deathworld.

Composure

Composure represents how calm a character is under pressure, it influences how easily they can concentrate and how much stress can affect them. A character with exceptional composure could be an experienced psion or a veteran who has learned to cope with many hardships.

Intelligence

Intelligence represents how quickly a character can solve problems and how knowledgeable they are, it influences how easily they can understand foreign languages and how well they can operate computers. A character with exceptional intelligence could be a natural genius or extremely well educated, a doctor or a scientist.

Awareness

Awareness represents how alert and aware of their surroundings a character is, it influences how easily they can find hidden objects and how difficult they are to sneak up on. A character with exceptional awareness might be a famous detective or a sniper with eagle eyes.

Presence

Presence represents how a character uses their appearance and body language, it influences how recognisable they are to others and how easily they can lead or intimidate a group of people. A character with exceptional presence might be the leader or face of a group of Emissaries or a skilled interrogator.

Charisma

Charisma represents how a character can use their personality and spoken words, it influences how easily they can persuade or manipulate others and how well they can express themselves. A character with exceptional charisma could be an infiltrating spy or an expert negotiator.

For any character, every characteristic must normally take a value between 1 and 5, with each number representing a position on the following scale:

1 – Poor
2 – Fine
3 – Good
4 – Superb
5 – Exceptional
6+ – Superhuman

An average humanoid civilian NPC from a typical world will usually have characteristic scores of 2 or 3. Trained professionals and soldiers may have characteristics of 3 or 4 where that characteristic corresponds to their profession. Characteristic scores of 5 are typically reserved for, or are comparable to, world class athletes and renowned academics. Characteristic scores of 6 and higher may never be achieved by ordinary humanoids naturally, but may be attained by augmentations or other means.

Skills

In addition to characteristics, every character possesses a selection of skills which represent their training, education and experience in the world up until this point. Skills follow the same numerical value system as characteristics. For information on specific skills, see the Skills chapter later in this book.

TRAITS

Whereas skills are a generic representation of what the character has learned and how they interact with the world, traits represent more unique character features and specialisations. Some traits will provide bonuses to skills under specific situations, while others may change the way a skill works or even provide a unique ability. Players should view traits as a way of further differentiating their character from others by making them more unique and individual, as well as making them more useful by specialising in particular types of activity.

Traits are divided up into nine categories, one for each characteristic and an additional selection of universal traits which are not directly linked to a characteristic.

All characters start the game with a number of universal traits that depends on their race. Additional traits can be earned during character creation or Advancement by raising a skill to a Superb level (rank 4) or better.

GAMEPLAY

This overview will explain additional gameplay related terminology and provide a brief overview of the core mechanics of the system.

SKILL CHECKS

The primary way for PCs to interact with the world is through skill checks. A player can attempt to do almost anything they can think of, they must first select a relevant skill and then perform a skill check to see if they can accomplish their chosen action.

To perform a skill check, a player must roll 2d10, add the result together, then add their skill ranks and their related characteristic to produce their total skill check result. If a character does not possess the relevant skill, they are considered untrained and a circumstance penalty applies. For example, Alice wants to search an abandoned shuttle, so she rolls 2d10 (4,6), then adds her ranks in the investigation skill (3) and her awareness (3), producing a total result of 16 (4+6+3+3).

It is up to the GM to determine if this result is sufficient to provide Alice with the information she was after. Skill checks are compared to a Target Result (TR) and succeed if they match of exceed this and fail if they fall below it. The standard TR, representing a task of average difficulty is 14, so Alice would succeed in this case. However, different TRs can be used to represent easier or more difficult tasks.

TRS

To help GMs decide on suitable TRs for various actions, a table of common examples with varying amounts of information is provided as follows:

TR 8   - Trivial task
TR 10   - Very easy task
TR 12   - Easy task
TR 14   - Average task
TR 16   - Difficult task
TR 18   - Very difficult task
TR 20   - Exceptionally difficult task

Examples (Investigation):

TR 8:
Noticing a dead pilot in the shuttle
TR 10:
Finding the pilot's ID card in their shirt
TR12:
Identifying signs of a fight on board
TR14:
Establishing the order of events, number of people present and apparent cause of death
TR16:
Noticing uncommon material present in the muddy footprints
TR18:
Establishing the precise time and details of the fight based on blood splatter patterns
TR20:
Correctly identifying the height, race, gender, dominant hand and brand of shoes worn by the killer based only on their footprints

TRs might be further modified by environmental or situational factors, typically anything which would make the task more difficult increases the TR by 2. For example, finding the pilot's ID card in the dark (TR +2 for environmental factor), while another vehicle is approaching (TR +2 for limited time situation) goes from being a very easy task (TR 10) to an average one (TR 14).

Chances of an average, untrained (characteristic 3, skill 0), trained (characteristic 3, skill 2) and expert (characteristic 5, skill 5) character succeeding each TR:

		Untrained	Trained	Expert
TR 8	-	90%	99%	100%
TR 10	-	79%	94%	100%
TR 12	-	64%	85%	100%
TR 14	-	45%	72%	97%
TR 16	-	28%	55%	90%
TR 18	-	16%	36%	79%
TR 20	-	6%	21%	64%

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Characteristic Checks

Occasionally characters may have to perform actions for which there is no suitable skill, in this case they must instead perform a check using the most appropriate characteristic score. For example, to force open a locked door a character would have to make a strength check, rolling 2d10 as with a skill check but only adding their strength characteristic to the result. Characteristic checks use the same TR system as skill checks in order to determine their outcome.

Opposition

Sometimes the outcome of a skill or characteristic check will not depend solely on the actions of one character, but may be opposed by one or more other characters. In this case, both characters make checks for their respective actions and the highest result succeeds. In cases where characters are not immediately competing, (such as trying to see through a disguise applied by another character at an earlier time) the original skill check result (disguise in this case) is used as the TR for the later action.

Rounds and Turns

The Shrike Roleplaying System is designed to be played in a casual and flowing manner. However, when the order of events becomes important characters will act in turn, with each turn enabling a certain number of actions. Who goes first is determined by agility. The character with the highest agility acts first, followed by the next highest and so on until all characters able to act have done so and the round ends. In the event of a tie for agility, a coin toss or die roll is sufficient to determine the order.

Each round is considered to take 5 seconds of time regardless of how many characters are acting, representing the fact that turns occur simultaneously in the game world.

Combat (to be discussed in more detail later) is the main reason to switch to the turn based style of play. It should be noted that combat can be an extremely time consuming part of any roleplaying game, taking up a disproportionate amount of real time compared to the small amount of time that has elapsed in the game world. This system is designed to make combat relatively quick and dangerous, but options and alternatives will be presented further in this document for handling it in different ways. One tool the GM may find useful is a timer (such as an egg timer or online countdown) with which to visibly limit the amount of time players have for decision making so as not to halt the pace of the game.

Actions

Unless special circumstances allow otherwise, each character is allowed to take two actions each turn. An action is typically either a skill check (for example, to fire a gun or swing an axe) or a movement. In combat, this would allow a character to move and attack, attack twice or move twice.

If a skill check is not something which could be completely immediately (such as hacking a computer), but that character still finds themselves in a situation where they are having to act in turn (for example, being shot at while covered by allies), they must choose each turn whether to continue the original action or perform a new one. If the character continues the original action, they must make a new skill check each turn.

Using equipment which does not require a skill check, or changing equipment is also considered as using up one action unless otherwise stated. Further actions are at GM discretion. For example, brief statements would not consume an action, but making a speech or issuing complicated orders would do.

Reactions

Certain situations, events or actions may force characters to make a reactive skill or resistance check of some type. Reactive checks that a player doesn't consciously choose to make are not considered to use up an action on their turn.

Sympathy

Sympathy is a mechanic unique to Emissary and replaces the adrenaline mechanic from the core Shrike Roleplaying System. Sympathy represents the innate sympathetic connection that each Emissary has to the Simulcra implanted within their body and enables them to perform superhuman feats of skill and stamina by tapping into it.

A player may choose to spend a point of Sympathy at any point in order to produce one of the following effects:
- Re-roll one or both of the d10s from any skill or characteristic check and add 1d6 to the result.
- Increase any characteristic score by 2 for 1d6 minutes.
- Negate any amount of damage from a single source, even after the damage has been rolled.
- Recover 1d6 injuries.
- Activate an Emissary weapon or power.

All Emissary player characters start the game with two points of Sympathy. For more information, see the chapter on Simulcra and Sympathy.

CHARACTER CREATION

CREATING A CHARACTER

Much like a character in a novel, a good roleplaying game character should have a distinctive personality, an interesting background, strong motivations and clear strengths and weaknesses. Interesting and original characters are an asset that will help create an enjoyable and memorable roleplaying experience for everyone. A roleplaying game is ultimately a social storytelling experience, thus an interesting character is far more valuable than a mechanically optimal one.

A character does not have to have anything in common with their player and roleplaying can be seen as a chance to act in a completely different way. However, less experienced players may find it helpful to base their first few characters' personalities on their own or on those of well defined existing characters from fiction or other sources.

Having a concept, a single sentence definition, that captures the essence of what you want your Emissary to be can also be a helpful starting point and a way for other players to begin relating to your character. For example, some concepts for characters could include '*heir to a line of famous Emissaries with a lot to live up to*', '*dashing rogue who always come good in the end*', '*cold and calculated keeper of the peace*' or '*deadly assassin who silences political dissidents*'. Each of these concepts creates an image of what the character might be like and a starting point that will help determine what their characteristics, traits and skills might be.

The column opposite shows the steps that you should go through and the order you should go through them in to create your character. The following chapters on races, skills, traits and Simulcra will help you fill in your character sheet and understand the abilities and options available to you.

It is advised that you read through the character creation process and following chapters before creating your first character, or have a more experienced player guide you through the process. GMs should also be aware that character creation can be a time consuming process, due to the decisions and choices that need to be made. If you are playing an introductory scenario, or simply want to jump straight into gameplay, it may be better to use the premade Emissary characters given later in this book (page 27).

ORDER OF OPERATIONS

Step 1
Come up with your concept, the basic outline of what you initially want your Emissary to be like.

Step 2
Choose a race from the options available (page 9), considering their different advantages, drawbacks and special abilities. Consider what would best fit your concept and what would be fun to play.

Step 3
Spend from your purchasing pool of 10 on characteristics. An Emissary starts with 2 points in each characteristic, increasing them further costs 1 per point, except for the fifth point in any characteristic which always costs 2.

Step 4
Apply racial adjustments to characteristic scores and add racial abilities to your character sheet. Determine speed, appearance, agility, toughness and willpower.

Step 5
Spend from your purchasing pool of 48 on skills (page 32). An Emissary starts with 0 ranks in each skill, increasing them further costs 1 per rank, except for the fifth rank in any skill which always costs 2.

Step 6
Choose a number of universal traits (page 59) equal to the amount allowed by your chosen race.

Step 7
Choose a number of characteristic traits (page 63) that you qualify for. To qualify for a characteristic trait you must have raised a skill with the matching characteristic to a rank of 4 or better. For example, raising a strength skill (such as climbing) to rank 4 will allow you to choose a strength trait.

Step 8
Note on your character sheet whether you qualify for the mastery bonus in any of your characteristic traits.

Step 9
Choose one or more Ideals (page 75) for your character (in addition to the Ideal of Duty) and mark your starting Sympathy as 2.

Step 10
Choose starting equipment and determine resources (page 112). Name your character if you haven't already.

RACES

RACES OF THE GALAXY

Although there are many different races populating the galaxy, taking on an almost unimaginable variety of forms, they share one thing in common. All of them are either the descendants or creations of ancient human space colonists. Despite much speculation and research, there has yet to be a confirmed case of a truly alien life form, only relics and inexplicable artefacts indicate that extra terrestrial life may once have shared the galaxy. This common ancestry is believed to explain the unlikely existence of such a large number of diverse humanoid races spread throughout the galaxy.

Even human figures may vary much more drastically than in reality, with subtly exaggerated or inhuman proportions and a full spectrum of skin, hair and eye colours. Posthuman or humanoid characters may borrow heavily from the more extreme examples of real biology, such as insects, crustaceans, birds, reptiles and cephalopods. They may possess features such as multiple limbs, multiple or reverse joints, multiple or compound eyes, tentacles, scales or feathers.

This chapter will provide players with information about five of the more common races in the galaxy, as well as rules and details for creation of an Emissary of that race.

RACIAL STATISTICS

	Male	Female
Avians:		
Average height:	160cm	150cm
Average weight:	60kg	48kg
Average life span:	110yr	125yr
Humans:		
Average height:	180cm	170cm
Average weight:	75kg	64kg
Average life span:	140yr	160yr
Insectoids:		
Average height:	180cm	190cm
Average weight:	68kg	72kg
Average life span:	70yr	70yr
Mechanoids:		
Average height:	180cm	170cm
Average weight:	150kg	130kg
Average life span:	500yr	500yr
Reptilians:		
Average height:	220cm	190cm
Average weight:	140kg	90kg
Average life span:	800yr	1000yr

RACIAL MODIFIER OVERVIEW

Avians:
2 universal traits
Hunter:

Dex +1	Awa +1	Com -1

Shaman:

Com +1	Pre +1	Str -1

Nomad:

Cha +1	Awa +1	Com -1

Humans:
3 universal traits
Heavy Worlder:

Str +1	End +1	Dex -1

Spacer:

Dex +1	Awa +1	Str -1

Augment:

Str +1	Int +1	Com -1

Insectoids:
1 universal trait
Neopteran:

Dex +1		End -1

Reduvian:

Str +1	Dex +1	End -1

Zopherin:

End +1		Dex -1

Mechanoids:
1 universal trait
Paladin:

End +1		Dex -1

Lancer:

Str +1		Cha -1

Knight:

Str +1	Int +1	Awa -1

Reptilians:
2 universal traits
Varanus:

Str +1	Com +1	Dex -1

Gekkonin:

Dex +1	Cha +1	Com -1

Kinyon:

Dex +1	Int +1	End -1

AVIANS

Of all the different posthuman races, Avians are biologically the closest to baseline human and most similar in their outward appearance. Their skin is smooth and sprouts feathers in place of hair, their legs are multi-jointed and powerful, and large wings enable them to fly through the air. Avians tend to be more slight of build than humans and weigh considerably less due to their hollow bones and efficient muscular system.

Floreana, the home world of the Avian race, is one of the few sources of Bondinium, a type of exotic matter, in the known galaxy. Bondinium produces an anti-gravity effect under certain situations, raising the islands of Floreana high into the air. The native Avians were able to use their wings to fly freely between the floating land masses. Their stocks of Bondinium have made many Avians very wealthy in the galactic community.

Since their discovery and incorporation during the time of the First Golden Empire, Avians have become one of the most common humanoid races in the galaxy. Staying true to their nomadic roots, Avians have been quick to embrace space travel and trade and can be found in small travelling communities embarked on space stations and long-haul trading vessels all across the galaxy.

In general Avians are well known for their exceptional senses of sight, smell and hearing, as well as their flighty and cautious nature. Socially, Avians tend to be less trusting of strangers, but form extremely strong and long lasting bonds with those they do come to trust. Their culture also has a strong tradition of performing arts and Avian travelling theatres are a common sight at busy trading hubs. Corporations frequently employ Avians in PR positions due to their innate charisma, though it is more common to find them leading small anarchistic political groups.

As Emissaries, Avians frequently fit into the role of group leaders and are often quick to rise within the loose organisation. Patrolling areas of space and travelling to distant worlds in answer of pleas for help are also actions that well suit the Avian nature. Though more fragile than some of the races in the galaxy, Avians have a proud tradition of hunting and can make excellent warriors. In combat Avian Emissaries tend to favour ranged weapons, using their ability of flight to maintain distance from their opponents.

Though not used by all, Avian Emissaries are also well known for their enhanced flatbows, modelled on the design of their traditional hunting weapons.

Enhanced Avian Flatbow

Damage Type:	Persistent
Damage Dice:	1d8
Range:	50m/250m/1000m
Total Damage:	3d8/2d8/1d8 (P)
Ammunition:	1 round

Arcing projectile
Two handed
Emissary weapon

An Emissary can spend a point of Sympathy while using the bow to fire a bolt of energy. The damage dice of the bow increases to 1d10 for this attack and it gains the qualities Guided and Piercing (5).

RACES

LANGUAGE

All Avian Emissaries speak a native Avian dialect in addition to Galactic Standard.

SUB-TYPES

Players should choose from one of the following three Avian sub-types to determine the racial abilities and characteristic modifiers they receive.

HUNTER

Although this is an overly simplistic view, Hunters are commonly considered to be genetically engineered using DNA from birds of prey. Among Avians, Hunters are the most combat orientated and excel at using ranged weapons.

Characteristic Modifiers:

Dexterity   +1
Awareness   +1
Composure   -1

Racial Abilities:
Flight (2x Speed)
Blind Sense
Cannot fly with Restrictive armour

Universal Traits
Avian characters may choose two traits from the list of universal traits during character creation.

SHAMAN

The least common sub-type of Avian, Shaman were often tribal leaders with a high propensity for developing psionic abilities. In contrast to most Avians, Shaman often possess unusually high resolve and composure. As Emissaries, Shaman tend to excel at leading groups of other Emissaries and inspiring those around them.

Characteristic Modifiers:

Composure   +1
Presence   +1
Strength   -1

Racial Abilities:
Flight (2x Speed)
Blind Sense
Cannot fly with Restrictive armour

Universal Traits
Avian characters may choose two traits from the list of universal traits during character creation.

NOMAD

Nomads are the most common sub-type of Avian in the known galaxy, they are frequently traders and performers. Emissary Nomads make excellent diplomats and can be relied upon to resolve conflicts peacefully.

Characteristic Modifiers:

Charisma   +1
Awareness   +1
Composure   -1

Racial Abilities:
Flight (2x Speed)
Blind Sense
Cannot fly with Restrictive armour

Universal Traits
Avian characters may choose two traits from the list of universal traits during character creation.

Humans

Humans come in a large variety of different shapes and sizes and can be found with almost any combination of skin, hair and eye colour imaginable, if one only looks hard enough. Although humans can be so varied that two from different worlds could almost be different species, the term is used to describe any humanoid of human descent that has maintained the key physical traits of a human being regardless of proportions and colourations.

Using the above definition, Humans can be considered to be the single most numerous race in the galaxy and can be found in all but the most exclusive factions and inhospitable locations. Unlike Avians, who largely developed a culture in isolation, pockets of disparate humans evolved and adapted across vast stretches of space before being united together after the rediscovery of interstellar travel. As such, Humans lack much in the way of a unifying culture, although certain trends have been identified.

Humans from similar worlds tend to have much in common, both physically and culturally, perhaps hinting at a common past. For example, Heavy Worlders, humans adapted to life on worlds with higher than average gravity, frequently show evidence of the same genetic tampering even when their worlds are separated by great stretches of space. They tend to have cultures with strong work ethics that disregard luxuries and objects without purpose. It is speculated that they were engineered in the distant past and sent out on seeder ships to their massive home worlds. However, there is little hard proof to confirm this.

Spacers are another populous type of Human with much broadly in common with each other. Spacers are all adapted to life in microgravity and seem much more at home there than any other race in the known galaxy. Although their muscle mass is still prone to atrophy, they show fewer side effects of microgravity life than others. Spacer culture tends to be more nomadic than other human types, often living in great communities of spacecraft travelling between the stars.

As the most common race, Humans are also the most common Emissaries. In fact the very first Emissary, Lakas, was a Human and this fact tends not to be lost on other Human Emissaries. Several notable Human family lines have proud traditions of spawning famous Emissaries and often train their children from birth in the hopes of having them accepted into the ranks.

Though not used by all, Human Emissaries are also well known for their enhanced crystal blades, modelled on the preferred weapon of Lakas.

Enhanced Crystal Blade
Damage Type: Persistent
Damage Dice: 1d6
Total Damage: 1d6 + strength (P)
Concealable (2)
One handed
Piercing (4)
Emissary weapon

An Emissary can spend a point of Sympathy while using the blade to channel their energy into it. The blade guides its user's hand with inhuman speed and precision, attacking twice in a single action and ignoring any armour.

RACES

LANGUAGE
All Human Emissaries speak a native Human dialect in addition to Galactic Standard.

SUB-TYPES
Players should choose from one of the following three Human sub-types to determine the racial abilities and characteristic modifiers they receive.

HEAVY WORLDER
Through genetic engineering or evolution, Heavy Worlders are adapted for survival on worlds with extremely high gravity. As Emissaries their dense bones and increased muscle mass make Heavy Worlders very effective melee fighters.

Characteristic Modifiers:

Strength	+1
Endurance	+1
Dexterity	-1

Racial Abilities:
Heavy Worlders receive a circumstance bonus (-2 TR) to any Endurance skill checks when not in a high gravity environment. Heavy Worlders are not subject to the usual penalties for performing physical actions on a heavy world.

Universal Traits
Human characters may choose three traits from the list of universal traits during character creation.

SPACER
The complete opposite of Heavy Worlders, Spacers are adapted for survival in microgravity environments such as asteroid belt communities or space colonies. Spacer Emissaries are unmatched in microgravity combat, favouring short range projectile weapons.

Characteristic Modifiers:

Dexterity	+1
Awareness	+1
Strength	-1

Racial Abilities:
Spacers receive a circumstance bonus (-2 TR) to any Dexterity skill checks made in a microgravity environment. Spacers may use their strength or dexterity characteristic with the microgravity skill instead of endurance.

Universal Traits
Human characters may choose three traits from the list of universal traits during character creation.

AUGMENT
Augments are thought to be the descendants of members of the human race that did not initially migrate into space. Their biology has been tweaked and edited more than appearances would suggest, making them stronger, smarter but less stable than their ancestors. Augment Emissaries make excellent fighters and tacticians.

Characteristic Modifiers:

Strength	+1
Intelligence	+1
Composure	-1

Racial Abilities:
Whenever an Augment would heal a number of injuries, they heal double that amount instead.

Universal Traits
Human characters may choose three traits from the list of universal traits during character creation.

INSECTOIDS

Insectoids are among the more extreme examples of posthuman humanoids found within the galaxy. Possessing tough exoskeletons instead of internal bones, their biology differs immensely from that of most other humanoid races. While less prevalent than Humans, Insectoids are no less varied, with many different examples of their kind. Hauntingly beautiful iridescent wings and elegantly curved carapaces are just as common as bulky matt black shells and razor bladed limbs.

Many of the worlds Insectoids hail from possess extreme weather or wildlife and might be considered deathworlds by members of other races. Insectoids are so heavily adapted that they thrive in these conditions, often forming massive hierarchical communities that live in harmony with their environment instead of trying to change it to suit them.

Many of the more solitary Insectoids and smaller communities of their kind make livings as hunters and traders, dealing in exotic wildlife and unusual bioweapons unique to their worlds. More successful traders often join the ranks of the Bioartisans or embrace close working relationships with them, becoming powerful and wealthy in the process. Occasionally they also develop close ties with artefact hunters and researchers of alien life. Some of their worlds are home to creatures so unusual or mysterious that there is strong speculation that they could be truly alien in origin.

Those Insectoids who venture away from their home worlds into the depths of space typically do so as traders in search of buyers for their unusual goods or as travelling hunters, searching for yet larger and more exotic prey. In fact, it is not an uncommon sight to see whaling vessels crewed entirely by Insectoids hunting rogue Cetuscyborgs along the treacherous edges of the Great Maelstrom.

Insectoids are less predisposed to becoming Emissaries than Humans, but can end up walking that path when something happens in their lives that drives an urge to protect the weak or make a difference on a larger scale. Youngsters who have experienced great loss or old hunters who seek to atone for their mistakes are the most common trends among Insectoid Emissaries.

Though not used by all, Insectoid Emissaries are also well known for their enhanced drone rifles, modelled on the design of a particularly famous bioweapon exported by their kind.

Enhanced Insectoid Drone Rifle

Damage Type:	Persistent
Damage Dice:	1d10
Range:	200m/1000m/2000m
Total Damage:	3d10/2d10/1d10 (P)
Ammunition:	1 round

Ballistic computer
Chemical
Piercing (4)
Tripod
Emissary weapon

An Emissary can spend a point of Sympathy while using the rifle to imbue the projectile with unstable energy. The rifle gains the quality Blast (5m radius) for this attack in addition to its existing qualities.

Language

All Insectoid Emissaries speak a native Insectoid dialect in addition to Galactic Standard.

Sub-types

Players should choose from one of the following three Insectoid sub-types to determine the racial abilities and characteristic modifiers they receive.

Neopteran

As heavily adapted solitary hunters, Neoptera are stealthy and excellent target shooters. Neoptera prefer to open an engagement at long range, before using their wings to rapidly close the distance. Emissary Neoptera make excellent snipers and assassins.

Characteristic Modifiers:

Dexterity   +1
Endurance   -1

Racial Abilities:

Natural Armour 6 (P)
Natural Weapons (claws) 1d6 (P)
Flight (speed x2)
Cannot wear armour that is Heavy or Restrictive

Universal Traits

Insectoid characters may choose a single trait from the list of universal traits during character creation.

Reduvian

Like Neoptera, Reduvians were also solitary hunters, but take a different approach to the obective. Reduvians lack wings and instead rely even more upon stealth and setting ambushes. Emissary Reduvians make excellent infiltrators and assassins.

Characteristic Modifiers:

Strength   +1
Dexterity   +1
Endurance   -1

Racial Abilities:

Natural Armour 6 (P)
Natural Weapons (claws) 1d6 (P)
Camouflage
Cannot wear armour that is Heavy or Restrictive

Universal Traits

Insectoid characters may choose a single trait from the list of universal traits during character creation.

Zopherin

Zopherin are the Insectoid equivalent of Heavy Worlders, though the adaptations are extremely different in nature. Zopherin rely on their incredibly strong exoskeletons in place of bones, walking on all six limbs to provide better grip on inclines that would otherwise be very dangerous. Emissary Zopherin make excellent front line fighters, able to shrug off massive amounts of damage.

Characteristic Modifiers:

Endurance   +1
Dexterity   -1

Racial Abilities:

Natural Armour 12 (P)
Cannot wear armour that is Heavy or Restrictive

Universal Traits

Insectoid characters may choose a single trait from the list of universal traits during character creation.

Mechanoids

Mechanoid is a collective term for a group of mechanical races and artificial intelligences that have united as a single organisation in order to protect their own interests and rights. Many of the Mechanoids were once experiments or creations of the Technosapiens that were then denounced as heretical, imperfect beings or merely kept captive as slaves, soldiers or labourers. Other members of the collective were the creations of other races and factions or, very rarely, the ancestors of extinct biological life that left only their machines behind.

The vast majority of existent Mechanoids in the galaxy today are the creations and offspring of other Mechanoids, machines created by other machines with no biological input at all. Unfortunately, mechanical life and its rights are not recognised by all people and factions of the galaxy, but are recognised and protected by the Empire and its Emissaries.

The form Mechanoids take is unconstrained by any natural biology, so they can take on virtually any form imaginable. However, it was not at all unusual for their creators to have designed Mechanoids in their own image or in the image of something familiar to them. Therefore older Mechanoids frequently resemble mechanical versions of animals or other humanoid races and have passed these design elements on to their own creations or progeny.

Mechanoid cultures are extremely diverse, but often share common themes of promoting freedom and equality for all races, be they mechanical or biological. However, extremist splinter groups that view Mechanoid life as superior to biological life, while rare, are not completely unheard of.

While other races view Mechanoids as immortals, this is not strictly true. Data corruptions build up over time and lead to older Mechanoids becoming increasingly eccentric. Additionally, computer viruses and online wildlife can be just as deadly to Mechanoids as bacteria and disease to the biological races.

Many Mechanoids endeavour to become Emissaries for ideological reasons as well as securing the continued protection that the Empire provides their kind.

Though not used by all, Mechanoids Emissaries are also well known for their enhanced power fists, modelled on the preferred weapon of R40, who rose up and freed the slaves.

Enhanced Power Fist
Damage Type: Temporary
Damage Dice: 1d10
Total Damage: 1d10 + strength (T)
One handed
Piercing (6)
Emissary weapon

The enhanced power fist serves double duty as a shield, imposing two circumstance penalties to unarmed or melee weapon attacks made against the character, or a single circumstance penalty to ranged attacks. The fist also provides a circumstance bonus to grapple checks.

An Emissary can spend a point of Sympathy while using the fist to channel their energy into it. The strength of the Emissary is doubled for a single attack or grapple attempt using the power fist.

RACES

Language

All Mechanoid Emissaries speak a Machine Code dialect in addition to Galactic Standard.

Sub-types

Players should choose from one of the following three Mechanoid sub-types to determine the racial abilities and characteristic modifiers they receive.

Paladin

Originally manufactured as body guards for important people or other Mechanoids, Paladins are quick to react and exceptionally tough. Although not designed for offensive action, Paladins excel at defensive fighting and protecting high value assets. As Emissaries, autonomous Paladins make excellent front line fighters and are often assigned to protect important figures.

Characteristic Modifiers:
Endurance   +1
Dexterity   -1

Racial Abilities:
Natural Armour 9 (P)
Space Flight (at base speed)
Cannot wear armour that is Heavy or Restrictive
Artificial Being

Universal Traits
Mechanoid characters may choose a single trait from the list of universal traits during character creation.

Lancer

The complete opposite of Paladins, Lancers are inherently weapons designed to kill. They discard armour and durability for speed and lethality. Emissary Lancers can be brutal and swift dealers of justice.

Characteristic Modifiers:
Strength   +1
Charisma   -1

Racial Abilities:
Natural Weapons (blades) 1d6 (P)
Space Flight (speed x2)
Artificial Being

Universal Traits
Mechanoid characters may choose a single trait from the list of universal traits during character creation.

Knight

While other mechanoids may have a humanoid appearance, Knights are exclusively humanoid in design. Originally constructed for a multitude of different purposes, Knights can be found in almost any role. Emissary Knights strike a balance between offence and defence and can easily be capable warriors, technicians or healers.

Characteristic Modifiers:
Strength   +1
Intelligence   +1
Awareness   -1

Racial Abilities:
Natural Armour 6 (P)
Artificial Being

Universal Traits
Mechanoid characters may choose a single trait from the list of universal traits during character creation.

Reptilians

Although less extreme than Insectoids, Reptilians are another example of posthuman life that shares little biology in common with Humans. Reptilians are typically larger and more physically powerful than other humanoid races, with some members of their kind growing almost three metres in height. They have thick, scaly skin, powerful jaws and long tails which can be used as weapons. Although cold-blooded, their relatively large size makes them less dependant on external temperature than smaller cold-blooded creatures.

Reptilians were discovered on the planet Rinjah during the time of the First Golden Empire. Their home world has a high amount of volcanic activity and is characterised by large areas of tropical rainforest, enormous mountain ranges and wide expanses of barren plains.

Before their discovery and incorporation into the wider galactic community, Reptilians lived in a very hierarchical class-based society. Great warlords would inspire loyalty among their soldiers and frequently clashed with rivals in epic battles for control of the land. Varanus, the most physically imposing of the Reptilians made up the bulk of these military forces, with the most elite among them being highly revered and becoming great estate holders themselves. Those warlords who could not compete in open battle were thus forced to compete in other ways, relying on Gekkonin assassins and Kinyon spies to shift the balance in their favour.

Modern Reptilian cultures are more varied than in the past, though the Varanus in particular tend to maintain more traditional and rigid views of honour and duty. However, many Reptilians have embraced the freedom available to them, particularly those descendants of the smaller families and lower classes. From time to time characters emerge who fancy themselves as modern warlords, attempting to emulate great figures of their cultural history, and raise armies of mercenaries intent on plunder and conquest.

Reptilian traditional values and culture align fairly well with the qualities and duties of an Emissary and so many apply to join the ranks. They view it as the ultimate test of their abilities physically, mentally and spiritually. Even those who fail the application are highly regarded for putting themselves forwards.

Though not used by all, Reptilian Emissaries are also well known for their enhanced short swords, modelled on the traditional weapon of the elite warrior class.

Enhanced Short Sword
Damage Type: Persistent
Damage Dice: 1d8
Total Damage: 1d8 + strength (P)
Concealable (3)
One handed
Piercing (2)
Emissary weapon

An Emissary can spend a point of Sympathy while using the sword to channel their energy into it. The sword guides its user's hand with inhuman speed and precision, parrying any number of weapons and knocking aside any projectiles that might target the Emissary until their next turn.

RACES

LANGUAGE

All Reptilian Emissaries speak a Reptilian dialect in addition to Galactic Standard.

SUB-TYPES

Players should choose from one of the following three Reptilian sub-types to determine the racial abilities and characteristic modifiers they receive.

VARANUS

The largest and most physically powerful of the Reptillians, Varanus have a strong mercenary tradition with an important sense of honour and duty. Varanus make excellent spiritual warriors and many become exceptional Emissaries specialising in melee combat and keeping the peace.

Characteristic Modifiers:

Strength   +1
Composure   +1
Dexterity   -1

Racial Abilities:

Natural armour 6 (T)
Natural Weapons (teeth) 1d6 (P)
Natural Weapons (tail) 1d8 (T)
Giant

Universal Traits

Reptillian characters may choose two traits from the list of universal traits during character creation.

GEKKONIN

Gekkonin are similar in appearance to their larger Varanus cousins, but more cunning and agile. They also share the same sense of honour and duty, but are more open to stretching the definition. As Emissaries, Gekkonin make superb assassins and gun fighters.

Characteristic Modifiers:

Dexterity   +1
Charisma   +1
Composure   -1

Racial Abilities:

Natural armour 6 (T)
Natural Weapons (teeth) 1d6 (P)
Natural Weapons (tail) 1d6 (T)
Gekkonin receive a circumstance bonus to climbing skill checks

Universal Traits

Reptillian characters may choose two traits from the list of universal traits during character creation.

KINYON

Physically the smallest and least powerful of the Reptilians, Kinyon are extremely intelligent and masters of stealth. Kinyon Emissaries tend to make excellent infiltrators, spies and saboteurs.

Characteristic Modifiers:

Dexterity   +1
Intelligence   +1
Endurance   -1

Racial Abilities:

Natural armour 6 (T)
Natural Weapons (teeth) 1d4 (P)
Natural Weapons (tail) 1d6 (T)
Camouflage

Universal Traits

Reptillian characters may choose two traits from the list of universal traits during character creation.

EMISSARIES

CHARACTERISTICS

Every Emissary begins with 2 points in each of the eight characteristics. Increasing them further costs 1 per point, except for the fifth point in any characteristic which always costs 2. A starting character has a characteristic pool of 10 to spend in this way. Remember to apply racial modifiers after spending your characteristic pool, not before.

SKILLS

(2d10 + skill + characteristic)

Following race and characteristics, skills are the next part of the character that need to be determined. Skills are representative of education, training and experience and are the primary method of interacting with the game world. Each skill also has an associated characteristic.

For any character, every skill must take an initial value between 0 and 5, with each number representing a position on the following scale:

0 – Untrained
1 – Poor
2 – Fine
3 – Good
4 – Superb
5 – Exceptional

It is possible for skills to take values outside of this range due to positive or negative modifiers. There is also an additional circumstance penalty imposed on all checks using an untrained skill.

Starting characters begin with all skills at an untrained level (rank 0), but can buy ranks in any skill at a cost of one rank per point, with the exception of the fifth rank which has a cost of two. The skill pool is the total amount that can be spent by starting characters on their skills and has a size of 48. Additionally, a skill cannot be raised more than one rank higher than its associated characteristic (e.g. a strength of 3 or better is required to raise a strength skill to rank 4).

A list of common skills sorted by their associated characteristic is displayed opposite, for further details on specific skills and their uses refer to the Skills chapter of this book.

COMMON SKILLS

Strength skills

Athletics
Climbing
Unarmed combat
Weapons (melee)

Dexterity skills

Drive/Pilot
Gymnastics
Larceny
Stealth
Weapons (ranged)

Endurance skills

Microgravity
Stamina
Swimming

Composure skills

Concentration
Long term memory
Psionics
Survival

Intelligence skills

Academics/Knowledge
Technology
Craft
Medicine
Navigation
Working memory

Awareness skills

Investigation
Listen
Sense motive
Spot
Track

Presence skills

Costume
Intimidate
Leadership
Streetwise

Charisma skills

Communication
Expression
Manipulation
Handle animal
Socialise

TRAITS

Traits represent more unique features or specialisations that a character might have. Like skills, traits have an associated characteristic with the exception of universal traits which can only be selected during character creation. Each character starts with a number universal traits depending on their chosen race.

Additionally, characters may select one further trait for each skill which they have raised to a rank of 4 or better. This trait must have the same associated characteristic as the skill which granted it. For example, a character with 4 ranks in a strength skill may choose to have any trait associated with the strength characteristic. If the character also has a rank of 5 in that skill then they also qualify for the mastery bonus of that trait.

SPEED
(10 + strength + dexterity)

The speed of a character represents how quickly they can normally move around. Speed is a function of the strength and dexterity characteristics. The speed of a character is defined as 10 + strength + dexterity. For example, a character with a strength of 3 and a dexterity of 4 would have a speed of 17. Mechanically, speed corresponds to the maximum number of metres that a character can cover in a single action, it also serves as a basis for comparing the relative speed of characters when they are not actively competing against each other using the athletics skill.

APPEARANCE
(10 + presence + charisma)

The appearance of a character represents how recognisable and memorable they are, it is a combination of body language, personality, style as well as physical appearance. The appearance of a character is defined as 10 + presence + charisma. Appearance has several uses mechanically, for example the TR to spot somebody in a crowd or to remember them from a previous encounter is 30 – their appearance. This could be an advantage or a disadvantage depending on whether you want to be recognised or not.

Appearance does not directly correspond to how attractive a character is, but an attractive character is likely to have a high appearance. A threatening and heavily scarred mercenary is also likely to have a high appearance due to their high presence. A famous musician may also have a high appearance due to their high charisma.

AGILITY
(10 + dexterity + awareness)

The agility of a character represents how quickly they can act and react. Agility is defined as 10 + dexterity + awareness. Mechanically, agility determines which character acts first during turn based play and also how difficult a character is to hit in combat. In some situations, agility may also determine whether a character can make a reaction to a particular action taken against them or to a particular sudden event.

TOUGHNESS
(endurance + endurance)

The toughness of a character determines how resistant to injury that character is and also how many injuries they can take before being incapacitated. Toughness is defined as being equal to double the endurance of the character (endurance + endurance, or endurance x 2). For example, a character with an endurance of 3 would have a toughness of 6.

Under certain circumstances, a character may have to make a reactive toughness check to avoid certain consequences. For example, to avoid the worst effects of a poison. A toughness check is made in the same way as a skill check or characteristic check, 2d10 are rolled and the character's toughness is added to the result which is then compared to some TR. Toughness is covered in more detail in the section Damage and Injuries.

WILLPOWER
(composure + composure)

The willpower of a character represents how determined and resistant to stress a character is. Willpower is defined as being equal to double the composure of the character (composure + composure, or composure x 2). For example, a character with a composure of 4 would have a willpower of 8.

Under certain circumstance, a character may have to make a reactive willpower check to avoid certain consequences. For example, to avoid the effects of mind influencing entities such as drugs, magic or brain washing. In all cases a willpower check is made in the same way as a skill or characteristic check, 2d10 are rolled and the character's willpower is added to the result which is then compared to some TR. Willpower is covered in more detail in the section Mental Damage.

Character Creation Example

This section will guide you through the steps required to create an example Emissary character for the first time. However, before attempting to follow the example presented here, it is recommended that you first finish reading through the chapters on Skills, Traits, Simulcra and Sympathy, and Equipment. After this example you will find a blank character sheet and several pre-made characters for use in starting scenarios.

Step 1

In this example we will attempt to create a simple Emissary character with the following concept: *"A psionic warrior who specialises in hand-to-hand combat and easily blends into a crowd."*

Step 2

In terms of race, there are several good options that go well with our concept. In this example we will choose a Human Heavy Worlder, as the increased strength and endurance will be useful in melee combat, there is no penalty to composure and the three universal traits give us some more options for fine tuning.

Step 3

In this case our concept is quite simple, we should attempt to maximise the characteristics that support melee combat and psionics (strength and composure respectively). However, we should not completely neglect our other characteristics. Endurance is very important for reducing damage and surviving injuries, while dexterity and awareness will allow us to act faster and avoid attacks. We also know that our dexterity will be reduced by 1 because of our chosen race, so we must decide whether or not we try to offset that.

We start with 2 points in each characteristic and have a further 10 points to spend. However, we must remember that increasing a characteristic from 4 to 5 will cost us 2 points if we choose to do so. In this example, we have chosen to distribute our 10 points as follows:

Strength:	4	(2 points spent)
Dexterity:	4	(2 points spent)
Endurance:	3	(1 point spent)
Composure:	5	(4 points spent)
Intelligence:	2	(0 points spent)
Awareness:	3	(1 point spent)
Presence:	2	(0 points spent)
Charisma:	2	(0 points spent)

Step 4

Now that we have spent our characteristic points, we must apply our racial modifiers. As we chose a Human Heavy Worlder as our race, we receive a +1 to strength and endurance, but a -1 to dexterity. After adjustment, our characteristics look like this:

Strength:	5	(+1 racial bonus)
Dexterity:	3	(-1 racial bonus)
Endurance:	4	(+1 racial bonus)
Composure:	5	
Intelligence:	2	
Awareness:	3	
Presence:	2	
Charisma:	2	

It is worth noting that if we had previously chosen to raise our strength to 5 when spending our characteristic points, our racial bonus would have increased it to 6. This is one of the few ways that characteristics can be raised above 5.

Now that our characteristics are finalised, we need to determine our derived attributes.

Speed:	18	(10+5+3)
Appearance:	14	(10+2+2)
Agility:	16	(10+3+3)
Toughness:	8	(4+4)
Willpower:	10	(5+5)

Before moving on, we should also make a note of our Heavy Worlder racial ability on our character sheet.

Step 5

Now we need to determine our skills by spending from a purchasing pool of 48. This is quite important and can take a bit of time to decide. However, there are a few things we can consider to help us do this. We know that we want to focus on melee combat and psionics, so we should invest heavily in those skills. We can also gain important traits by investing heavily in skills with the associated characteristic. In this case, we should first invest in the skills that we definitely want and then see what we have left.

Unarmed combat:	5	(6 spent)
Weapons (melee):	5	(6 spent)
Psionics:	5	(6 spent)

By maxing out these useful skills, we will also get 3 relevant traits (2 strength traits and 1 composure trait) and unlock their mastery bonuses (rank 5 in the skill). This is a good start and still leaves us with 30 points to spend.

At this point, it can be useful to look ahead to see which characteristic traits you might want to get, as well as considering which skills could be useful during gameplay. In this example, we have chosen to spend the remaining 30 points as follows:

Skill	Rank	Spent
Athletics:	4	(4 spent)
Gymnastics:	2	(2 spent)
Stealth:	2	(2 spent)
Microgravity:	4	(4 spent)
Stamina:	4	(4 spent)
Concentration:	5	(6 spent)
Navigation:	2	(2 spent)
Listen:	2	(2 spent)
Spot:	2	(2 spent)
Costume:	2	(2 spent)

We could have chosen to invest more heavily in fewer skills, in order to gain more characteristic traits. However, it can sometimes be more useful to give your character a more rounded skill set.

STEP 6

Universal traits may not be as powerful as characteristic traits or as immediately beneficial as some of the racial abilities, but they can still be very useful. Importantly, universal traits cannot be gained after character creation and offer you the chance to tailor some fundamental features of your character. As a Human, we have access to 3 universal traits. In this example, we have chosen the following for the reasons outlined below:

Anonymous
This lowers our appearance and will make it harder for others to recognise us or spot us amongst a crowd. Our appearance rating is already quite low, so this works well with that and matches well to our initial concept.

False Identity
This means that our real identity will be hard to find and won't show up or reveal anything important about us upon cursory investigation. Again, this fits quite well with our concept.

Lightning Reflexes
Our agility is not bad, but it isn't exceptional. We already compensated a little for our decreased dexterity and this further helps offset that. Lightning reflexes makes it more likely that we will be able to act first in combat. Additionally, it reduces the chances of us being caught off guard.

STEP 7

We qualify for one characteristic trait for each skill that we have increased to rank 4 or better. In this example, that means we will be able to choose 3 strength traits, 2 endurance traits and 2 composure traits.

Devastating Lunge
This grants us bonus damage to attacks made after moving, allowing us to remain dangerous and mobile.

Expert Disarm
This makes it easier for us to disarm opponents and get access to useful weapons during combat.

Explosive Power
This allows us to benefit greatly from using Sympathy to increase our already high strength.

Die Hard
This is a useful endurance trait that makes us less vulnerable to powerful attacks and should reduce the number of times we need to rely on spending Sympathy to negate damage.

Second Wind
This ability scales well as we advance and makes fatigue less of a concern.

Psion
This simple trait directly increases the mental damage we can inflict with our excellent psionic skill.

Telepathy
This makes our psionic skill more versatile and opens up a lot of tactical possibilities.

STEP 8

We qualify for the mastery bonus in 2 of our strength traits and both of our composure traits.

Expert Disarm (Mastery)
Explosive Power (Mastery)
Psion (Mastery)
Telepathy (Mastery)

Note that we could have chosen to have a mastery in Devastating Lunge instead of Expert Disarm or Explosive Power.

STEP 9

We mark our starting Sympathy as 2 and add the Ideal of Duty our character sheet. Additionally, we may choose other ideals that might impact how we play our character, but will also grant us access to powerful Simulcra abilities as we advance. In this example, we will choose the Ideal of Asceticism.

STEP 10

Unfortunately our character does not have exceptional resources, with an initial Credit Rating of only 4 (2+2). However, this fits with the Ideal of Asceticism that we chose and will not necessarily be a significant handicap. We do still get to choose some free items for our starting equipment though and, as our Credit Rating is low, we should make sure that we choose these carefully.

Emissary Weapon

We get to choose one of the five racial Emissary Weapons. In our case, the Enhanced Crystal Blade is probably the best fit. Although we have chosen to in this case, we did not have to choose the Human Emissary Weapon just because our race is Human.

Mundane Tools

We also get to choose up to 6 tools that cannot have individual purchase TRs greater than 16. As this is enough to purchase a superior tool, we should consider purchasing a full set of superior tools to help us perform skills we expect to need frequently.

Superior track shoes	(athletics)
Superior free fall suit	(microgravity)
Superior psionic amp	(psionics)
Superior nav computer	(navigate)
Superior binoculars	(spot)
Superior costume kit	(costume)

Mundane Weapons

We get to choose up to 4 weapons that cannot have individual purchase TRs greater than 16. As we are a melee focused character, we may want to consider melee weapons that supplement or provide alternative abilities to our Emissary weapon. It is probably also a good idea to carry a ranged weapon for situations where we have no choice but to use one.

Electromace
Heavy pistol
Monofilament whip
Power sword

Mundane Armour

We get to choose up to 2 pieces of armour that cannot have individual purchase TRs greater than 16. We should choose these carefully as we may not be able to buy or come across anything better until after we have completed several missions.

Stab vest
Medium armour

Idra Kane
Human Heavy Worlder

Characteristics:

Str: 5	Dex: 3	End: 4	Com: 5
Int: 2	Awa: 3	Pre: 2	Cha: 2

Attributes:

Speed:	18
Appearance:	14
Agility:	16
Toughness:	8
Willpower:	10
Credit rating:	4
Sympathy:	2

Skills:

Athletics:	4	(+9)
Unarmed combat:	5	(+10)
Weapons (melee):	5	(+10)
Gymnastics:	2	(+5)
Stealth:	2	(+5)
Microgravity:	4	(+8)
Stamina:	4	(+8)
Concentration:	5	(+10)
Psionics:	5	(+10)
Navigation:	2	(+4)
Listen:	2	(+5)
Spot:	2	(+5)
Costume:	2	(+4)

Traits:
Anonymous
False Identity
Lighting Reflexes
Devastating Lunge
Expert Disarm (Mastery)
Explosive Power (Mastery)
Die Hard
Second Wind
Psion (Mastery)
Telepathy (Mastery)

Equipment:

Enhanced Crystal Blade	
Electromace	
Heavy pistol	
Monofilament whip	
Power sword	
Superior track shoes	(athletics)
Superior free fall suit	(microgravity)
Superior psionic amp	(psionics)
Superior nav computer	(navigate)
Superior binoculars	(spot)
Superior costume kit	(costume)
Stab vest	
Medium armour	

CHARACTER SHEET

Character Name

Player Name

Race

Sub-type

Str	Dex	End	Com	Physical Injuries
				(T)/ (P)

Int	Awa	Pre	Cha	Mental Injuries
				(T)/ (P)

Agility		Appearance	
Speed		Willpower	
Toughness		Sympathy	

Armour

Credit Rating

Advancement Points

Strength
Athletics	
Climbing	
Unarmed	
Weapons (melee)	

Dexterity
Drive/Pilot	
Gymnastics	
Larceny	
Stealth	
Weapons (ranged)	

Endurance
Microgravity	
Stamina	
Swimming	

Composure
Concentration	
Long term memory	
Psionics	
Survival	

Intelligence
Academics/Knowledge	
Technology	
Craft	
Medicine	
Navigation	
Working memory	

Awareness
Investigation	
Listen	
Sense motive	
Spot	
Track	

Presence
Costume	
Intimidate	
Leadership	
Streetwise	

Charisma
Communication	
Expression	
Manipulation	
Handle animal	
Socialise	

Traits and Racial Abilities

Simulcra Abilities

Equipment

Ideals

CHARACTER SHEET

Character Name	Player Name
Idra Kane	

Race	Sub-type
Human (male)	Heavy worlder

Str	Dex	End	Com
5	3	4	5

Int	Awa	Pre	Cha
2	3	2	2

Agility	16	Appearance	12
Speed	18	Willpower	10
Toughness	8	Sympathy	2

Physical Injuries (T)/ (P)

Mental Injuries (T)/ (P)

Armour 8 (P) (ballistic)

Credit Rating 4

Advancement Points

Strength

Athletics	4	(+9)
Climbing	0	(+5)
Unarmed	5	(+10)
Weapons (melee)	5	(+10)

Dexterity

Drive/Pilot	0	(+3)
Gymnastics	2	(+5)
Larceny	0	(+3)
Stealth	2	(+5)
Weapons (ranged)	0	(+3)

Endurance

Microgravity	4	(+8)
Stamina	4	(+8)
Swimming	0	(+4)

Composure

Concentration	5	(+10)
Long term memory	0	(+5)
Psionics	5	(+10)
Survival	0	(+5)

Intelligence

Academics/Knowledge	0	(+2)
Technology	0	(+2)
Craft	0	(+2)
Medicine	0	(+2)
Navigation	2	(+4)
Working memory	0	(+2)

Awareness

Investigation	0	(+3)
Listen	2	(+5)
Sense motive	0	(+3)
Spot	2	(+5)
Track	0	(+3)

Presence

Costume	2	(+4)
Intimidate	0	(+2)
Leadership	0	(+2)
Streetwise	0	(+2)

Charisma

Communication	0	(+2)
Expression	0	(+2)
Manipulation	0	(+2)
Handle animal	0	(+2)
Socialise	0	(+2)

Traits and Racial Abilities

- Heavy worlder
- Anonymous
- False identity
- Lightning reflexes
- Devastating lunge
- Expert disarm (mastery)
- Explosive power (mastery)
- Die hard
- Second wind
- Psion (mastery)
- Telepathy (mastery)

Simulcra Abilities

- Standard abilities

Ideals

- Duty
- Asceticism

Equipment

Enhanced crystal blade	1d6+5 (P)
Electromace	1d10+5 (T)
Monofilament whip	1d4+5 (P)
Power sword	1d10+5 (P)
Heavy pistol	3d8/2d8/1d8 (P) (7 rounds)
Superior track shoes	(Athletics)
Superior free fall suit	(Microgravity)
Superior psionic amplifier	(Psionics)
Superior nav computer	(Navigation)
Superior binoculars	(Spot)
Superior costume kit	(Costume)
Stab vest	6 (P) (melee)
Medium armour	8 (P) (ballistic)

CHARACTER SHEET

Character Name	Player Name
Fa Shenhui	

Race	Sub-type
Avian (female)	Hunter

Str	Dex	End	Com
2	5	3	3

Int	Awa	Pre	Cha
3	5	3	3

Physical Injuries
(T)/   (P)

Mental Injuries
(T)/   (P)

Agility	20	Appearance	16
Speed	17	Willpower	6
Toughness	6	Sympathy	2

Armour	Credit Rating	Advancement Points
6 (P) (melee)	6	

Strength

Athletics	4	(+6)
Climbing	0	(+2)
Unarmed	3	(+5)
Weapons (melee)	0	(+2)

Dexterity

Drive/Pilot	3	(+8)
Gymnastics	2	(+7)
Larceny	0	(+5)
Stealth	5	(+10)
Weapons (ranged)	5	(+10)

Endurance

Microgravity	2	(+5)
Stamina	0	(+3)
Swimming	0	(+3)

Composure

Concentration	0	(+3)
Long term memory	0	(+3)
Psionics	0	(+3)
Survival	3	(+6)

Intelligence

Academics/Knowledge	3	(+6)
Technology	0	(+3)
Craft	0	(+3)
Medicine	0	(+3)
Navigation	3	(+6)
Working memory	0	(+3)

Awareness

Investigation	2	(+7)
Listen	0	(+5)
Sense motive	0	(+5)
Spot	5	(+10)
Track	3	(+8)

Presence

Costume	0	(+3)
Intimidate	0	(+3)
Leadership	0	(+3)
Streetwise	0	(+3)

Charisma

Communication	0	(+3)
Expression	0	(+3)
Manipulation	0	(+3)
Handle animal	0	(+3)
Socialise	2	(+5)

Traits and Racial Abilities

- Flight (speed x2)
- Blind sense
- Ambidextrous
- Lightning reflexes
- CQC training
- Blood opera (mastery)
- Gunslinger (mastery)
- Light sleeper (mastery)

Simulcra Abilities

- Standard abilities

Ideals

- Duty
- Suppression

Equipment

Enhanced Avian flatbow	3d8/2d8/1d8 (P)
Sniper rifle	3d10/2d10/1d10 (P) (5)
Carbine	3d8/2d8/1d8 (P) (30)
Heavy pistol	3d8/2d8/1d8 (P) (7 rounds)
Heavy pistol	3d8/2d8/1d8 (P) (7 rounds)
Superior track shoes	(Athletics)
Superior free fall suit	(Microgravity)
Superior camouflage	(Stealth)
Superior nav computer	(Navigation)
Superior binoculars	(Spot)
Superior survival kit	(Survival)
Stab vest	6 (P) (melee)
Ballistic vest	6 (P) (ballistic)

CHARACTER SHEET

Character Name	Player Name
Br-412	

Race	Sub-type
Mechanoid	Paladin

Str	Dex	End	Com
4	1	6	3

Int	Awa	Pre	Cha
2	4	3	2

Agility	15	Appearance	17
Speed	15	Willpower	6
Toughness	13	Sympathy	2

Physical Injuries

(T)/ (P)

Mental Injuries

(T)/ (P)

Armour	Credit Rating	Advancement Points
17 (P)	4	

Strength

Athletics	3	(+7)
Climbing	0	(+4)
Unarmed	3	(+7)
Weapons (melee)	5	(+9)

Dexterity

Drive/Pilot	0	(+1)
Gymnastics	0	(+1)
Larceny	0	(+1)
Stealth	0	(+1)
Weapons (ranged)	4	(+5)

Endurance

Microgravity	5	(+11)
Stamina	5	(+11)
Swimming	0	(+6)

Composure

Concentration	0	(+3)
Long term memory	0	(+3)
Psionics	0	(+3)
Survival	0	(+3)

Intelligence

Academics/Knowledge	0	(+2)
Technology	3	(+5)
Craft	4	(+6)
Medicine	0	(+2)
Navigation	0	(+2)
Working memory	0	(+2)

Awareness

Investigation	0	(+4)
Listen	2	(+6)
Sense motive	4	(+8)
Spot	3	(+7)
Track	2	(+6)

Presence

Costume	0	(+3)
Intimidate	2	(+5)
Leadership	0	(+3)
Streetwise	0	(+3)

Charisma

Communication	0	(+2)
Expression	0	(+2)
Manipulation	0	(+2)
Handle animal	0	(+2)
Socialise	0	(+2)

Traits and Racial Abilities

- Natural armour 9 (P)
- Space flight (base speed)
- Artificial being
- Giant
- Iron guard (mastery)
- Unpredictable dodge
- Die hard (mastery)
- Juggernaut (mastery)
- Eidetic memory
- Danger sense

Simulcra Abilities

- Standard abilities

Ideals

- Duty
- Pacifism

Equipment

Enhanced power fist	1d10+4 (T)
Siege hammer	1d12+4 (T)
Power knife	1d6+4 (P)
Shotgun	3d10/2d10/1d10 (P) (8)
Heavy pistol	3d8/2d8/1d8 (P) (7 rounds)
Superior track shoes	(Athletics)
Superior free fall suit	(Microgravity)
Superior divers flippers	(Swimming)
Superior motion tracker	(Listen)
Superior binoculars	(Spot)
Superior crafting kit	(Craft)
Stab vest	6 (P) (melee)
Medium armour	8 (P) (ballistic)

CHARACTER SHEET

Character Name	Player Name
Tomoe Tagekko	

Race	Sub-type
Reptilian (female)	Gekkonin

Str	Dex	End	Com
3	5	4	3

Int	Awa	Pre	Cha
3	3	2	4

Agility	18	Appearance	18
Speed	18	Willpower	6
Toughness	8	Sympathy	2

Physical Injuries (T)/ (P)

Mental Injuries (T)/ (P)

Armour 14 (T)/8 (P) (ball.)

Credit Rating 7

Advancement Points

Strength

Athletics	4	(+7)
Climbing	4	(+5)
Unarmed	0	(+3)
Weapons (melee)	1	(+4)

Dexterity

Drive/Pilot	0	(+5)
Gymnastics	5	(+10)
Larceny	0	(+5)
Stealth	4	(+9)
Weapons (ranged)	5	(+10)

Endurance

Microgravity	3	(+7)
Stamina	0	(+4)
Swimming	3	(+7)

Composure

Concentration	0	(+3)
Long term memory	0	(+3)
Psionics	0	(+3)
Survival	2	(+5)

Intelligence

Academics/Knowledge	0	(+3)
Technology	0	(+3)
Craft	0	(+3)
Medicine	3	(+6)
Navigation	0	(+3)
Working memory	0	(+3)

Awareness

Investigation	0	(+3)
Listen	0	(+3)
Sense motive	0	(+3)
Spot	0	(+3)
Track	0	(+3)

Presence

Costume	3	(+5)
Intimidate	0	(+2)
Leadership	0	(+2)
Streetwise	0	(+2)

Charisma

Communication	0	(+4)
Expression	0	(+4)
Manipulation	3	(+7)
Handle animal	0	(+4)
Socialise	5	(+9)

Traits and Racial Abilities

- Gekkonin
- Natural armour 6 (T)
- Natural weapons
- Common sense
- Naturally seductive
- Focused athlete (climbing)
- First blood
- Perfect grace (mastery)
- Silent breathing
- Sure aim (mastery)
- Practised socialite (mastery)

Simulcra Abilities

- Standard abilities

Ideals

- Duty
- Deterrence

Equipment

Enhanced short sword	1d8+3 (P)
Sniper rifle	3d10/2d10/1d10 (P) (5)
Carbine	3d8/2d8/1d8 (P) (30)
Heavy pistol	3d8/2d8/1d8 (P) (7 rounds)
Laser pistol	3d4/2d4/1d4 (P) (7 rounds)
Superior track shoes	(Athletics)
Superior free fall suit	(Microgravity)
Superior divers flippers	(Swimming)
Superior climbing harness	(Climbing)
Superior medical kit	(Medicine)
Superior costume kit	(Costume)
Stab vest	6 (P) (melee)
Medium armour	8 (P) (ballistic)

ADVANCING

Advancement Points

Newly trained and created Emissaries are extremely powerful, skilled and talented, but it is still possible for them to hone their abilities further. As Emissaries face and overcome great challenges, they will grow as characters, refine their skills and gain new abilities along the way. Their resonance with their Simulcra also increases, allowing them to use it more often and in more varied ways.

In game terms, all Emissaries begin play with the characteristics, skills and traits chosen during character creation and a Sympathy rank of 2 (see the chapter Simulcra and Sympathy for more information). At the end of each session (usually 3 or 4 hours of play), characters receive 1 Advancement point each. Additionally, characters are rewarded with 3 Advancement points (AP) each for successfully completing a multi-session mission or scenario. Advancement points do not have to be spent immediately and may be saved up.

Spending Points

A player may spend any number of Advancement points their character has earned at the start or end of any game session. Advancement points may be spent in the following ways:

1 AP	=	1 Skill point
3 AP	=	1 Characteristic point
6 AP	=	1 Sympathy point

A skill point can be used to increase the rank of any skill by 1. However, 2 skill points are required to increase a skill from rank 4 to rank 5.

A characteristic point can be used to increase the value of any characteristic by 1. However, 2 characteristic points are required to increase a characteristic from a base value of 4 to 5 (remember that racial characteristic bonuses or other characteristic modifiers are applied on top of the base value).

A sympathy point can be used to increase the Sympathy rank of a character by 1. However, 2 sympathy points are required to increase a Sympathy rank of 4 to 5.

For example, a minimum of 24 Advancement points (6 + 6 + 12) are required to increase an Emissary from an initial Sympathy rank of 2 to a Sympathy rank of 5.

Changing the Pace

As the GM, if you wish to increase or decrease the rate of advancement in your game, you may wish to change when Advancement points are given out and the number of them that characters receive. This is entirely up to you, but a few suggestions are given below.

Fast Paced Game

For a faster paced game, you may wish to give characters 3 Advancement points at the end of each session and 6 Advancement points for achieving some important objective or overcoming a very dangerous opponent. Alternatively, if you intend to play a relatively short campaign or scenario, it may make more sense to simply begin the first session with 6, 12 or 24 or some other amount of AP available to each character.

Slow Paced Game

For a longer or ongoing campaign, you may find that the normal rate of advancement is too fast and characters too quickly begin to max out their abilities. In this case, you may wish to only reward characters with AP for completing objectives.

Asymmetric Game

In most games, it is advised to distribute AP equally among all characters. Doing this reduces friction within the group and prevents characters from being left behind and outclassed during Advancement. However, at times and in some groups, you may prefer a more asymmetric approach. For example, you could have each player nominate a player other than themselves to receive 1 AP at the end of a session, in recognition of something that player's character achieved. This rewards taking risks and making good decisions, but won't be appropriate for all gaming groups.

SKILLS & TRAITS

SKILLS

Skills

Skills represent the training, education and experience of characters in the world. Skills are rated on a scale of 0 to 5 and each skill is linked to one of the eight characteristics.

0 – Untrained
1 – Poor
2 – Fine
3 – Good
4 – Superb
5 – Exceptional

While a rank of 2 or 3 in a skill reflects general competence that might be obtained through occasional practice or a short training course. A rank of 4 typically represents higher education or daily training and experience. A rank of 5 is indicative of being world class in that skill.

Skill Checks

Skill checks are the way characters use skills to interact with the world and agents in it. To perform a skill check, a player must roll 2d10, add the result together, then add their skill ranks and their related characteristic to produce their total skill check result. There is always a circumstance penalty for using a skill untrained.

Target Results

In order for a skill check to succeed it must match or exceed the required target result for that particular action. Example TRs will be provided in this section for each of the common skills, but a result of 14 or higher is typically required to succeed at all but the easiest and most common tasks. More detailed information about TRs is available in the Introduction section.

Circumstance Bonuses

Any situation or circumstance that would make completing a particular action easier or more difficult decreases or increases the TR by 2. For example, being aided in a particular action by another character would decrease the TR by 2 (for up to three meaningfully contributing characters) whereas attempting certain activities in the dark would increase the TR by 2.

Skills and Actions

In turn based gameplay, using a skill always counts as an action and uses up one of the two possible actions a character might make in their turn. If a skill check is not something which could be completed immediately (such as hacking a computer), they must choose each turn whether to continue the original action or perform a new one. If the character continues the original action, they must make a new skill check each turn.

Opposing Skill Checks

Sometimes the outcome of a skill check will not depend solely on the actions of one character, but may be opposed by one or more other characters. In this case, both characters make checks for their respective actions and the highest result succeeds. In cases where characters are not immediately competing, the original skill check result is used as the TR for the later action.

Some common opposing skills:
Stealth vs Spot
- *To notice a hidden character*
Stealth vs Listen
- *To hear a sneaking character*
Stealth vs Track
- *To follow a sneaking character*
Manipulation vs Sense Motive
- *To recognise a lie or half truth*
Athletics vs Athletics
- *To win a sprinting race*
Costume vs Spot
- *To recognise somebody in disguise*

No Pressure Skill Checks

Normally there are consequences for failure and time restrictions on how long can be spent attempting to perform a particular action. However, that is not always the case and some actions can be accomplished by simply trying hard enough for a long enough period of time. The only limiting factor becomes the attention span and determination of the character to keep at something until they succeed. This could represent a character asking for help from contacts they have, using books or guides to help them achieve something or simply trying over and over again until it works.

Mechanically, If a character is willing to attempt this type of action, they can spend twice as long as usual to perform the action, but may add their composure or endurance characteristic to the normal skill check result (endurance for strength, dexterity or endurance skills and composure for all others). For example, this could be used when investigating a location for clues, researching something in a library or hiding in the wilderness – so long as there are no time constraints or immediate consequences for failure.

A no pressure skill check could not be made while climbing up a cliff as the consequence of failure is potential injury. Nor could a no pressure skill check be made when attempting to aim a rifle at an unsuspecting target, as the consequences for failing are expenditure of ammunition and potentially alerting the target.

Strength Skills

Strength skills use the character's strength as an associated characteristic. Raising a strength skill to a level of superb (rank 4) or better allows the character access to a strength trait.

Athletics

The athletics skill is a general skill which covers short-duration, physically demanding activities such as running, jumping and throwing.

Narrative rules:

In order to keep the pace of a gaming flowing and to avoid the need for calculations and rule checking, a GM may use their judgement to give an athletic action a TR appropriate for its difficulty. Remember that activities or challenges a trained individual can expect to frequently perform are generally TR 14, though circumstance penalties and bonuses may apply.

Examples:
TR 8:
Jumping over a puddle
TR 10:
Catching a casually thrown item
TR 12:
Jumping over a low wall
TR 14:
Jumping between adjacent roof tops
TR 16:
Throwing a grenade through a small window from 10m away
TR 18:
Running from a collapsing building
TR 20:
Throwing a grappling hook onto a low flying grav tank

Precise rules:

Precise rules are more specific about what can and can't be achieved and may be preferable in games or situations where measurement and precise actions are required. Before using precise rules, you should consider whether it is *really* necessarily to put a precise number on exactly how quickly a character can run or how far they can throw a certain object. Excessive calculations or pauses to consult rules can slow the pace of a game and break immersion if done too often and needlessly.

While speed determines how quickly a character can ordinarily move around, there are times when a character may need to call upon all of their technique and training to move as quickly as physically possible, this is when the athletics skill can be used.

When making an athletics check to sprint over a short distance a character must make a skill check, their speed is temporarily increased by 1 for each point that their skill check exceeds 14. For example, a world class athlete with a strength, dexterity and athletics skill of 5 has a base speed of 20 which is equivalent to 8m/s or 29km/h. Attempting to break their personal best in training, the athlete makes an athletics check achieving a total of 21 and temporarily increasing their speed to 27 which is equivalent to 11m/s or 39km/h. A character can only move in a straight line while sprinting in this way.

When making an athletics check to perform a running jump, a character must make a skill check. A result of 14 is required to cover a distance of 4m, with an additional half a metre being covered for every point that the check exceeds 14 by. For a standing long jump, halve the distance covered.

When making an athletics check to throw an object, a character must make a skill check. A result of 14 is required to throw a 5kg object a distance of 10m, with an additional metre of distance being possible for every point that the check exceeds 14 by. Doubling the mass of the objects halves the distance it can be thrown, while halving the mass of the object doubles the distance it can be thrown. Decreasing the mass of an object below 1kg has no further effect on how far it can be thrown. Circumstance penalties apply with objects of irregular shape, objects that lack an aerodynamic form or when specifying where a thrown object is to land. A circumstance bonuses applies when the required throwing distance is less than half of that provided by a result of 14. Be aware that especially small and lightweight objects cannot be thrown very far due to air resistance slowing them down, this is not modelled by the rules presented and common sense must be applied in such circumstances.

For example, a soldier wants to throw a grenade a distance of 10m through a window. A result of 14 would allow a grenade sized object to be thrown a distance of 50m. However, a grenade is not an aerodynamic object and the soldier is specific about where he wants the grenade to go, so there are two circumstance penalties. In this case, one circumstance penalty is mitigated by a circumstance bonus as 10m is less than half of 50m. The TR required to throw the grenade through the window is thus 16.

SKILLS

Climbing

The climbing skill covers everything from climbing up ropes, scrambling up ladders to scaling a sheer cliff face.

Narrative rules:
The climbing skill follows all of the normal rules for skill checks and TRs. In general, one skill check should be made for each 10m of height that needs to be covered.

Examples:
TR 8:
Quickly climbing up a ladder
TR 10:
Climbing up a cliff with a partner and equipment
TR 12:
Solo climbing a cliff face with equipment
TR 14:
Climbing a regular cliff face without equipment
TR 16:
Climbing the mast of a ship during a storm
Climbing up an overhang without equipment
TR 18:
Climbing a smooth sided building without equipment
TR 20:
Climbing a smooth sided building without equipment at high altitude

Precise rules:
A result of TR 14 is required for a character to climb 10m up a vertical surface with regular hand and foot holds, where the character is able to support the weight of their body when moving from one position to another. For example, a rough cliff face, a climbing wall or a rope adjacent to a wall satisfy these criteria. A rope in isolation, a smooth cliff face or a smooth concrete wall do not satisfy this criteria.

For climbing less typical surfaces or climbing in less typical situations, start from the TR14 scenario and apply a circumstance penalty or bonus for every way that the situation differs significantly.

Example circumstance modifiers:
Character is climbing with a partner	-2
Surface is sloped but not vertical	-2
Character has climbing equipment	-2
Surface has large platforms	-2
Surface is designed to be climbed	-2
Surface has a known route to the top	-2
Surface has an overhang	+2
Conditions are windy	+2
Conditions are dark	+2
Surface is smooth	+2
Altitude is very high	+2
Surface must be climbed quickly	+2

Unarmed Combat

The unarmed combat skill represents how skilled the character is in general unarmed combat and how well they can handle themselves in a fight. An Emissary may train in unarmed combat as a form of exercise, as a backup option in the case of being disarmed or even as their primary fighting style. It can be assumed that anyone skilled in unarmed combat is familiar with all of the basics of fighting, they know how to shift their weight, how to throw a kick or a punch, how to restrain someone and how to guard themselves.

The mechanics of combat will be covered in more detail in the Combat chapter of this book. However, a brief overview of the skill and how it is used will be outlined here.

Combat rules:
To use the unarmed combat skill, a character wanting to attack another character must make a skill check as normal. Instead of comparing this result to a TR of 14 or a TR from a list of examples, the character must instead use the agility of their target as the TR for the skill check.

Example:
GM: *A drunken patron has been listening to your conversation and becomes angry. Out of the blue, he suddenly decides to take a swing at Jane.*

GM: What agility does Jane have?
Jane's PC: 16.
GM rolls 2d10 and adds the strength and unarmed skill of the drunken thug, getting 15.

GM: *The thug swings a wild haymaker at you but his reactions are dulled by alcohol and you step back just in time to see his fist sail past the tip of your nose.*

GM: Your agility is higher, how do you respond?
Jane's PC: He's pretty close to me, so I'm going to try to knee him in the ribs.
GM: Ok, make an unarmed combat check.
Jane's PC rolls 2d10, adds strength and unarmed skill, getting a total of 17.
Jane's PC: I got 17.
GM compares result to the thug's agility of 14, the attack succeeds as 17 far exceeds 14.

GM: *The thug's wild swing leaves him completely exposed allowing you to expertly step into the opening and deliver a solid knee strike to his torso.*

GM: Make a damage roll to see how badly you injure him.

Weapons (melee)

The weapons (melee) skill represents how skilled the character is in melee combat using weapons and how well they can handle themselves in a fight with weapons. An Emissary skilled with melee weapons could be from a race with a strong martial tradition, a deadly knife fighter or simply someone who frequently uses improvised weapons to defend themselves in melee combat. It can be assumed that anyone skilled with melee weapons is familiar with all of the basics of fighting with weapons, they know how to shift their weight, how to swing a weapon and how to block or parry.

Combat rules:

The weapons (melee) skill functions in an identical way to the unarmed combat skill, except that a character must have a suitable weapon in order to use the skill with. As with the unarmed combat skill, a normal skill roll is made and instead of comparing this result to a TR of 14 or a TR from a list of examples, the character must instead use the agility of their target as the TR for the skill check.

Dexterity Skills

Dexterity skills use the character's dexterity as an associated characteristic. Raising a dexterity skill to a level of superb (rank 4) or better allows the character access to a dexterity trait.

Drive and Pilot

Drive and pilot are two separate skills that behave in a very similar way. Drive is used to operate any ground based vehicles, while pilot is used to operate flying machines or spacecraft.

Narrative rules:

A character trained in driving or piloting does not ordinarily have to make skill checks to operate their vehicle. Instead, skill checks must be made in order to perform manoeuvres or successfully operate their vehicles under difficult conditions.

Examples:
TR 8:
Fly or drive in heavy rain
TR 10:
Tail a much slower vehicle
TR 12:
Drive along icy roads or fly in a snow storm
TR 14:
Perform a perfect handbrake turn
TR 16:
Fly a loop in an aircraft
TR 18:
Tail a much faster vehicle
TR 20:
Dodge a heat seeking missile in a jet

Precise rules:

Performing any particular manoeuvre in a vehicle, as opposed to driving or piloting normally under safe conditions, requires a skill check of TR 14. Manoeuvres are defined as anything requiring a sudden change in speed, altitude or direction in a vehicle. Sometimes a character may wish to perform a special manoeuvre that involves a combination of these manoeuvres.

A tight turn in a jet fighter involves a sudden change of direction, so would require a TR 14 pilot check. A steep climb involves a sudden change of altitude, so would also require a TR 14 pilot check. However, a loop combines sudden changes in altitude with sudden changes in direction, so it is a combination of two manoeuvres. A special manoeuvre like the loop has a base TR 14 with an additional +2 for each manoeuvre it is made up of (after the first). Performing a loop would therefore have a TR of 16.

Additionally, as with other skills, driving or piloting skill checks are subject to circumstance bonuses or penalties. Of particular note, using a vehicle which a character is unfamiliar with always imposes a circumstance penalty. To become familiar with a vehicle, a character must have either had special training in the operation of that type of vehicle or used it frequently for a period of one month.

Example circumstance modifiers:

Character has a co-pilot or navigator	-2
Vehicle is highly automated	-2
Vehicle is moving at low speed	-2
Vehicle is modified for this manoeuvre	-2
Vehicle is moving near top speed	+2
Vehicle has suffered damage	+2
Conditions are windy or dark	+2
Manoeuvre is time critical	+2
Vehicle is travelling off-road	+2
Vehicle is in combat or under attack	+2
Aircraft is near stall speed	+2
Aircraft is near tree top altitude	+2
Aircraft is inside a cloud	+2

A plane does not fall out of the sky if a pilot attempts a loop and fails their skill check, instead the manoeuvre is performed poorly or must be aborted and does not achieve its goal. If the skill check result is half the TR or less, then the vehicle goes out of control. A TR 14 check (circumstance penalties apply) is required to regain control.

More detailed rules for using vehicles in or out of combat can be found in the Vehicles chapter.

Gymnastics

The gymnastics skill is a general skill which covers physical activities that are highly demanding in finesse, flexibility and coordination, such as balancing, tumbling and landing safely.

Narrative rules:

When using the gymnastics skill while moving, a character should make a gymnastics check every time they cover a distance equal to their speed.

Examples:
TR 8:
Performing a cartwheel
TR 10:
Moving full speed across uneven ground
TR 12:
Flipping onto a raised platform
TR 14:
Walking across a tight rope
TR 16:
Dodging past an opponent without being hit
TR 18:
Walking across a tight rope without a safety net in a cross wind
TR 20:
Jumping onto an opponent's sword and balancing on the side of the blade

Precise rules:

A TR 14 gymnastics check is required to balance whilst walking along a raised (up to 4m above ground level) path as narrow as the character's foot. Other situations which require balancing should use this and modify as necessary.

Example circumstance modifiers:

Character is at ground level	-2
Can stand with feet side by side	-2
No immediate danger for failure	-2
Character has a balance aide	-2
Character has travelled path before	-2
Character is very high (4m+)	+2
Surface is slippery	+2
Conditions are windy or dark	+2
Action is time critical	+2
Moving at full speed	+2
Character is in combat or under attack	+2
Changing height above ground	+2
Failure has high chance of serious injury	+2
Character is unable to see	+2

A character does not typically fall immediately from failing a check, instead they become unsteady and are unable to move or complete their action (which could still cause them to fall depending on the action attempted). If the skill check is less than half the TR the character will always fall or suffer some appropriate consequence.

The gymnastics skill can also be used to lessen the severity of a fall and to move around in combat without inviting an attack. More details for using the gymnastics skill in this way can be found in the Movement and Combat chapters, a brief summary is provided here.

A successful TR 14 gymnastics check reduces the effective height of a fall, for the purposes of determining injury, by 5m. The effective height of the fall is further reduced by 2m for each point that the result exceeds 14 by. For example, a gymnastics check with a result of 15 would reduce effective fall height by 7m, while a result of 20 would reduce effective fall height by 17m.

Example circumstance modifiers:

Landing on soft material	-2
Being caught by another character	-2
Falling next to an object or wall	-2
Landing on hard material	+2
Carrying a heavy load	+2
Wearing restrictive clothing or armour	+2
Carrying something with both hands	+2

A successful TR 16 (14 +2 for being in combat) gymnastics check enables a character to move freely in combat. Ordinarily a character would be subject to a free attack or equivalent action when attempting to move past or while within reach of an opponent. A character may choose exactly how they move after they have made a successful skill check.

Normal circumstance modifiers apply as usual, remembering that a +2 circumstance modifier for being in combat always applies to the base TR 14, effectively increasing the base TR to 16.

Example:
Jane's PC: I want to move out of reach of the thug.
GM: Ok, make a gymnastics check.
Jane's PC rolls 2d10, adds dexterity and gymnastics skill, getting a total of 18.
Jane's PC: I got 18, how much would I need to leap away from him and land on the bar table? I want to take the high ground.
GM: 18 is enough to do that, 16 to get away and move freely but +2 to jump up onto the bar table.
Jane's PC: Right, then I'll flip up onto the table.
GM: Ok, sure.

GM: *Jane expertly dodges away from the thug before he can respond, leaping acrobatically into the air and landing with a sure footing on bar table.*

SKILLS

Larceny

The larceny skill is a skill which covers activities such as safe cracking, pick pocketing and lock picking.

Narrative rules:

The larceny skill follows all of the usual rules for skill checks. It should be noted that lock picking always requires the use of something as a tool to manipulate the lock or else it fails automatically. Safe cracking may also require something to use as a tool, depending on the type of safe. A successful lock picking attempt can typically be completed in under a minute, while cracking a safe can take up to an hour.

Examples:

TR 8:
Slipping a card from your sleeve while nobody is watching you directly
TR 10:
Pocketing a coin from a table without being seen
TR 12:
Stealing a wallet from someone in a large crowd
TR 14:
Cracking a known type of safe
TR 16:
Picking a standard lock with improvised tools
TR 18:
Cracking an unknown safe in 30 minutes
TR 20:
Stealing a pistol from a suspicious guard while speaking to them face to face

Precise rules:

A TR 14 larceny check is required to crack a known type of commercial safe in a period of one hour. A circumstance penalty can be applied to crack the safe in half the amount of time. This circumstance penalty can be stacked and its effect is cumulative. For example, a known type of commercial safe can be cracked in fifteen minutes with a TR 18 skill check.

Example circumstance modifiers:

Character has cracked this safe before	-2
Character has an assistant	-2
Character has a clue for the combination	-2
Safe is an obsolete design	-2
Safe is poorly maintained	-2
Character takes half the time	+2
Conditions are dark or noisy	+2
Safe is an unfamiliar design	+2
Safe is unique	+2
Character is in combat or under attack	+2
Safe is trapped	+2
Failure has serious consequences	+2
Character is unable to see or hear	+2

A TR 14 larceny check is required to steal a palm sized object, such as a wallet, from a stranger without being noticed.

Example circumstance modifiers:

Crowded environment	-2
Object is in the open	-2
Character is not being observed directly	-2
Object fits entirely in a closed hand	-2
Victim is distracted	-2
Conditions are dark or noisy	+2
Victim is alert or suspects character	+2
Object is larger than palm sized	+2
Character is in combat or under attack	+2
Character is face to face with victim	+2
Object is well secured	+2
Character is known to victim	+2

A TR 14 larceny check is required to pick the lock of a typical exterior door, such as the door to a house, with the use of professional lock picking tools in a period of one minute. A circumstance penalty can be applied to pick the lock in half the amount of time. This circumstance penalty can be stacked and its effect is cumulative. For example, a standard lock can be picked in fifteen seconds with a TR 18 skill check.

Example circumstance modifiers:

Lock is poorly maintained	-2
Lock is very old	-2
Character has an assistant	-2
Character has picked the lock before	-2
Cheap or low security lock	-2
Character takes half the time	+2
Improvised tools	+2
High quality lock	+2
Door has multiple locks	+2
Lock is partially electronic	+2
Conditions are dark or noisy	+2
Lock is an unfamiliar design	+2
Lock is unique	+2
Character is in combat or under attack	+2
Door is trapped	+2
Failure has serious consequences	+2
Character is unable to see or hear	+2

Larceny cannot typically be used to pick the lock of an entirely electronic or computerised lock, such as an electromagnetically sealed bulkhead door with a retinal scanner or card-key lock. However, larceny can be used with the appropriate circumstance penalties to pick a partially electronic lock as long as some mechanical components of the mechanism are accessible with the tools the character has available, such as an electronic card-key door held secure by a visible mechanical bolt.

SKILLS

Stealth

The stealth skill is a general skill which covers activities such as hiding and sneaking. A character wishing to camouflage themselves in the undergrowth or tail someone unnoticed through a crowded street would use the stealth skill.

Narrative rules:
The stealth skill follows all of the usual rules for skill checks with some exceptions. For sneaking past or hiding from non-specific agents (civilians or unstatted NPCs) a TR 14 skill check with the usual modifiers is generally sufficient. However, stealth is more often used to set the TR for an opposed spot or listen check.

Precise rules:
The unmodified result of a character's stealth skill check result is used as the base TR for an opponent's spot or listen skill check. As such, circumstance modifiers do not apply to the stealth check directly, but instead apply to subsequent spot or listen checks against it. While spot and listen skills will be covered within their own respective sections, some example circumstance modifiers that may commonly apply to characters attempting to defeat an opposing stealth check are given here.

Example circumstance modifiers:

Detecting character has an assistant	-2
Terrain has few hiding places	-2
Target is a different colour to terrain	-2
Target is moving	-2
Environment is very quiet	-2
Environment is evenly lit	-2
Detecting character expects target	-2
Conditions are dark or noisy	+2
Terrain has many hiding places	+2
Target is wearing camouflage	+2
Detecting character is distracted	+2
Lots of objects are moving	+2
Detecting characters is in combat	+2

Weapons (ranged)

The weapons (ranged) skill represents how skilled the character is using ranged weapons in combat. An Emissary skilled with ranged weapons could be a specialist sniper or simply a melee expert who falls back onto a trusty handgun when they can't close the distance. It can be assumed that anyone skilled with ranged weapons is familiar with all of the basics of fighting with ranged weapons, they know how to lead a moving target, how to compensate for gravity and how to judge distance.

Combat rules:
The weapons (ranged) skill functions in a similar way to the other combat and weapon skills, except that it uses dexterity rather than strength as a characteristic.

To fire at inanimate objects or characters physically unable to move, a TR 14 skill check is required to hit a human sized target within the weapon's effective range.

Example circumstance modifiers:

Target is larger than a human	-2
Range is close	-2
Character has a trained spotter	-2
Range is precisely known	-2
Character has already hit target	-2
Target is smaller than a human	+2
Range is long	+2
Target is moving erratically	+2
Conditions are dark or noisy	+2
Character is taking return fire	+2
Gravity is unusual	+2
Weather conditions are windy	+2
Target is extremely fast	+2

Endurance Skills

Endurance skills use the character's endurance as an associated characteristic. Raising an endurance skill to a level of superb (rank 4) or better allows the character access to an endurance trait.

Microgravity

The microgravity skill is used to move around or take actions in a microgravity environment.

Narrative rules:
The microgravity skill follows all of the usual rules for skill checks. A character trained in microgravity does not ordinarily have to make microgravity checks to move at their normal speed through a microgravity environment. Whenever a character in a microgravity environment would want to perform a movement action that would usually require the athletics or gymnastics skill, they must use the microgravity skill instead.

It should be noted that in order to use the microgravity skill at all, the microgravity environment must have surfaces, objects or holds for the character to push against or grip.

SKILLS

Stamina

The stamina skill is a general skill which allows a character to maintain physical activities for an extended period of time.

Narrative rules:
The stamina skill follows all of the usual rules for skill checks. The stamina skill is most often used to extend the duration of movement activities, such as running, for extended periods of time without suffering from the effects of fatigue. Refer to the Movement chapter for more detailed rules about travelling long distances for extended durations.

Swimming

The swimming skill is used to move around or take actions while submerged in water. Additionally, the swimming skill can be used when the character needs to hold their breath.

Narrative rules:
The swimming skill follows all of the usual rules for skill checks. A character trained in swimming does not ordinarily have to make swimming checks to move one half of their speed through still water. It should be noted that due to the 'diving reflex' a character can hold their breath for twice as long under water as they can on land.

Examples:
TR 10:
Treading water in calm sea water
TR 12:
Swimming against a weak current
TR 14:
Perform another action while under water
TR 16:
Performing a combat action under water
TR 18:
Swimming in a heavy storm
TR 20:
Holding breath underwater for eight minutes

Precise rules:
When making a swimming check to swim quickly over a short distance a character must make a skill check, their speed is temporarily increased by 1 for each point that their skill check exceeds 14.

When attempting to hold their breath, a character must make a skill check with a TR of 14. A successful result allows a character to hold their breath underwater for 2 minutes, with each point that the result exceeds 14 by allowing the character to hold their breath for an additional minute.

Composure Skills

Composure skills use the character's composure as an associated characteristic. Raising a composure skill to a level of superb (rank 4) or better allows the character access to a composure trait.

Concentration

The concentration skill is used to remove some of the circumstance penalties that may apply to another skill check as well as allowing the character to act despite being injured.

Narrative rules:
The concentration skill is not subject to the usual circumstance penalties that may be applied to a skill check. A successful TR 14 concentration check allows the character to ignore a single source of distraction imposing a circumstance penalty on another skill check performed immediately after the concentration check.

Combat rules:
If a character suffers an injury in combat while attempting to perform an extended action or skill check, the character must make a successful concentration check in order to avoid having their extended action interrupted. The TR for a concentration check of this type is equal to 14 plus the number of injuries (of any type) inflicted by the attack.

Long Term Memory

The long term memory skill is used to see if the character recalls things that happened to them some time in the past.

Narrative rules:
During gameplay a player will often forget information which their character would likely know or remember, especially if a game takes place over multiple sessions. A GM may simply provide this information if there is no doubt that the character would remember it, or else they can make the character perform a long term memory check with a TR of 14 to find out if the character remembers the information or not.

TR 14:
Character recalls something that happened to them or the first name of someone they met on a previous day or earlier in their life.
TR 16:
Character recalls more specific information, such as an address or full name.
TR 18:
Character remembers very specific information, such as a phone number or contents of a document.

Psionics

A character with the psionics skill has developed psionic abilities and invested some amount of time into learning how to control them and increase their potency. The psionics skill represents how skilled the character is in using psionic powers in and out of combat and how knowledgeable they are about psionic abilities in general. Many Emissaries who are able to will invest some time in mastering psionics, either as a primary form of combat or as a way of supplementing their other abilities. It can be assumed that anyone skilled in psionics is familiar with all of the basics of fighting using psionic powers, they know how to focus their mental energy onto specific targets and deliver force in the most appropriate way.

Psionics are a heavily researched but still poorly understood phenomena within the galaxy. Approximately one in a hundred people demonstrate some form of psionic manifestation, though this rate is disproportionately higher among Emissaries. Though there are some trends and exceptions, there appears to be no direct correlation between race or intelligence and the likelihood of manifesting psionic powers. Any being capable of conscious thought has the potential for psionics, even Mechanoids and Artificial Intelligences.

Narrative rules:

The psionics skill follows all of the usual rules for skill checks with some additions and exceptions. The psionics skill is fairly versatile and has uses both in and out of combat. A character may wish to make a psionics check to move objects with their mind or attack an opponent directly.

Examples:
TR 8:
Emulate a gentle gust of wind
TR 10:
Move a small object through the air
TR 12:
Drag a suitcase along the ground
TR 14:
Slowly move a nearby suitcase through the air
TR 16:
Lift a small animal into the air
TR 18:
Snatch a weapon from a civilian NPC's hands
TR 20:
Levitate self at normal movement speed

Precise rules:

When making a psionics check to move an object, a character must achieve a result of 14 to move a 10kg object, within 10m of the character, a distance of up to 10m through the air. Halving the distance moved or mass of the object decreases the necessary TR by 2. Doubling the distance moved, distance to the object or mass of the object increases the TR by 2. The distance an object is moved can never exceed the base speed of the character.

Moving a living creature always imposes a +2 circumstance penalty on the TR and can be opposed by a rival psionics check. An item can be snatched from an opponent's hands only with a result of TR 16 + the opponent's strength. If the item is a weapon, the opponent's relevant weapon skill is also added to the TR.

A character must have line of sight to an object in order to move it using psionics.

Combat rules:

In combat, the psionics skill functions in a similar way to the other combat and weapon skills, except that it uses composure rather than strength or dexterity as a characteristic. A normal skill roll is made and instead of comparing this result to a TR of 14 or a TR from a list of examples, the character must instead use 10 + the willpower of their target as the TR for the skill check.

The damage done by a psionic attack is mental in nature and takes the form of trauma, a kind of persistent mental damage. The amount of damage inflicted is unmodified by characteristics and depends on the ranks a character possesses in the psionics skill.

Skill Rank:	Mental Damage:
0	0
1	1d4
2	1d4
3	1d6
4	1d6
5	1d8

Refer to the chapter on Mental Damage for more details about the implications of stress, trauma, mental damage and how it is recovered from.

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SKILLS

Survival

The survival skill is used to determine how well a character can live off the land and survive in harsh climates and conditions.

Narrative rules:

The survival skill follows all of the usual rules for skill checks. A TR 14 skill check is typically sufficient for a character trained in survival to obtain food and water, or to create primitive hunting and crafting tools or a shelter out of resources naturally available in the environment. A successful TR 14 survival check also provides a circumstance bonus to toughness checks prompted by extreme weather conditions.

Examples:
TR 8:
Scavenge food from farm land
TR 10:
Repair an abandoned shelter
TR 12:
Build a shelter with professional tools
TR 14:
Hunt domestic animals
TR 16:
Hunt wild animals
TR 18:
Hunt dangerous wild animals
TR 20:
Find a desert oasis in a sand storm

Precise rules:

The survival skill is subject to circumstance bonuses and penalties as normal.

Example circumstance modifiers:

Character has an assistant	-2
Plentiful resources	-2
Close to civilisation	-2
Character has professional tools	-2
Conditions are dark or noisy	+2
Wild animals	+2
Dangerous animals	+2
Barren environment	+2
Extreme temperatures	+2
Stormy weather	+2
Poor visibility	+2

Intelligence Skills

Intelligence skills use the character's intelligence as an associated characteristic. Raising an intelligence skill to a level of superb (rank 4) or better allows the character access to an intelligence trait.

Academics/Knowledge

Academics and knowledge are two separate skills which are closely related.

Academics

Academics represents a character's ability to research, analyse and draw conclusions about a particular topic. Academics always requires access to information or resources that can provide information about something. A character may wish to use academics to find links or patterns in a data set or to cross reference two statements to find contradictions.

Narrative rules:

In the course of a game, a player may fail to notice or piece together vital clues or information that their character is unlikely to miss. In such a situation, the GM may allow the player to make a TR 14 academics check to see if the character can draw some conclusion from the information they already have. An extended TR 14 academics check is also sufficient to write an academic publication or solve a problem from first principles (as long as no prior knowledge is required).

Precise rules:

A TR 14 academics check will allow a character to compare two pieces of information and ascertain a single link or contradiction that exists between them. For example, when comparing the statements provided by two witnesses to a murder scene, a TR 14 academics check may highlight the fact that the body was described in a slightly different position by each witness or that an item was present in one statement but not the other.

Example circumstance modifiers:

Character has a trained assistant	-2
Character has meticulous notes	-2
Character already has a correct hunch	-2
A link has already been established	-2
A contradiction has already been found	-2
The link is obscure	+2
The contradiction is not obvious	+2
Character has an incorrect hunch	+2
Specific information is required	+2
Information is only remembered	+2
Environment is distracting	+2
Outside specialist field	+2

Specialisation:

A character with the academics skill must choose a specialisation for their academic training, such as crime scene investigation, physics, mathematics, ancient history, literature etc. A character applying their academic skill to a situation outside of their specialism always suffers a circumstance penalty. A GM may choose to waive this penalty if the player can explain how they are applying their specialism to the situation.

SKILLS

Knowledge

Knowledge represents a character's existing background knowledge about a particular topic. Knowledge does not require information or sources to work with and does not reveal anything new about information character's have obtained. A character may wish to use knowledge about a particular topic as a source for academics or to perform an action requiring specific knowledge.

Narrative rules:

In the course of a game, a player may be presented with a situation or topic that they know nothing about but that their character perhaps would do. In such a situation, the GM may allow the player to make a TR 14 a knowledge check to see if the character has existing knowledge about the topic. A TR 14 knowledge check is also sufficient to allow the character to perform a simple action requiring some kind of specific knowledge. For example, a character highly knowledgeable about photography could operate a manual film camera and take a competent photograph with a TR 14 knowledge (photography) check, though the photograph would be unlikely to win an artistic prize for creativity.

Precise rules:

A TR 14 knowledge check will allow a character to understand the basic point behind a piece of technical information that their player does not understand. A TR 14 knowledge check will provide a character with general context and information about a particular topic.

Example circumstance modifiers:

Character has a trained assistant	-2
Character has studied topic recently	-2
Information is common knowledge	-2
Character succeeded same check earlier	-2
Character knows name and dates	+2
Information is not widely known	+2
Information is secretive	+2
Specific information is required	+2
Information is very specific	+2
Environment is distracting	+2
Outside specialist field	+2

Specialisation:

A character with the knowledge skill must choose a specialisation for their learned knowledge, such as medical science, ancient history, photography, popular music etc. A character applying their knowledge skill to a situation outside of their specialism always suffers a circumstance penalty. A GM may choose to waive this penalty if the player can explain how they are applying their specialism to the situation.

Technology

The technology skill is a general skill which covers activities involving the use of modern technology. A character may wish to use the technology skill to hack a computer, operate a nanofabricator or design a personal shield generator.

Narrative rules:

A character would not ordinarily have to perform a technology roll to carry out an everyday activity with a piece of familiar technology, such as operating a biocomputer, using a personal communicator or smart terminal. However, there are times when a character may wish to perform an everyday activity to a high level of ability, perform an advanced action with a familiar device or even operate an unfamiliar piece of technology. In occasions such as these, the technology skill is used to determine how successful the character is. As a baseline, a TR 14 skill check is sufficient for a character to succeed at something that a trained user could be reasonably expected to do. For example, a scientist familiar with the Raman spectrometer could identify the molecular composition of a particular substance with a TR 14 technology check, while a private investigator could find hidden files on a someone's computer with the same result.

Precise rules:

A TR 14 technology check will allow an advanced operation of a familiar piece of technology or a simple operation of an unfamiliar piece of technology. A simple operation being defined as an operation that is part of the device's primary purpose and that could reasonably be carried out from first principles or transferable skills. At GM discretion, simple operations may not exist for certain devices (such as advanced scientific or military equipment). An advanced operation is defined as an obscure secondary function, a more specialised or specific primary function or, more generally, a function that an expert would be aware of but that the average user of the device would not be.

Example circumstance modifiers:

Character has a trained assistant	-2
Instructions are available	-2
Character succeeded same check earlier	-2
Character built the device	-2
Interface is highly unintuitive	+2
Activity is time critical	+2
Consequences for failure	+2
Device is unfamiliar	+2
Device is damaged or incomplete	+2
Expert knowledge required	+2

SKILLS

CRAFT

Craft is a general skill which applies to the creation of items from raw materials with the aid of appropriate tools. The craft skill could be used to prepare gun parts for 3D printing or to make a knife from a piece of flint.

Narrative rules:

Craft follows all of the usual rules for skill checks. A craft check of TR 14 is generally sufficient to create a simple object with no moving parts from materials that can largely be worked with handheld tools.

Examples:

TR 8:
Make an attractive birthday card
TR 10:
Make a papier mache mask
TR 12:
Carve a wooden chess piece
TR 14:
Forge a steel knife blade and carve a wooden handle
TR 16:
Mill parts for a revolver or carve a storage box
TR 18:
Build and assemble a state of the art rifle or crossbow
TR 20:
3D print spacecraft parts and weld them together

Note that an Emissary Weapon could be crafted with a TR of 20, but is not usually possible due to the special materials required.

Precise rules:

The baseline TR 14 result for a craft check will produce a small, functional object with no moving parts from materials that can be worked using the tools available. The time required to produce an item varies heavily depending on the materials used and the tools available, so is left to GM discretion. As a baseline, a value of one hour for a TR 14 check could be used, halving this value for every decrease in TR by 2 and doubling this value for every increase in TR by 2.

A craft check made without the aid of a design is always considered to have a +2 circumstance penalty. Additionally, a functional object produced without the aid of a pattern or design has a chance of failing when used equal to 50% minus 10% for each point that the skill check result exceeds the TR by. For example, a revolver made without a pattern would require a TR 18 craft check to make, but a craft result of 20 would produce a functional revolver with a 30% chance of failing when used.

Example circumstance modifiers:

Materials can be worked without tools	-2
Item is small	-2
Item is extremely simple	-2
Character succeeded same check earlier	-2
Character has a trained assistant	-2
Item is large	+2
Materials require heavy tools to work	+2
Exotic material is used	+2
Item is very complex	+2
Character has no pattern or design	+2
Time critical	+2
Failure has consequences	+2

MEDICINE

Medicine represents any medical training or experience treating the sick or injured that a character may possess. Medical skill could be the result of professional training such as that received by a Bioartisan Flesh Sculptor, or through a combination of passed on knowledge, trial and error and first hand experiences that a veteran field operative might build up over time.

Narrative rules:

Medicine can be used in lieu of an appropriate knowledge check to provide information about medical or biological situations. For example, when discussing a particular health issue, a knowledge (biology) or medicine check could both be used to provide a general context to the player.

Additionally, the medicine skill can be used to treat injuries. A successful TR 14 medicine check can instantly remove a single temporary injury. A successful TR 14 medicine check can also allow a persistent injury to be healed, though a week of treatment is required to do this. A TR 14 check can also wake an unconscious character.

Precise rules:

The basic use of medicine to treat injuries works as started above, but can be modified by circumstances as usual and more challenging skill checks can be attempted.

Example circumstance modifiers:

Character succeeded same check earlier	-2
Character has a trained assistant	-2
Medical facilities are available	-2
Treating an additional injury	+2
Halve patient recovery time	+2
No specialist equipment available	+2
In combat or under pressure	+2

Navigation

Navigation represents a character's general sense of direction as well as their ability to recognise landmarks and to read and create maps.

Narrative rules:

The navigation skill follows all of the usual rules for skill checks. A character would not normally need to make navigation checks to travel to familiar places or places they have been to before under ordinary circumstances. A TR 14 navigation check would be required to travel to a familiar location in difficult conditions, such as a snow storm, or to find somewhere they had never been to before in good conditions and with the help of a map or directions.

Examples:
TR 8:
Know which way North is, when travelling in a familiar location
TR 10:
Know which direction home is in, or which direction they came from while travelling
TR 12:
Find places of interest on a map
TR 14:
Navigate a familiar route in a snow storm
TR 16:
Use a map to navigate an unfamiliar route during a storm
TR 18:
Navigate an unfamiliar route during a storm, using only vague directions from a local resident
TR 20:
Navigate an unfamiliar route during a storm, using only knowledge of a few key landmarks along the way

Precise rules:

The base TR of 14 is sufficient to navigate an unfamiliar route, so long as the player has access to comprehensive navigation aides or directions. Circumstance modifiers can further alter the TR as follows below.

Example circumstance modifiers:

Character succeeded same check earlier	-2
Character has a trained assistant	-2
Character is familiar with the route	-2
Character is travelling with a local	-2
Route is very well sign posted	-2
Route has many famous landmarks	-2
Weather conditions are severe	+2
Visibility is poor	+2
Directions are poor or incomplete	+2
Travelling in a hurry	+2
Getting lost here is life threatening	+2
Route is purposefully hard to follow	+2

Working Memory

Working memory refers to a character's ability to recall and manipulate information within a few minutes of encountering it.

Narrative rules:

The working memory skill is typically used to recall lists of items and the order of the list, where items of working memory can take the form of words, numbers or objects. A TR 14 working memory check is sufficient to recall up to 7 items and their order. For example, a TR 14 working memory check could be used to recall a new phone number with a familiar area code (6 unique numbers and 1 are code, for 7 total items), but would not be sufficient to remember a new phone number with an unfamiliar area code (as the digits of the area code are now unique items). In both cases, the number would need to have been seen within a few minutes of making the working memory check. An alternative use could be to recall the facial features, clothing and hair colour of someone a character had just met. A TR 14 result could also recognise seven differences about the layout of a room if things had been moved during a short blackout.

Examples:
TR 8:
Recall four items
TR 10:
Recall five items
TR 12:
Recall six items
TR 14:
Recall seven items
TR 16:
Recall eight items
TR 18:
Recall nine items
TR 20:
Recall ten items

Given time to prepare, in the knowledge that they will shortly have to recall information correctly, characters may attempt advanced memory techniques such as chunking to increase the effective number of items they can recall. A TR 14 working memory check is sufficient to group three unique items into a single one, allowing three times as many total items to be recalled.

Examples:
TR 14:
Group three items together
TR 18:
Group six items together
TR 22:
Group nine items together

SKILLS

Awareness Skills

Awareness skills use the character's awareness as an associated characteristic. Raising an awareness skill to a level of superb (rank 4) or better allows the character access to an awareness trait.

Investigation

The investigation skill is a general skill which represents how good a character is at searching for clues, hidden items, traps and secret locations.

Narrative rules:

The investigation skill follows all of the usual rules for skill checks. A TR 14 investigation result is sufficient to find an unexpected item of interest among a collection of uninteresting items, or to find an expected item that has been intentionally concealed. For example, a result of 14 would be sufficient to discover a diary amongst a pile of discarded clothes and belongings, or to find a gun in a hidden compartment of a cupboard (so long as the character knew a gun was hidden somewhere in the cupboard). An investigation check usually requires 5 minutes. Unless time is a serious factor, a whole room can be investigated as a single no pressure investigation check (with the usual bonus applying), but takes half an hour to complete.

Examples:
TR 8:
Finding a dropped coin that rolled away
TR 10:
Finding a particular book on a shelf
TR 12:
Finding a lost card key in your apartment
TR 14:
Finding a wallet in a used hotel room
TR 16:
Finding a concealed trap
TR 18:
Finding a secret compartment under a loose tile, amongst a collection of ordinary loose tiles
TR 20:
Finding a hidden trip wire in a pitch black tunnel while being chased by an assassin

Precise rules:

The base TR of 14 is sufficient to find a single unexpected item of interest amongst a collection of uninteresting items, or to find an expected item that has been intentionally concealed. Circumstance modifiers can further alter the TR as follows on the opposite page.

Example circumstance modifiers:

Character succeeded same check earlier	-2
Character has a trained assistant	-2
Character is familiar with location	-2
Character knows object is there	-2
Hiding place has been described	-2
Item is large or easy to spot	-2
Object is well concealed	+2
Visibility is poor	+2
Searching in half the time	+2
Item is small or hard to spot	+2
Character knows failure is dangerous	+2
Character has incorrect information	+2

Listen

The listen skill is a general skill which represents how good a character is at listening in on conversations or hearing and identifying sounds.

Narrative rules:

The listen skill follows all of the usual rules for skill checks with some exceptions. A TR 14 listen check is generally sufficient to recognise a familiar voice in a crowd, identify a particular musical note or detect a barely audible sound in a quiet environment. The exception to the usual rules for skill checks comes when using the listen skill as an opposed skill check.

Examples:
TR 10:
Being woken up by a loud knocking on the door
TR 12:
Hearing a friend loudly trying to get your attention in a noisy crowd
TR 14:
Hearing an empty bullet casing fall onto a stone floor in an adjacent room
TR 16:
Recognising a familiar voice speaking softly in a crowd
TR 18:
Hearing a whisper in a thunder storm

Precise rules:

See the stealth skill entry for more detailed rules on using listen to detect sneaking opponents.

Example circumstance modifiers:

Sound is very familiar to character	-2
Sound is very loud	-2
Sound is extremely close by	-2
Sound is complex and unusual	-2
Sound is very quiet	+2
Sound is very far away	+2
Environment is very noisy	+2
Source of sound is obstructed	+2
Sound is very unremarkable	+2

SKILLS

Sense Motive

The sense motive skill is a general skill which represents how good a character is at recognising deceit or the emotional state of another character.

Narrative rules:
The sense motive skill follows all of the usual rules for skill checks with some exceptions. A TR 14 sense motive check is generally sufficient to avoid being deceived or intimidated by an average NPC character. A TR 14 sense motive check will also enable a character to gain an insight into the emotional state of another character. For example, a successful check would allow a character to grasp whether a stranger seems hostile or not. The exception to the usual rules for skill checks comes when using sense motive as an opposed check against the manipulation skill.

Examples:
TR 10:
Avoiding a blatant scam
TR 12:
Noticing that a close ally is disturbed and trying to put on a strong façade
TR 14:
Noticing that a character is hiding their fear of a person or location
TR 16:
Noticing an important half truth or deception by omission
TR 18:
Noticing a subtle lie concealed by a more blatant one
TR 20:
Recognising that a complete stranger who just saved your life secretly harbours a grudge against you

Precise rules:
The base TR of 14 is sufficient to provide a simplistic understanding of the true emotional state of a complete stranger after talking to them for several minutes, despite a conscious effort to hide it. A simplistic understanding is defined as one that can be summarised with a single word, such as 'afraid', 'angry' or 'excited'. A result of 14 would also provide a more complex understanding about the true emotional state of a close friend, again providing that a conversation has first taken place. A more complex understanding is defined as one that would require a sentence or two to describe, such as 'worried that his companions will realise he is terrified of the dark and think less of him because of it'.

Example circumstance modifiers:
Person is very familiar	-2
Conversation is very long	-2
Hidden emotions are strong	-2
Private discussion in peaceful location	-2
Deceit is contradicted by known fact	-2
Deceit is backed up with evidence	+2
Brief or no conversation	+2
Body language is obscured	+2
Voice is muffled or disguised	+2
Person is from a different culture	+2

Spot

The spot skill is a general skill which represents how good a character is at recognising small or distant features and noticing hidden characters or objects.

Narrative rules:
The spot skill follows all of the usual rules for skill checks with some exceptions. A TR 14 spot check is generally sufficient to recognise a familiar face in a crowd, notice a hidden person or object in close proximity, or an exposed person or object in the distance. The exception to the usual rules for skill checks comes when using the listen skill as an opposed skill check or when using a character's appearance to determine how easily recognisable they are.

Examples:
TR 10:
Spotting a world famous celebrity in a crowd
TR 12:
Noticing a friend waving at you from the other side of a large crowd
TR 14:
Spotting a human silhouette moving against the horizon
TR 16:
Noticing someone standing motionless in the corner of an almost pitch black room
TR 18:
Noticing a hidden door in the side of a distant building

Precise rules:
See the stealth skill entry for more detailed rules on using spot to detect hidden opponents.

Example circumstance modifiers:
Object is large or very close	-2
Object stands out from its surroundings	-2
Object is moving	-2
Terrain is uncluttered	-2
Terrain is cluttered	+2
Object is small or distant	+2
Environment is dark	+2
Object matches its surroundings	+2

SKILLS

Track

The track skill represents how good a character is at tracking people, animals or vehicles that have previously travelled through a location.

Narrative rules:
The track skill follows all of the usual rules for skill checks. A TR 14 track check will allow a character to recognise the markings left behind by a familiar creature or vehicle, so long as the markings are fresh and undisturbed. A TR 14 track check could also provide some basic information about an unfamiliar creature or vehicle from the type of markings it has left. For example, a character who had never encountered a mortipede before could use the track skill to examine mortipede prints and determine that the animal is a very large, heavy arthropod with many bladed feet.

Examples:
TR 8:
Follow a trail of prints left in the mud
TR 10:
Recognise your own footprints from those of others
TR 12:
Approximately tell how recently prints were made
TR 14:
Determine that unusual tracks in the snow were left behind by a human-sized, bipedal creature with dog-like paws
TR 16:
Determine the approximate speed and size of an unfamiliar creature from the size and spacing of its prints
TR 18:
Form a detailed recreation of what has happened in a location based on the differing prints of multiple people or animals
TR20:
Follow a trail of well disguised prints through difficult terrain, including a running stream

Precise rules:
The track skill is subject to circumstance bonuses and penalties as normal.

Example circumstance modifiers:
Character has an assistant	-2
Ground is soft	-2
Ground is uncluttered	-2
Prints are very fresh	-2
Prints are very familiar	-2
Ground is hard	+2
Ground is cluttered	+2
Prints are fairly old	+2
More information required	+2
Prints are very unusual	+2
Poor weather or visibility	+2

Presence Skills

Presence skills use the character's presence as an associated characteristic. Raising a presence skill to a level of superb (rank 4) or better allows the character access to a presence trait.

Costume

The costume skill is a general skill which represents how good a character is at using clothing, costumes and disguises in order to present themselves in a particular way.

Narrative rules:
The costume skill follows all of the usual rules for skill checks with some exceptions. The most common use of the costume skill is to disguise a character using makeup, clothing and accessories. Creating a disguise in this way usually takes one hour.

When using the costume skill to create a disguise, a TR 14 costume check is required to successfully disguise the character as a specific person of the same race, gender and approximate height, age and build. A TR 14 costume check could also successfully disguise the character as a non-specific person of the opposite race or gender, or as a non-specific person of the same race and gender but with a substantially different age or build. If a successful costume check is made in this way, other characters will not get to make a spot check to discover the disguise unless they are already suspicious or interact with the disguised character directly. The result of the initial costume check becomes the TR of the spot check required to see through the disguise.

The costume skill can also be used to provide a circumstance bonus or penalty to relevant presence and charisma skills. By looking the part and using the right body language, people become more susceptible to these social skills. A successful TR 14 costume check can provide a single circumstance bonus to a future intimidate, leadership, streetwise, communication, expression, manipulation or socialise skill check (lowering the TR for that skill check by 2). However, the character must choose at the time of the costume check which social skill the circumstance bonus will apply to.

The costume skill can also be used in place of knowledge to appraise the approximate value of a particular item of clothing. A result of TR 14 will grant the player knowledge of what the item could be expected to sell for and what it might have originally cost to purchase.

SKILLS

Examples:

TR 8:

Disguise a blemish or spot

TR 10:

Disguise a recognisable scar or birthmark

TR 12:

Disguise hair and facial features

TR 14:

Disguise self as someone of the same age, height and gender

TR 16:

Disguise self as someone of the same age and similar height but opposite gender

TR 18:

Disguise self as a character of a different race and different age or build

TR20:

Disguise another as a character of a different race and different age or build

Precise rules:

The costume skill is subject to circumstance bonuses and penalties as normal.

For disguise attempts, start with the base TR 14 given above and apply appropriate circumstance modifiers as necessary.

Example circumstance modifiers:

Character has an assistant	-2
Character has used this disguise before	-2
Character uses this disguise frequently	-2
Only subtle changes required	-2
Only disguising a single feature	-2
Not disguising as a specific person	-2
High quality materials to work with	-2
Taking twice as long as necessary	-2
Disguising as opposite gender	+2
Difference in age	+2
Difference in height and build	+2
Different race	+2
Disguising another person	+2
Very limited resources to work with	+2
Preparing disguise in half the time	+2

For gaining a circumstance bonus to social skills, start with the base TR 14 which provides a single circumstance bonus to future social skill checks of a single type. The time required to prepare a costume in this way is an hour.

Example circumstance modifiers:

Character has an assistant	-2
High quality materials to work with	-2
Taking twice as long as necessary	-2
Bonus to an additional social skill	+2
Very limited resources to work with	+2
Preparing costume in half the time	+2

Intimidate

The intimidate skill represents how forceful, threatening and imposing a character can be.

Narrative rules:

The intimidate skill follows all of the usual rules for skill checks. The intimidate skill can be used in a variety of ways but is most often used when trying to make an NPC back down who would otherwise cause trouble of prevent the player from doing something. A TR 14 intimidate check is generally sufficient to threaten all but the most hardened and professional NPCs. For example, a group of street thugs might attempt to assault and rob a character wandering around late at night, but a successful intimidate check would convince them that the character was more trouble than it was worth. An intimidate check in this way might also convince a security guard to stand aside and let players trespass onto private property, although they might have to deal with the consequences of that action further down the line. The intimidate skill can also be used to interrogate captives for information, again a TR 14 intimidate check is generally sufficient to make an NPC talk, though they may only say what the character wants to hear.

A character should not ordinarily use the intimidate skill on other characters (roleplay it instead), but an attempted intimidation by an NPC or another character can be opposed by an another intimidate check (highest wins) or by a sense motive check. In the case of a sense motive check, if the result exceeds the intimidate check made against them the character is immediately aware of whether any threats made against them are genuine or not.

Examples:

TR 8:

Intimidate a child

TR 10:

Intimidate a sick or elderly NPC

TR 12:

Intimidate a physically weaker NPC

TR 14:

Intimidate an NPC of equal physical stature

TR 16:

Intimidate a physically powerful NPC

TR 18:

Intimidate a physically powerful and trained professional such as a soldier or police officer

TR20:

Intimidate a physically powerful and trained professional with additional experience in enduring interrogation, such as a special forces operative

Precise rules:

The intimidate skill is subject to circumstance bonuses and penalties as normal.

For intimidate checks, start with the base TR 14 given above and apply appropriate circumstance modifiers as necessary.

Example circumstance modifiers:

Character has an assistant	-2
Character is armed	-2
Target is physically weaker	-2
Target is unusually weak or frail	-2
Target is very young or small	-2
Target has been intimidated before	-2
Target is restrained or captive	-2
Target is stressed	-2
Target is physically stronger	+2
Target has relevant training	+2
Target has resisted intimidation before	+2
Target is armed	+2
Target is in a group or has allies	+2

Prolonged use of the intimidate skill against the same target can also inflict stress on them. For example, this could represent breaking down a captive who is subject to repeated interrogations, or it could represent the repeated bullying of a particular NPC.

A character who is subject to a number of successful intimidate attempts equal to their willpower within a 24 hour period automatically takes one point of stress (a temporary mental injury). Additionally, any single intimidate check that exceeds the margin of success by an amount equal to or greater than the target's willpower also inflicts one point of stress. For example, a captive NPC with a willpower of 6 will take a point of stress from an intimidate result of 18 (TR 12 to intimidate a captive NPC plus an additional 6 for their willpower). They would also take a point of stress if they were subject to 6 or more intimidate checks with a result equal to or greater than 12 within a 24 hour period. Stress and willpower are covered in more detail in the section Mental Damage.

It should be noted that using intimidation in this way is equivalent to torture and should be treated no less seriously in its effects and consequences than physical violence against a defenceless target.

LEADERSHIP

The leadership skill represents how good a character is at motivating and directing other people.

Narrative rules:

The leadership skill follows all of the usual rules for skill checks with some exceptions. The leadership skill has a variety of uses but is most often used to inspire and motivate NPC characters into helping or following instructions.

A successful TR 14 leadership check is generally sufficient to convince neutral NPCs to help or to support a particular decision or plan of action. It is important to be aware that a successful leadership check does not compel NPCs to act against their nature, but simply convinces them that the character has strong leadership qualities or a suggestion worth listening to. A character could not use the leadership skill to order around another higher ranking Emissary, but is more likely to be taken seriously, listened to and assigned leadership over a specific task. However, in the event of a serious disaster or another situation that overruled the normal social hierarchy, a character may find that some high ranking officials do start following their instructions.

A successful TR 14 leadership check can also be used to make an idea seem much better than it actually is, this is not a matter of deception, but simply a matter of confident and effective presentation (a sense motive check would not reveal anything sinister).

Examples:
TR 8:
Convince a group of close allies to help at no or little cost to themselves
TR 10:
Convince an acquaintance or former ally to help at no or little cost to themselves
TR 12:
Convince a neutral group to help, with the aid of a bribe or promise of reward
TR 14:
Convince a neutral group to help at no or little cost to themselves
TR 16:
Convince a neutral group to help at minor financial cost or risk to themselves
TR 18:
Convince a reasonable opponent to temporarily help solve an immediate common problem
TR20:
Talk down an angry lynch mob and get them to consider your side of the story

Precise rules:

The leadership skill is subject to circumstance bonuses and penalties as normal.

For leadership checks, start with the base TR 14 given above and apply appropriate circumstance modifiers as necessary.

Example circumstance modifiers:

Character has a trained assistant	-2
Character has a prepared speech	-2
Character offers bribe or reward	-2
Character knows the target well	-2
Character has a successful track record	-2
Target is an ally	-2
Target is a close friend	-2
Target shares ideas and values	-2
Character asks target to take a risk	+2
Character asks for financial support	+2
Target is stressed	+2
Target has opposing idea or values	+2
Target dislikes the character	+2
Target is an enemy of the character	+2
Target is irrational	+2
Target is violent	+2

Streetwise

The streetwise skill represents how good a character is at dealing with the black market or the underground.

Narrative rules:

The streetwise skill follows all of the usual rules for skill checks with some exceptions. The streetwise skill has a variety of uses but is most often used to buy and sell items or information that cannot be acquired by ordinary or legal means.

A successful TR 14 streetwise check is generally sufficient to locate a buyer or seller for an item which is illegal or otherwise controlled by the local government. For example, purchasing weapons on a planet with a blanket ban on technology. It should be noted that the character can not necessarily request a specific item in this way, but, at GM discretion, will be presented with an option that comes close to their general request. For example, a TR 14 streetwise check to buy a firearm on the aforementioned planet might result in being presented with an antique muzzle loading hand cannon of Reptilian design, rather than the high tech plasma pistol that the character had desired.

The streetwise skill can also be used in lieu of the socialise or intimidate skills to fit in with or avoid conflict with members of the local underground or criminal scene respectively. Use of the skill in this way represents the character's knowledge of slang, body language and behaviour in a way that allows them to blend in. However, the streetwise skill does not provide any other benefits provided by socialise or intimidate in these situations. A TR 14 check is generally sufficient to blend in with the underground scene of a city with a broadly similar culture to the character's own home.

Examples:

TR 10:
Find a good price on a used smart terminal that fell off the back of a transport shuttle

TR 12:
Find a buyer for an unusual but not actually illegal item

TR 14:
Locate a seller for a relatively common but illegal or strictly controlled item

TR 16:
Avoid a fight with street thugs in an unfamiliar location by blending in with them

TR 18:
Locate a seller for a rare piece of surplus military hardware such as a silenced Insectoid drone rifle which was never produced in large numbers

Precise rules:

The streetwise skill is subject to circumstance bonuses and penalties as normal.

For streetwise checks, start with the base TR 14 given above and apply appropriate circumstance modifiers as necessary.

Example circumstance modifiers:

Character has a local assistant	-2
Character is a local	-2
Character offers bribe	-2
Looking to buy a common item	-2
Looking to sell an item in demand	-2
Buying or selling legal goods	-2
Request isn't specific (e.g. 'a weapon')	-2
Location is unfamiliar	+2
Character doesn't know local slang	+2
Character looks out of place	+2
Minor cultural barriers	+2
Looking to buy rare goods	+2
Looking to sell an item with low demand	+2
Buying or selling highly illegal goods	+2
Buying or selling tightly controlled goods	+2
Request is highly specific	+2

Charisma

Charisma skills use the character's charisma as an associated characteristic. Raising a charisma skill to a level of superb (rank 4) or better allows the character access to a charisma trait.

Communication

The communication skill represents how good a character is at conveying a rational idea, persuading someone to do something or justifying a logical decision to other characters.

Narrative rules:

The communication skill follows all of the usual rules for skill checks. A TR 14 communication result is generally sufficient to persuade an average NPC to make a difficult but rational decision. For example, a result of 14 would be sufficient to persuade a sick hospital patient into consenting to a risky experimental procedure which has proven successful in treating a similar case. A communication attempt always requires some supporting evidence or a strong logical argument which the character genuinely believes, otherwise a manipulation attempt would be more appropriate. A spoken communication attempt requires a prolonged speech or dialogue lasting around five minutes. A written communication attempt will take around half an hour. A failed communication attempt cannot be repeated unless a new argument is formed or new evidence is presented.

Examples:
TR 8:
Explaining a risk-free idea to someone who already strongly agrees with it
TR 10:
Writing an essay in support of a widely accepted opinion or theory
TR 12:
Justifying a risk which has already paid off
TR 14:
Persuading someone to take a risk that has a good chance of paying off
TR 16:
Persuading someone to take a risk that has a small chance of paying off
TR 18:
Justifying a life or death decision to a court on the back of very circumstantial evidence
TR 20:
Justifying a life or death decision to a court on the back of circumstantial evidence despite knowing another expert interpreted it differently

Precise rules:

The communication skill is subject to circumstance bonuses and penalties as normal.

Example circumstance modifiers:

Character has a trained assistant	-2
Idea has already paid off	-2
Decision carries little risk	-2
Target already agrees with idea	-2
Substantial evidence available	-2
Agreement from another expert	-2
Taking twice as long to communicate	-2
Decision carries high risk	+2
Target strongly disagrees	+2
Evidence is very weak	+2
Disagreement from another expert	+2
Character knows failure is dangerous	+2
Character has false evidence	+2
Taking half as long to communicate	+2

Expression

The expression skill represents how good a character is at conveying an emotional concept, persuading someone to do something with an emotional argument or justifying a decision made for emotional reasons.

Narrative rules:

The expression skill follows all of the usual rules for skill checks. A TR 14 expression check is generally sufficient to convey an emotional concept through speech, art, music, dance or writing. For example, a result of 14 would be sufficient to convey sadness to the audience of a dance and may even move some members of the audience to tears. Using expression to persuade someone through the use of an emotional argument does not require any supporting evidence, but does always require that there is something to be emotional about (e.g. "Doing this will make you feel happier" or "It is cruel not to do this").

Examples:
TR 8:
Expressing genuine happiness to a close friend
TR 10:
Expressing genuine happiness to a stranger
TR 12:
Expressing pretend sadness to a stranger
TR 14:
Causing a stranger to feel sadness after viewing a sad work of art
TR 16:
Persuading a stranger to make a difficult life decision by guilt tripping them
TR 18:
Persuading a stranger to make a life or death decision with an emotional argument
TR 20:
Permanently changing the emotional outlook of another person in a major way

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Precise rules:

The expression skill is subject to circumstance bonuses and penalties as normal.

Example circumstance modifiers:

Character has a trained assistant	-2
Target is a close friend	-2
Decision carries little risk	-2
Target already shares opinion	-2
Target is already emotional	-2
Emotional idea supports rational one	-2
Decision carries high risk	+2
Target strongly disagrees	+2
Inspiring a strong emotional response	+2
Creating a lasting impression	+2
Character knows failure is dangerous	+2
Emotional idea conflicts with rational	+2

While expression is most often used to create art and share feelings with others, it can also be used to evoke stress and fear. An expression attempt to cause fear or stress which exceeds its margin of success by an amount equal to or greater than the victim's willpower will cause a single point of stress. Prolonged exposure to stress or fear inducing expressions (such as music, art or even architecture) for an amount of time, in hours, equal to or greater than the victim's willpower within a single 24 hour period will also inflict a single point of stress. For example, a person with a willpower of 4 living within a building explicitly designed to evoke sensations of fear will take a single point of stress for each day that they spend 4 or more hours inside. Stress and willpower are covered in more detail in the section Mental Damage.

It should be noted that using expression in this way is equivalent to torture and should be treated no less seriously in its effects and consequences than physical violence.

Manipulation

The manipulation skill represents how good a character is at lying, tricking, blackmailing, deceiving or otherwise convincing another person of something that the character doesn't genuinely believe.

Narrative rules:

The manipulation skill follows all of the usual rules for skill checks. A TR 14 manipulation check is generally sufficient to persuade an NPC to believe a large but plausible lie. For example, a result of 14 would be sufficient to make an NPC believe that the character is holding a pistol under their coat, so long as they are in a location and situation where firearms are a plausible threat. Manipulation could also be used to convince an NPC that some action is in their best interests, even when the character knows that it isn't. The sense motive skill can be used to oppose a manipulation check.

Examples:

TR 8:
Telling someone a small plausible lie that they want to hear

TR 10:
Making someone believe that an unloaded gun is actually loaded

TR 12:
Making someone believe that a gun is far more potent than it really is

TR 14:
Making someone believe that the banana pressed against their back is a handgun, in a world where handguns are legal

TR 16:
Making someone believe that the banana pressed against their back is a handgun, in a world where handguns are highly illegal

TR 18:
Making someone believe that the banana pressed against their back is a handgun, in a world where handguns are highly illegal and while standing in clearing surrounded by banana trees

TR 20:
Making someone believe that the banana pressed against their back is a handgun, in a world where handguns are highly illegal and while standing in clearing surrounded by banana trees, having previously been seen holding a banana by the target

Precise rules:

The manipulation skill is subject to circumstance bonuses and penalties as normal.

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Example circumstance modifiers:

Character has a trained assistant	-2
Target is a very familiar person	-2
Target wants to believe the lie	-2
Lie is supported by known fact	-2
Lie is extremely plausible	-2
Lie is small or close to the truth	-2
Target is very unfamiliar	+2
Target strongly rejects the lie	+2
Lie contradicts known fact	+2
Lie is implausible	+2
Lie is large or far from truth	+2

Handle Animal

The handle animal skill represents how good a character is at dealing with animals.

Narrative rules:

The handle animal skill follows all of the usual rules for skill checks with some exceptions. A TR 14 handle animal check is generally sufficient to get a tame animal to perform a simple action, to calm a hostile animal or to appear non-threatening to a wild animal. For example, a result of 14 would be sufficient to ride a hexcrura or to calm down an angry domestic animal. However, wild animals can be very unpredictable and may not always respond as desired or expected (at GM discretion). Extended successful handle animal checks over a prolonged period of time (typically weeks or months) can be used to teach tricks to tame animals or to tame certain wild animals.

Examples:
TR 8:
Get a pet to perform a trick it knows, such as 'sit' or 'roll over'
TR 10:
Ride an animal you personally trained in a casual trot
TR 12:
Ride a trained animal in a casual trot
TR 14:
Ride a trained animal in a full gallop or jump over a low obstacle
TR 16:
Calm an aggressive domestic animal that has been trained to bark at strangers
TR 18:
Calm an aggressive domestic animal that has been trained to attack strangers
TR 20:
Calm an aggressive wild animal and appear non-threatening and unafraid to it

Precise rules:

The handle animal skill is subject to circumstance bonuses and penalties as normal.

Example circumstance modifiers:

Character has a trained assistant	-2
Animal is the character's pet	-2
Animal is tame and well trained	-2
Animal is very friendly	-2
Task is natural to the animal	-2
Animal is unfamiliar	+2
Task is complex or unusual	+2
Animal is aggressive	+2
Animal is very dangerous	+2
Animal is unusual or exotic	+2
Animal is wild	+2
Animal is stressed or injured	+2
Failure is dangerous	+2

Socialise

The socialise skill represents how good a character is at blending in with a group of people, making friends and discovering important local news or information.

Narrative rules:

The socialise skill follows all of the usual rules for skill checks. The socialise skill can be used for a few different but related purposes.

The primary use of socialise is to fit in with a specific group and befriend them in a casual way. A TR 14 socialise check is generally sufficient to fit in with a group of people who belong to a relatively exclusive, but not secretive, club and make a few new friends in the process. For example, a result of 14 would be sufficient to befriend a group of Economicon cultists and then be invited along to the private party they were heading towards. However, friendships made in this this way are casual at best and a group of new friends could quickly turn on the character if they discover something disagreeable about them.

The secondary use of socialise is to discern local news and gossip that is of particular interest to a specific social group. A TR 14 socialise check is generally sufficient to learn about the main news stories or local events that have affected whatever social group the player is mingling with. For example, a result of 14 would be sufficient to make small talk with various bar patrons over the course of an evening and discover that the local residents are scared of a series of mysterious kidnappings that the local security aren't doing anything about.

SKILLS

Examples:

TR 8:

Catch up with a former ally and learn about their life since you parted ways

TR 10:

Fit in at a club the character has a genuine interest in

TR 12:

Discover how a big global news event is impacting the local population

TR 14:

Discover that a Technosapien manufacturing company is quietly trying to buy out resident land owners

TR 16:

Mimic the key phrases and handshakes of a secret society to seem like a new member

TR 18:

Pass as an experienced member of a secret society

TR 20:

Discover the terrible secret afflicting the settlement which none of the locals dare speak about

Precise rules:

The socialise skill is subject to circumstance bonuses and penalties as normal.

Example circumstance modifiers:

Character has a trained assistant	-2
Character is familiar with social group	-2
Character shares interests with group	-2
Character knows a lot about group	-2
Group is not very exclusive	-2
Only basic information required	-2
Character is very unfamiliar with group	+2
Character has opposite values to group	+2
Character knows nothing about group	+2
Character tries to seem important	+2
Group is a secret society	+2
Specific information required	+2
Secret information required	+2
Locals refuse to talk to strangers	+2
Failure is dangerous	+2

While a socialise check is not usually made as an opposed roll, high ranking NPCs with detailed knowledge of their own group may use sense motive to oppose a socialise check made by a character trying to pass as a member. When used in this way, the original socialise result of the player is used as the TR for the opposing sense motive check. Even if the NPC is unsuccessful, their suspicions may be sufficiently raised to check name lists or make phone calls about the new member. In any event, socialise checks alone will not allow a player to infiltrate a secret society for a prolonged period of time.

Automatic Success & Failure

Any 2d10 roll that results in double even numbers (such as 4,4) is considered an automatic success, even if the combined total would normally be insufficient to achieve the desired action. Similarly, any 2d10 roll that results in double odd numbers (such as 1,1) is considered an automatic failure, even if the combined total would normally be sufficient to pass the skill check.

Critical Success

Any automatic success on a skill check (double even numbers) that would have succeeded anyway (the check total beats the required TR) becomes a critical success instead. A critical success should provide additional benefits to the character, jumping further, discovering more information or crafting something of exceptional quality. A critical success with a combat skill inflicts an extra damage dice worth of damage to the target. More information on damage and damage dice can be found in the Combat chapter of this book.

Critical Failure

Any automatic failure on a skill check (double odd numbers) that would have failed anyway (the check total is below the required TR) becomes a critical failure instead. A critical failure should always hinder the player in a dramatic way, losing their footing, crashing their car or having an experiment explode in their face. A critical failure with a combat skill means the character has fumbled or severely misjudged their action. A character's firearm may jam or explode, they might lose grip of their knife or they might unbalance and trip after a wild swing of their fist. However, a critical failure should not be an automatic death sentence unless it happens at the very worst time imaginable.

Mistakes of Youth

Heiyd, also known as The Whispering Death, is one of the more infamous extremists among the Witches of Cetebos, shunned even by her own kind. Her victims are estimated to number in the millions and those that survive her machinations suffer a life truly worse than death. However, it didn't have to be that way and almost wasn't. In her youth Heiyd was once cornered by an Emissary, the virtuous Brin of Calador, who outmatched her, outfought her and brought her to her knees. As Brin went to deliver the killing blow with his colossal siege hammer, his hands slipped on the blood coating the shaft of the massive weapon. Heiyd escaped with her life that day, leaving Brin with a scar and a hollow victory. The events that were to follow weighed heavily upon his heart and many fear the worst of his recent disappearance.

Excerpt from Legends of the Emissaries.
Aeolia Remh

Skill Use Example

This section will provide some examples of play showing how different combat and non-combat skills may be used in a variety of different circumstances. However, the examples listed here are not exhaustive and do not necessarily reflect every way a particular skill may be used, but should give new players a clearer understanding than from reading the skill descriptions alone. Although not required, it is also advisable to first read through the chapters on Movement and Combat.

The Rescue

Idra Kane clings desperately to the vertical stabiliser of the stricken dropship, its engines failing and its altitude dropping by the second. As the craft hurtles through the air, he feels his grip loosening.

Keeping his grip on the vertical stabiliser for the moment is a short duration physical ability, so requires a successful athletics check. Using narrative rules, the base TR for a check is 14. However, there are several circumstances acting against Idra in this instance. The craft is travelling at speed through the air, and he's high off the ground so failure has potentially deadly consequences. These two circumstance penalties raise the TR to 18. Idra rolls 2d10 (6,5) and adds his strength (5) and athletics skill (4), for a total of 20, passing the check and keeping his grip.

Idra manages to keep his grip on the doomed vehicle for now, but his options appear limited. Rather than resign himself to his fate, he steels himself and attempts to walk along the fuselage of the craft to its cockpit.

Keeping his balance whilst walking along the top of a moving vehicle will require a gymnastics check. In this case, he is high above the ground, failure has a high chance of injury and the wind is blowing in his face. These three negative circumstances increase the TR to 20. Idra rolls 2d10 (7,4) and adds his dexterity (3) and his gymnastics skill (2), for a total of 16. This is a failure. However, the result is not less than half of the TR, so he does not fall but is unable to make any progress.

Unfortunately, the air rushing over the moving vehicle is too much and Idra stalls, unsteadily. Now stranded between the tail and the cockpit, he must choose to regain his grip or attempt to push forwards.

Idra attempts to make his way to the cockpit again, making another gymnastics check. This time he rolls and achieves a total of 9, less than half of the TR. The GM allows him a reflexive athletics to again grab hold of the vertical stabiliser as he tumbles off the dropship. He makes a total of 22 and manages to succeed.

Whilst trying to push forwards against the wind, Idra slips on the metal fuselage and begins to fall backwards, only narrowly managing to snatch hold of the tail and save himself. Just as things are starting to look bleak and the craft's engine cuts out entirely, a familiar looking Starstreak IV appears to his left, its wings extended in atmospheric flight mode.

Idra's player wants to move along the wing and leap across, landing on the wing of the Starstreak IV. This will require two or three different skill checks. A gymnastics check to keep his balance as before (TR 20), an athletics check to jump across and potentially an athletics check to grab hold the other side. Idra's rolls 2d10 (8,3) for the gymnastics check, only achieving a result of 16. However, he spends a point of sympathy to re-roll the lower d10 result (6) and add 1d6 (5) to the result, achieving a new total of 24 and succeeding the check,

Once again, Idra lets go of the now stalling aircraft and this time attempts to walk along its wing. Momentarily it looks as though he may slip again, but miraculously he maintains his balance in spite of the ferocious wind. However, the Starstreak IV's wingtip is still over a metre away and he must jump the gap between the two vehicles to safety.

A standing jump of 2m requires an athletics check of TR 14, but the circumstance penalties from before still apply, increasing the TR to 18. He rolls 2d10 (2,9) and adds 9 (the combination of his strength and athletics skill) for a total of 20, passing the check.

Idra leaps across the short distance and lands sprawled across the wing of the Starstreak IV. Immediately he starts searching for hand holds as the wind once again threatens to send him tumbling to his doom.

Idra must make a final TR 18 athletics check to grab hold of the wing edge closest to him. He rolls 2d10 (7,4) and once again adds 9 to the result, succeeding this last check.

Slow Days

Fa Shenhui walks through the doorway into the common room of the ship and dumps two massive piles of paperwork onto the table Idra is sitting at.

"You can at least try to make yourself useful and help us out with this," she says. "We're trying to find evidence of fraud or embezzlement in the local branch of the Church of the Economicon, I have a hunch that they're the ones funding the terrorists we've been dealing with."

Idra looks down at the piles of paperwork with something resembling confusion or possibly disgust, then looks up at Fa. "Ok. What am I actually supposed to do though? Read all this?"

Fa sighs and rubs her fingers against her temple, as if they've been through all this before. "Basically you need to cross-reference their financial records and look for things that... ok, look, more basically. You know how much a multikogan costs on the black market, right?"

"Sure, about a hundred and fifty thousand credits, in local currency," Idra replies cautiously, like he's not quite sure where this is going.

"Then you're looking for desks, lamps or office stationary in their expense claims that cost as much as a multikogan, get it?"

Unfortunately for Idra, doing something like this requires the academics skill, which he doesn't have. Starting from a base TR of 14, we need to consider how many circumstance penalties apply. In this case, its information outside his specialist field (he has none), he's untrained in the skill, the contradictions aren't obvious and he's looking for something specific. Four circumstance penalties means that the TR for this check is 22. Idra rolls 2d10 (4,3) and adds only his intelligence (2), as he has no skill ranks in academics, for a total of 9. Predictably, he fails.

An hour later, Fa bursts back into the room and looks over at Idra.

"Er, hey Fa. Look, I don't think I'm going to find what you're looking for here."

"Oh, forget about that! I found a new lead. You ready to kick some doors in?"

"I have never been more ready."

One Who Knocks

"Are you honestly just going to kick the door in and burst in there?" Fa asks in a quiet whisper.

"I thought that's what you wanted me to do," Idra replies silently, using his telepathy.

"I meant it more figuratively, but I guess it works."

"Well, we can just knock if you want and you can try talking our way in. They're a bunch of terrorists though, right?"

"Fine, go for it."

Sometimes during a game there may be some ambiguity over what skill should be used for a specific action. In this case, breaking open a door is a physical action that would normally require an athletics check. However, a case can be made for using the unarmed skill to literally kick the door open. If a player makes a convincing argument for using an alternative skill, it is ultimately GM discretion to allow that or not (perhaps imposing an additional penalty). In this case, we will allow Idra to use the unarmed skill. The base TR is 14, but the door is locked and quite sturdy, imposing two penalties and increasing the TR to 18. Idra rolls 2d10 (2,9) and adds 10 to the result for a total of 21.

The door fractures around its lock as Idra's boot plants solidly into its centre, causing it to burst open. The three individuals inside are caught off guard, but immediately start reaching for their weapons.

In this situation, combat is initiated and characters will act in order of their agility (see the Combat chapter for more details). However, Fa and Idra may each make a single action before the usual turn order begins, as they have taken their opponents by surprise.

Idra raises his left hand and points the palm towards the nearest target, his expression surging with the tell-tale sign of psionic concentration.

Idra rolls 2d10 (8,5) and adds his composure (5) and psionic skill (5), for a total of 23. His opponent has a willpower of 6, so he exceeds the TR of 16 required to connect with the pisonic attack. Normally he would now roll 1d8 for mental damage, but this is increased to 1d10 (7) because of his psion trait. He inflicts 1 persistent mental injury on the target and causes them to become catatonic (because of his mastery bonus) for 8 minutes (rolling 3,5 on 2d10).

"We'll knock next time."

TRAITS

Traits are unique specialisms that can be used to customise a character, adding additional roleplaying elements and providing mechanical abilities or modifiers. Traits may modify an existing skill, improving or changing how it functions when used in certain ways or provide entirely new abilities. Traits can be further divided into two categories.

UNIVERSAL TRAITS

Universal traits may only be gained during character creation. Universal traits typically represent inherent physical or neurological features of a character.

CHARACTERISTIC TRAITS

Characteristic traits are tied to a specific characteristic (in the same way that skills are). A character may gain a characteristic trait whenever they raise a skill to a rank of 4 or better. In Emissary, characteristic traits also possess a mastery bonus, unlocked by raising a skill with the associated characteristic to rank 5.

Universal Traits

Adaptable Psyche
Allies
Ambidextrous
Androgynous
Anonymous
Apprentice
Common sense
Death wish
Driven
Epiphany
False identity
Famous
Fast recovery
Giant
Heightened empathy
Hyperthymesia
Lightning reflexes
Mentor
Multilingual
Naturally seductive
Sociopathy
Striking looks
Synesthesia

Strength Traits

CQC training	Devastating lunge
Expert disarm	Explosive power
First blood	Focused athlete
Game of death	Iron guard

Dexterity Traits

Blood opera	Close combat expert
Gunslinger	Marksman
Perfect grace	Silent breathing
Sure aim	Stunt driver/pilot
Unpredictable dodge	

Endurance Traits

Commando	Die hard
Juggernaut	Second wind
Static apnea	Strong stomach

Composure Traits

Hard boiled	Meditative
Memory training	Psion
Resolute	Seen it all
Survivor	Telepathy
Under pressure	

Intelligence Traits

Abstract knowledge	Diagnose zebra
Eidetic memory	Field surgeon
Hacker	Mechanical savant
Pathfinder	Polymath

Awareness Traits

Cold reading	Danger sense
Eagle eyes	Eternal detective
Light sleeper	Low light vision

Presence Traits

Cold dead eyes	Disturbing voice
Dynamic entry	Master of disguise
Power dresser	

Charisma Traits

Animal Tamer	Hypnotic suggestion
Practised socialite	Talented architect
Talented artist	Talented dancer
Talented photographer	Talented singer

TRAITS

Universal Traits

Adaptable Psyche

A character with an adaptable psyche is better at dealing with traumatic experiences and more quickly able to regain their composure. They are more able to accept events that would trigger denial or horror in others and to confront their own issues, seeking help if required.

Mechanical effects:
Character's with the adaptable psyche trait recover from mental damage at double the normal rate. An amount of temporary mental injuries equal to double the character's composure characteristic can be healed for each hour of good rest that they take.

Allies

A character with allies has made reliable contacts, associates and friends through business, travel or personal activities before or after becoming an Emissary. Allies are trustworthy and skilful and may be called upon to return or grant a simple favour. However, even the bonds of friendship have their limits.

Mechanical effects:
A character with allies may choose up to three skills for their allies to possess, these skills are treated as having a rank of 3 (good) and an associated characteristic of rank 3 (good) as well. During gameplay, a character may call upon an ally to make use of their skill. However, the ally is treated as a GM controlled NPC and will be reluctant to perform anything dangerous or illegal without good reason. Similarly, an ally that is repeatedly called upon may become frustrated and refuse to respond for some time (at GM discretion).

Ambidextrous

An ambidextrous character is equally adept at using their left or right hand to perform tasks requiring finesse or fine motor control. An ambidextrous character can write equally well with either hand and use tools or weapons without difficulty.

Mechanical effects:
A character with the ambidextrous trait does not suffer the usual circumstance penalty for using their off-hand to perform a complex action. Ordinarily a character wielding a weapon in each hand would suffer a circumstance penalty to the use of both weapons and an additional circumstance penalty to the off-hand weapon. An ambidextrous character would still suffer the first penalty but not the latter one.

Androgynous

An androgynous character has both traditionally masculine and feminine physical characteristics and mannerisms appropriate to their race. At first glance an onlooker may mistake them for the opposite gender or be unable to tell whether they are male or female at all.

Mechanical effects:
Instead of the usual circumstance penalty, androgynous characters gain a circumstance bonus for costume checks to disguise themselves or to be disguised as the opposite gender (costume check TR changes from +2 to -2).

Anonymous

Anonymous characters are physically unremarkable, lacking distinctive physical characteristics and having an overall appearance that would not be seen as uncommon amongst a variety of different cultures and locations. They go through life unnoticed and unchecked.

Mechanical effects:
An anonymous character's appearance rating counts as being 2 lower than it otherwise would be. Additionally, the TR for any skill checks to investigate the past or background of an anonymous character suffer a circumstance penalty (+2 TR). The anonymous trait cannot be combined with any trait that increases the character's appearance rating.

Apprentice

The character possesses an apprentice, someone who looks up to and respects them. An apprentice is usually a younger character or one from a lower social standing.

Mechanical effects:
The character chooses a skill that they have trained to a rank of 4 (superb) or better, the apprentice gains this skill at one rank less than the character (e.g. rank 4 if the character has rank 5). The apprentice is treated as a GM controlled NPC in much the same way that allies are. However, an apprentice is far more inclined to follow instructions than allies would be and expects little in return. Even so, an apprentice is unlikely to perform an illegal, dangerous or morally reprehensible act. Apprentices may eventually part ways from their mentor, perhaps due to a disagreement or after performing an incredible act that proves their own skill (GM discretion). Former apprentices may become allies.

TRAITS

Common Sense

A character with common sense has an intuitive understanding of whether a particular idea is a good one or not. Character's with common sense are down to earth and unlikely to embarrass themselves, but may be less likely to take risks than more eccentric characters.

Mechanical effects:

The character can freely make an intelligence check whenever planning or discussing a plan with another character to ascertain some information about the probable outcome. A result of 12 or better will indicate whether the plan is safe or not, a result of 14 or better will also indicate whether the plan is likely to succeed or not and a result of 16 or better will also indicate one specific unforeseen flaw or benefit of the plan.

Death Wish

A character with the death wish trait has a history of making life or death decisions or is otherwise mentally prepared to do whatever it takes to achieve their goals, even if it means not always playing by the rules.

Mechanical effects:

A character with the death wish trait may choose to re-roll the result of a Corruption check after violating one of their Ideals. They may choose to take the second result or keep the result of their original roll.

Driven

A driven character has some goal or purpose that consumes them and drives them forwards. The character's single minded determination might be revenge, love or justice, but nothing can stand in their way, not even friends or family.

Mechanical effects:

A character with the driven trait recovers two points of Sympathy instead of one when they satisfy an Ideal the possess. However, they must add one to the result of any Corruption check that they make after violating one of their Ideals.

Epiphany

At times when a character is stuck for ideas and unsure of how to progress, they may have a sudden epiphany reminding them of a key fact or making a vital connection they had previously missed.

Mechanical effects:

Usually when a player is not sure about what to do next or not sure about what their character would make of the evidence they have collected, they may choose to make an idea check (TR 14 intelligence check) to receive a small hint from the GM. A character who has an epiphany may automatically pass this check once per session and receive additional information in the process (such as something specific they missed or have forgotten about).

False Identity

The character has a secret or false identity to a level reflecting their personal wealth and status. For a wealthy or powerful character this could include details up to and including a second home, friends and even a spouse who only know them by their false name. For a less wealthy character, this may only extend as far as false paperwork, bank accounts and a forged passport.

Mechanical effects:

Mechanical effects of having a false identity mostly come down to GM discretion, but there are some obvious examples. Any background check made on a character using a false name will only reveal details about their false identity. Additionally, manipulation and costume checks are not required in order to pass as the false persona.

Famous

The character is widely renown for a particular skill, achievement or event from their past. The character is considered to be a famous celebrity among certain groups and may possess fans, enemies and rivals appropriate to their source of fame.

Mechanical effects:

A famous character's appearance rating counts as being 2 higher than it otherwise would be. Additionally, the character may gain a permanent circumstance bonus to either communication or expression skill checks (choose one when the trait is taken). The famous trait cannot be combined with any trait that decreases the character's appearance rating.

Fast Recovery

A character with fast recovery has a healthy metabolism and a strong immune system. Their body is less susceptible to complications, secondary infections and usually heals quickly and cleanly from physical injuries.

Mechanical effects:
Character's with the fast recovery trait recover from physical damage at double the normal rate. An amount of temporary physical injuries equal to double the character's endurance characteristic can be healed for each hour of good rest that they take. persistent injuries can also be healed at double the normal rate, but require constant medical attention as usual.

Giant

The character is unusually tall or solidly built, appearing much larger than an average person. Their large frame makes them stand out instantly in a crowd and can draw unwanted attention, but is not without benefits.

Mechanical effects:
A giant character's appearance rating counts as being 2 higher than it otherwise would be while their toughness is also 1 higher than normal. Additionally, giant characters have a circumstance bonus to any intimidation checks, but suffer a circumstance penalty to costume and socialise checks due to their unusual size.

Heightened Empathy

A character with heightened empathy is able to relate to other characters more easily, understanding and sympathising with their feelings and points of view more easily. However, it can be overwhelming as the character is continuously exposed to the fears and worries of those around them.

Mechanical effects:
A character with the heightened empathy trait gains circumstance bonuses to all sense motive and expression checks. However, whenever they would suffer from stress caused by intimidation or expression they receive double the usual amount of mental damage. Additionally, whenever a character around them suffers from stress, they must pass a composure check (TR 14) to avoid suffering a single point of stress themselves.

Hyperthymesia

The character possess an extremely detailed autobiographical memory, easily able to recall events from their own life as if they had just happened.

Mechanical effects:
The character automatically passes any long term memory checks to recall autobiographical information (memories or events that the character was heavily involved in or affected by).

Lightning Reflexes

The character has wickedly fast reflexes and the initiative to take action when others would falter or freeze up.

Mechanical effects:
For the purposes of determining turn order the character's agility counts as 2 higher than it otherwise would be. Additionally, whenever ambushed or caught by surprise, the character can make an awareness check (TR 14) to negate the usual advantages granted to the attacker in this situation.

Mentor

The character has a more experienced mentor who has been training them in a particular skill. A mentor may choose to support or aid their student at times, but will brush off trivial requests as beneath them. A mentor may also issue demands of their apprentice and expect something substantial in return for favours granted.

Mechanical effects:
The character chooses a skill that they have trained to a rank of no more than 3 (good) and no less than 2 (fine), the mentor gains this skill at two ranks more than the character (e.g. rank 5 if the character has rank 3). The mentor is treated as a GM controlled NPC in much the same way that allies and apprentices are. However, unlike allies or apprentices, a mentor is less willing to act on the character's behalf, instead offering only advice and expecting them to deal with the problem in order to better themselves. Nonetheless, with sufficient persuasion or the promise of something substantial in return, a mentor may occasionally be persuaded to lend their skill to the character. At GM discretion the mentor can freely make requests or ask for favours from the character.

Multilingual

A multilingual character has learned several different languages or dialects from an early age and speaks each of them fluently.

Mechanical effects:

For each point of intelligence that a character possesses they may choose an additional language which they may speak and write in fluently.

Naturally Seductive

The character's looks, voice and personality are almost hypnotically seductive and they know it. The character has no qualms about using this to get their own way, ensnaring others and exploiting them for personal gain.

Mechanical effects:

A naturally seductive character's appearance rating counts as being 2 higher than it otherwise would be. Additionally, the character gains a permanent circumstance bonus to manipulation checks against targets of the appropriate sexual preference. The naturally seductive trait cannot be combined with any trait that decreases the character's appearance rating.

Sociopathy

A character with sociopathy has little empathy or remorse, instead they act in a way completely uninhibited by morals.

Mechanical effects:

A character with the sociopathy trait is immune to any stress they would otherwise suffer as a result of their own actions, such as excessive cruelty or violence against others. However, their lack of empathy imposes a permanent circumstance penalty to sense motive and expression checks.

Striking Looks

A character with striking looks has a unique appearance that makes them instantly stand out from a crowd and draw attention. The character could be either stunningly beautiful or horrifyingly intimidating.

Mechanical effects:

The character's appearance rating counts as being 2 higher than it otherwise would be. Additionally, the character must choose either intimidation or expression, they gain a permanent circumstance bonus to checks with that skill. The striking looks trait cannot be combined with any trait that decreases the character's appearance rating.

Synesthesia

A character with synesthesia may be able to see sounds, hear flavours, feel colours or experience some other form of sensory crossover.

Mechanical effects:

The benefits of synesthesia depend on the sense involved as below:

- Sight combined with another sense:
Circumstance bonus to short term memory and spot checks.
- Hearing combined with another sense:
Circumstance bonus to sense motive and and listen checks.
- Touch combined with another sense:
Circumstance bonus to craft and investigate checks.

However, all characters with synesthesia are more vulnerable to stress induced by the relevant kind of intimidation or expression. Whenever they would suffer from stress caused in this way they receive double the usual amount of mental damage.

TRAITS

STRENGTH TRAITS

CQC TRAINING

The character can use a firearm as a melee weapon without any penalty. A one-handed firearm counts as a lethal melee weapon with a base damage of 1d4, while a two-handed firearm counts as a lethal melee weapon with a base damage of 1d6. A firearm with a fixed bayonet can either deal the damage stated above or the normal damage associated with the bayonet.

Mastery Bonus:

The base damage of firearms used as melee weapons increases by one die type (1d4 becomes 1d6 and 1d6 becomes 1d8). Additionally, the character can use a firearm or melee weapon for extra leverage during a grapple, gaining a circumstance bonus to grapple checks while armed.

DEVASTATING LUNGE

Whenever a character makes an unarmed or melee attack immediately after moving they may deal an additional damage dice (equal to the base damage of their weapon).

Mastery Bonus:

The base damage of melee weapons used in a devastating lunge increases by one die type (1d4 becomes 1d6, 1d6 becomes 1d8 and so on).

EXPERT DISARM

Whenever attempting to disarm an opponent, a character with the expert disarm trait is not subject to a provoked attack and does not suffer from the usual circumstance penalty for targeting a small object.

Mastery Bonus:

Immediately after performing a successful disarm attempt, a character may make a single attack with the stolen weapon as a free action.

EXPLOSIVE POWER

Whenever an Emissary would spend Sympathy to increase their strength, it increases by 3 instead of 2.

Mastery Bonus:

Whenever an Emissary would spend Sympathy to increase their strength, it increases by 4 instead of 3.

FIRST BLOOD

When attacking an enemy with the aid of surprise (before they have had a chance to act in combat) the character may deal an additional damage dice with a melee weapon or an unarmed attack (equal to the base damage of their attack). A character may also gain this bonus when attacking an opponent from behind during combat.

Mastery Bonus:

The character may deal two additional damage dice with a melee weapon or an unarmed attack (equal to the base damage of their attack) instead of the usual one.

FOCUSED ATHLETE

A character with the focused athlete trait must choose a specific type of athletic ability (such as sprinting, climbing or throwing), the character can then ignore any one circumstance penalty that would normally impact their performance within their chosen specialism.

Mastery Bonus:

The character always benefits from a circumstance bonus to skill checks within their specialism, as well as ignoring one circumstance penalty to an athletics check of any kind.

GAME OF DEATH

A character with the game of death trait inflicts lethal (persistent) damage with their unarmed attacks instead of temporary damage as usual. If the character possesses a natural weapon that already deals lethal damage, the base damage die size increases by one (1d4 becomes 1d6, 1d6 becomes 1d8 and so on).

Mastery Bonus:

The character always benefits from a circumstance bonus to all unarmed attack rolls or attacks made with a natural weapon.

IRON GUARD

A character with the iron guard trait can use either 10 plus the sum of their strength and unarmed skill or 10 plus the sum of their strength and weapon (melee) skill in place of their agility when determining their defence against melee attacks.

Mastery Bonus:

The character receives double the usual benefit while fighting in a defensive stance, increasing the TR to hit them with unarmed strikes or melee weapons by +4.

TRAITS

DEXTERITY TRAITS

BLOOD OPERA

The character can make a ranged attack with a one handed firearm (or similar ranged weapon) as part of the same action that they also moved or performed a movement skill in. However, a circumstance penalty applies to any attacks made in this way, due to the inherent difficulty of aiming while moving.

Mastery Bonus:
The character can make ranged attacks while moving or performing movement skills at no penalty.

CLOSE COMBAT EXPERT

Whenever a character makes a successful ranged attack within close range (as defined by the attributes of their weapon) they may deal an additional damage dice (equal to the base damage of their weapon). However, this attack consumes twice the usual amount of ammunition for an attack with the weapon (if this is not possible, the extra damage may not be dealt).

Mastery Bonus:
The character receives a circumstance bonus to any ranged attack made within close range.

GUNSLINGER

The character can draw and ready a small weapon on their turn without using up one of their two actions. Additionally, the character may ignore a single circumstance penalty to a ranged weapon attack caused by the target's size or speed.

Mastery Bonus:
The character may ignore the circumstance penalty for attacks made while wielding two weapons (but still suffers the circumstance penalty for using their off-hand).

MARKSMAN

A character with the marksman trait can ignore up to two circumstance penalties to a ranged weapon attack caused by long range or poor weather conditions.

Mastery Bonus:
The character's ranged weapon attacks made at long range deal damage as if they were medium range shots.

PERFECT GRACE

Whenever an Emissary would spend Sympathy to increase their dexterity, it increases by 3 instead of 2.

Mastery Bonus:
Whenever an Emissary would spend Sympathy to increase their dexterity, it increases by 4 instead of 3.

SILENT BREATHING

Any opponent attempting to use an awareness skill to detect the character after they have hidden suffers a circumstance penalty to their attempt. Additionally, whenever the character is stationary they count as hidden as though they had made a stealth check with a result of 12.

Mastery Bonus:
Whenever the character is stationary they count as hidden as though they had made a stealth check with a result of 16.

SURE AIM

A character with the sure aim trait can ignore up to two circumstance penalties to a ranged weapon attack caused by either shooting into melee combat or at a target behind cover.

Mastery Bonus:
As long as a shot is possible, cover provides no circumstance penalties to a character with this trait.

STUNT DRIVER/PILOT

The character may ignore any single circumstance penalty to a drive or pilot check regardless of its cause.

Mastery Bonus:
The character can instantly operate any vehicle as if they had been trained to use it.

UNPREDICTABLE DODGE

For the purposes of applying circumstance penalties to attack checks, the character always counts as moving erratically even when they are stationary. This applies to both melee and ranged attacks.

Mastery Bonus:
The character may make a reflexive gymnastics check with a TR equal to an attack roll made against them. A successful result halves any damage they would have received.

TRAITS

ENDURANCE TRAITS

COMMANDO

The character may treat a weapon as if it was smaller than it actually is. For example, a character could use a two-handed weapon in a single hand, or use both hands to carry a weapon that would normally require a tripod.

Mastery Bonus:

The character may choose to expend 60 rounds instead of 30 when making a spray and pray attack, dealing normal weapon damage (depending on range) to each target that is hit.

DIE HARD

When the character suffers a number of temporary or persistent injuries equal to their endurance from a single attack they may continue to act as normal (unless their total number of injuries now equals or exceeds their starting toughness).

Mastery Bonus:

Whenever an Emissary spends Sympathy to negate an amount of damage that would have killed them they also heal 1d6 injuries.

JUGGERNAUT

Whenever an Emissary would spend Sympathy to increase their endurance, it increases by 3 instead of 2.

Mastery Bonus:

Whenever an Emissary would spend Sympathy to increase their endurance, it increases by 4 instead of 3.

SECOND WIND

The Emissary can add their current Sympathy to any stamina check. This ability is passive and does not consume Sympathy.

Mastery Bonus:

So long as an Emissary has at least 1 Sympathy they may automatically pass any stamina checks.

STATIC APNEA

The character can hold their breath for double the normal amount of time. However, they may not perform any actions that would be considered to use up one of the two actions a character is granted as part of their turn, such as moving, attacking or using a skill.

Mastery Bonus:

So long as an Emissary has at least 1 Sympathy they may hold their breath indefinitely for as long as they remain stationary.

STRONG STOMACH

The character receives a circumstance bonus to any toughness checks provoked by poison or dangerous food.

Mastery Bonus:

So long as an Emissary has at least 1 Sympathy they are immune to the effects of any poison or disease.

TRAITS

COMPOSURE TRAITS

HARD BOILED

The character can ignore a single circumstance penalty to any skill, so long as it is caused by being in a high risk or dangerous situation.

Mastery Bonus:
The character benefits from a circumstance bonus in high risk situations instead of the usual penalty.

MEDITATIVE

The character may always ignore all circumstance penalties to a concentration check regardless of their number or cause.

Mastery Bonus:
The character may regain all of their Sympathy after meditating for two hours instead of resting for the usual five.

MEMORY TRAINING

The character receives a permanent circumstance bonus to any and all long term memory checks.

Mastery Bonus:
So long as an Emissary has at least 1 Sympathy they may automatically pass any long term memory checks.

PSION

The base damage die size of psionic attacks made by the character increases by one (1d4 becomes 1d6, 1d6 becomes 1d8 and so on).

Mastery Bonus:
When a psionic attack from a character would inflict a psychosis on the target, the character may choose the psychosis inflicted from the mild psychosis list.

RESOLUTE

Whenever an Emissary would spend Sympathy to increase their composure, it increases by 3 instead of 2.

Mastery Bonus:
Whenever an Emissary would spend Sympathy to increase their composure, it increases by 4 instead of 3.

SEEN IT ALL

When the character suffers an amount of stress equal to their composure from a single attack, they may avoid the psychosis this would usually trigger. Similarly, when the character suffers an amount of trauma equal to their composure from a single attack, they may keep going as normal (though they still suffer any psychosis this would cause).

Mastery Bonus:
So long as an Emissary has at least 1 Sympathy they are immune to any psychosis that trauma would normally cause.

SURVIVOR

The character can ignore any single circumstance penalty to a survival check regardless of its cause.

Mastery Bonus:
The character benefits from a circumstance bonus to all survival checks in addition to ignoring any number of circumstance penalties that normally apply to them.

TELEPATHY

The character may communicate telepathically to people within a range in metres equal to 10 multiplied by their ranks in the psionics skill.

Mastery Bonus:
Instead of inflicting damage, a successful psionic attack against a target may compel them to perform a single, simple action. The action can not be suicidal in nature.

UNDER PRESSURE

The character can ignore a single circumstance penalty to any skill, so long as it is caused by lack of time or the need to do something faster than usual.

Mastery Bonus:
The character benefits from a circumstance bonus when faced with tight deadlines instead of the usual penalty.

TRAITS

Intelligence Traits

Abstract Knowledge

The character does not suffer the usual circumstance penalty for knowledge checks outside of their specialism. In fact the character does not even possess a specialism.

Mastery Bonus:

The character benefits from a circumstance bonus to any knowledge check regardless of topic.

Diagnose Zebra

The character can ignore the usual circumstance penalty for using the medicine skill to treat two injuries at once. Additionally, when using the medicine skill in place of knowledge about medical matters, the character may ignore any circumstance penalties that might be imposed by the subject being unusual.

Mastery Bonus:

Whenever the character would use the medicine skill to heal an injury they heal 1d4 injuries instead. If the character also possesses the field surgeon trait they heal 1d6 injuries instead.

Eidetic Memory

The character may always chunk information even if they are completely unprepared (see the working memory skill for information about chunking).

Mastery Bonus:

The character may freely recall any image, page of text or numerical values that they have seen in the last hour.

Field Surgeon

The character may ignore the usual circumstance penalties imposed to medicine checks when working without specialist equipment or outside of a sterile environment.

Mastery Bonus:

Whenever the character would use the medicine skill to heal an injury they heal 1d4 injuries instead. If the character also possesses the diagnose zebra trait they heal 1d6 injuries instead.

Hacker

A character with the hacker trait can treat any computer system as if it was familiar to them for the purposes of technology checks and may ignore any circumstance penalties that would ordinarily apply to them.

Mastery Bonus:

The character is treated as having a rank of 5 in every skill while in cyberspace.

Mechanical Savant

The character can ignore the usual circumstance penalty for using the craft skill to repair two defects at once. Additionally, when using the craft skill in place of knowledge about mechanical devices, the character may ignore any circumstance penalties that might be imposed by the subject being very complex or unusual.

Mastery Bonus:

The character may spend a point of Sympathy to reduce the duration of a craft check by one hour. If this would reduce the time required to zero, then the check is completed as a free action.

Pathfinder

A character with the pathfinder trait can treat any route as if it was familiar to them, so long as they possess some accurate information about it.

Mastery Bonus:

The character is innately aware of their approximate location and orientation in space at all times, regardless of how they arrived there.

Polymath

A polymath character has studied in a wide variety of fields, received tuition from experts or has otherwise educated themselves in all things from physics to philosophy and poetry.

Mechanical effects:

The character benefits from a circumstance bonus to any academics check regardless of topic.

TRAITS

AWARENESS TRAITS

COLD READING

A successful sense motive check can reveal some basic facts and details about a target character in addition to the usual effects of the skill. However, the character must have observed or spoken to the target for at least 15 minutes prior to using the trait.

Mastery Bonus:
The character may use their ranks in sense motive to perform an intimidation or manipulation check in place of their ranks in those skills by carefully matching their choice of words to the target.

DANGER SENSE

The character feels uneasy and on edge whenever they are in a dangerous situation (even if the source of danger isn't obvious).

Mastery Bonus:
The character may never be taken by surprise in combat and may always retain any defensive bonuses they might have, even against an unseen assailant.

EAGLE EYES

The character can ignore up to two different circumstance penalties to a spot check, so long as the character is attempting to spot a hidden person or object.

Mastery Bonus:
The character feels uneasy and on edge whenever an invisible person or object is within their field of view.

ETERNAL DETECTIVE

The character automatically investigates any location they spend more than a few minutes in and senses the motive of any character they talk to. These automatic skill checks are treated as though the character had made an investigate or sense motive check with a result of 12. The character may still choose to use these skills as normal in order to get a higher result.

Mastery Bonus:
The automatic skill checks are treated as though the character had made an investigate or sense motive check with a result of 16.

LIGHT SLEEPER

A character with the light sleeper trait may make reflexive listen checks while sleeping as if they were awake.

Mastery Bonus:
So long as an Emissary has at least 1 Sympathy they do not require sleep. The Emissary must still meditate for a period of five hours to recover spent Sympathy.

LOW LIGHT VISION

The character can ignore up to two circumstance penalties to a spot check, so long as they are caused by darkness.

Mastery Bonus:
The character ignores any circumstance penalties to skill checks caused by darkness (so long as their eyes are not covered) and can see perfectly in complete darkness.

TRAITS

PRESENCE TRAITS

COLD DEAD EYES

The character receives a circumstance bonus to intimidate checks whenever they can make eye contact with their target (the character's whole face must be revealed). Additionally, there is a circumstance penalty for using sense motive to read their thoughts or feelings.

Mastery Bonus:
The character is completely immune to sense motive checks, as if they had no feelings or thoughts at all.

DISTURBING VOICE

The character receives a circumstance bonus to intimidate checks whenever they are talking to their victim.

Mastery Bonus:
The character is well known for their terrifying presence. Opponents with willpower of 6 or lower must pass a willpower check (TR equal to the character's appearance rating) or flee from them in terror.

DYNAMIC ENTRY

For better or worse the character's appearance briefly attracts the attention of everyone around them. For the few moments that it lasts, other characters briefly count as distracted for the purposes of skill checks made by or against them, although the character is not personally able to take advantage of this as all attention is on them.

Mastery Bonus:
The character may choose to temporarily increase their appearance by 2 when being introduced to another person for the first time. If they do so, they gain a circumstance bonus to leadership and any charisma checks made against that person.

MASTER OF DISGUISE

The character may ignore up to two different circumstance penalties to a costume check, so long as it is being used to create a disguise.

Mastery Bonus:
The character may ignore all circumstance penalties to costume checks used to create disguises. Additionally, the character may assume a disguise as a standard action, so long as nobody is watching them.

POWER DRESSER

A character with the power dresser trait permanently benefits from a circumstance bonus to leadership checks as if it had been granted through use of the costume check. However, a costume check cannot grant the character a further bonus to the leadership skill (although it can provide a bonus to other skills as usual).

Mastery Bonus:
The character is always treated as an authority figure by those who do not know better.

Charisma Traits

Animal Tamer
The character ignores the usual circumstance penalties for using the handle animal skill with dangerous or wild animals.

Mastery Bonus:
The character is able to tame a wild animal within a matter of days instead of weeks or months.

Hypnotic Suggestion
The character receives a circumstance bonus to any manipulation checks that they make when using this trait. However, use of this trait is extremely obvious to onlookers, who will realise that some unusual trickery is at work.

Mastery Bonus:
A successful manipulation check against a target may compel them to perform a single, simple action. The action can not be suicidal in nature. If the attempt fails, the target becomes immune to further attempts to compel them.

Practised Socialite
The character may ignore a single circumstance penalty that applies while using the socialise skill.

Mastery Bonus:
The character gains a circumstance bonus to any use of the socialise skill. Additionally, the character may automatically pass as a guest at any kind of social event or gathering where guests are not necessarily familiar with each other.

Talented
The character must choose one of the main forms of expression:

Architect (architecture or technical design)
Artist (painting or sculpture)
Dancer (movement or gesture)
Photographer (photo or video)
Singer (spoken word or song)

The character gains a permanent circumstance bonus to expression checks made with their talent. This trait can be taken multiple times, so long as a different talent is chosen.

Mastery Bonus (Architect):
The Emissary is able to design a base or dwelling that resonates with the Simulcra of other Emissaries. A single point of Sympathy is regained for each hour that an Emissary spends in the location (Emissaries cannot increase their Sympathy beyond the maximum allowed).

Mastery Bonus (Artist):
The Emissary is able to express and capture some of the alien essence of their Simulcra through their artwork. An Emissary may store a point of Sympathy which can be regained at a later date by viewing the artwork.

Mastery Bonus (Dancer):
The Emissary is able to express the alien nature of their Simulcra through interpretive dance. An Emissary who dances in this way may freely exchange points of Sympathy with a willing participant (Emissaries cannot increase their Sympathy beyond the maximum allowed).

Mastery Bonus (Photographer):
The Emissary is able to capture the true nature of things through their photography by spending a point of Sympathy. Invisible people or objects become visible, subjects take on expressions representative of their true feelings and Emissaries have a visible aura.

Mastery Bonus (Singer):
The Emissary is able to express the alien nature of their Simulcra through song. An Emissary who spends a point of Sympathy to sing in this way inspires a circumstance bonus to all skill checks made by allies while the song is being sung.

TRAITS

Unusual Traits

Some races, animals or creatures possess traits and abilities that are unusual or unique to their kind. Unusual traits cannot be chosen during character creation or when advancing, but may be granted as racial abilities or sometimes by biological or cybernetic augmentations. Some examples are given below.

Alien Mind

The creature has a completely alien mind far beyond the ability of any character to comprehend. The creature is immune to attempts at manipulation, sense motive or other social skills. Additionally, the creature is completely immune to the effects of stress and trauma.

Artificial Being

The creature is a machine or construct, not a living biological being. It doesn't need to eat, breathe or sleep, it can't become tired or fatigued and it is immune to disease, venom and poison. However, it does not recover from injuries naturally.

Blind Sense

The creature has senses that allow it to detect objects even in total darkness. It ignores any circumstance penalties to skill checks caused by darkness.

Burrowing

The creature can dig exceptionally well, allowing it to move freely through the ground at one quarter of its speed.

Camouflage

The creature is naturally camouflaged for its environment, gaining a circumstance bonus to all stealth checks.

Doppelganger

The creature uses psionic abilities to copy any skills or abilities used against it at an equivalent rank to the original user.

Exotic Armour

The creature possesses some kind of exotic natural armour that is highly resistant to conventional attacks. Only Emissary weapons or certain exotic weapons can pierce this armour.

Extremophile

The creature is adapted to living in an environment that would normally be considered too extreme or hostile to support life. The creature is immune to certain environmental hazards that it would normally face.

Flight

The creature is capable of flight, allowing it to move through the air at up to twice its speed.

Gills

The creature is adapted to live underwater and possesses gills. The creature does not have to hold its breath underwater, but is incapable of breathing on land.

Healing Factor

The creature recovers from injuries at an abnormally fast rate, healing one temporary injury each turn and recovering from persistent injuries at the same rate a normal character recovers from temporary ones.

Hive Mind

The creature shares a common pool of knowledge and skills with other members of its kind that are linked to the same hive mind.

Infection

Anyone injured by the creature must pass a toughness or willpower check or start to be transformed, possibly becoming a duplicate of the original creature.

Incorporeal

The creature is not wholly in this reality or is made up of some material that does not interact with normal matter. The creature can only be touched by or damaged by psionic abilities and certain items or materials.

Invisibility

The creature can't be seen by the naked eye or can only be seen when moving. Some special means is required to see it properly, such as infrared goggles or radar.

Microgravity Adaptation

The creature can freely move around in microgravity environments and receives a circumstance bonus to skill checks made in microgravity.

TRAITS

MIND CONTROL
The creature can use the manipulation skill to force others into doing its bidding. The control may be limited or total, opposed with an appropriate skill or with a willpower check.

NATURAL ARMOUR
The creature possesses some kind of natural armour or thick hide making it far more difficult to injure than normal. This natural armour behaves exactly as normal armour does, but cannot be removed.

NATURAL WEAPONS
The creature possesses some kind of natural weapons such as teeth or claws. These natural weapons allow the creature to inflict persistent damage. Natural weapons can never be disarmed.

ONE WEAKNESS
The creature is almost indestructible and impossible to kill, except that it has one weakness. The creature can only be injured and killed by exploiting its weakness.

PSIONIC LEECH
The creature draws sustenance from psionic energy rendering it immune to psionic attack. Additionally, successful attacks against psionic characters heal it a single injury.

PSIONIC SENSES
The creature senses the world around it with psionic senses. It gains the benefits of blind sense and an additional circumstance bonus to attempts at detecting living creatures.

REGENERATION
The creature recovers from injuries even after it has been killed, returning to life when it has recovered sufficiently to do so. Some special means is required to kill it permanently.

REMOTE CONTROLLED
The creature's body is controlled by a remote presence and will not fall unconscious, but will continue to act until it is killed or destroyed outright.

RUNNER
The creature is adapted for running, reaching speeds far greater than a human. It moves at twice its speed when running.

SHAPE CHANGE
The creature can take on the shape or form of another person or object. The ability may be limited to a specific type of object or may require that the object is the same size as the creature.

SOUL EATER
The creature has some ancient resonance with Simulcra, injuries inflicted by the creature against Emissaries drain a point of Sympathy and heal it 1d6 injuries.

SPACE ADAPTATION
The creature does not require air to breathe and suffers no negative effects from being exposed to hard vacuum or background space radiation.

SPACE FLIGHT
The creature is capable of space flight, allowing it to move through space at up to twice its speed.

SUPERNATURAL SPEED
The creature can move at incredible speed far surpassing a normal human being. The creature may make three actions per turn instead of the usual two.

SWIMMER
The creature is a natural swimmer, moving through the water at its full speed rating.

TELEPORTATION
The creature can instantly move between locations separated by spatial distance. The ability may be limited by line of sight or require the creature to have previously been to a location.

UNDEAD
The creature is not alive, but instead takes the form of a corpse animated by technology or some alien artefact. It doesn't need to eat, breathe or sleep, it can't become tired or fatigued and it is immune to disease, venom and poison. However, it does not recover from injuries naturally unless some other trait allows it to.

VENOMOUS
The creature possesses a venomous attack, dealing far more damage than its size or strength would suggest. For more details on venom, see the chapter Disease and Poisons.

SIMULCRA & SYMPATHY

SIMULCRA and SYMPATHY

Background

The Emissaries are the biological or spiritual descendants of the primitive warrior race that guarded the secret of an alien artefact known as the Universal Emissary for millennia. As part of their agreement with the Divine Imperial Majesty, the Emissaries remain independent and unbound by Imperial law, while retaining sole possession of the secret knowledge of the Universal Emissary and the ability to create Simulcra. In return for these allowances, the Emissaries pledge eternal allegiance to maintaining the political and economic balance of the galaxy. From time to time, worthy recruits from the other races and factions of the Empire are selected to undergo the training and surgery necessary to become Emissaries, the greatest warriors in the known galaxy.

The Universal Emissary

A biomechanical alien artefact crafted from technology not of the known galaxy, pre-dating all currently known life, be it existent or extinct. The body of the Universal Emissary defies almost all attempts to study or analyse it, allowing only crude replications of it to be constructed and only a fraction of its capabilities to be uncovered or emulated. Nevertheless, even these crude Simulcra can exceed the capabilities of even the most advanced native biology and technology of the galaxy.

For millennia, the artefact was unknown to the Empire, a secret kept by a simple people of a now forgotten planet. It was through the gift of this artefact to the Third Imperial Majesty that the Divine Imperial Majesty and the Third Golden Empire were born, along with the first lineage of Emissaries, the descendants of the people of that forgotten planet.

Simulcra

The sympathetic bond between them and their Simulcra is what separates an Emissary from a normal warrior and elevates them to a higher level. The Simulcra itself is an emulated fragment of the Universal Emissary, implanted into the body of a skilled warrior who has completed the training and proven themselves worthy of becoming an Emissary.

Only the guild of Emissaries possesses the ability to create new Simulcra and is highly protective over this technology. Retrieving the bodies of Emissaries who are killed in the line of duty is a high priority, second only to hunting down and destroying Fallen Emissaries as and when they are discovered.

Sympathy

Sympathy represents the strength of the connection between an Emissary and their Simulcra. By tapping into this resource and spending it, Emissaries can perform incredible feats far beyond normal warriors.

In game terms, new Emissaries begin with a maximum Sympathy of 2. Maximum Sympathy is also referred to as Sympathy Rank. Sympathy can be regained by resting for a period of five hours, or by satisfying an Ideal.

A new Emissary may choose to spend a point of Sympathy at any time in order to produce one of the following effects:
- Re-roll one or both of the d10s from any skill or characteristic check and add 1d6 to the result.
- Increase any characteristic score by 2 for 1d6 minutes.
- Negate any amount of damage from a single source, even after the damage has been rolled.
- Recover 1d6 injuries.

Additionally, some traits may provide a passive benefit to Emissaries so long as they possess some Sympathy or allow them to use Sympathy in other ways.

An Emissary may increase their Sympathy Rank and gain new Simulcra abilities only by advancing (see the chapter Advancing for more details). An Emissary can never increase their current Sympathy above their Sympathy Rank.

Ideals and Corruption

Becoming an Emissary involves swearing to uphold the balance of the Galaxy, protecting the vulnerable, keeping the powerful in check and investigating new discoveries or alien artefacts. Different Emissaries may approach this task in different ways and specialise in different areas. However, all Emissaries possess some kind of idealism or personal code that they follow. Through their sympathetic connection, this idealism is shared by their Simulcra and manifests as Sympathy.

All Emissaries must choose one or more Ideals during the character creation process in addition to the Ideal of Duty. When an Emissary satisfies their Ideal they instantly regain a single point of Sympathy. However, if an Emissary violates an Ideal they must roll for Corruption and risk the associated consequences. A list of Ideals and examples of how they are satisfied is presented on the following page.

SIMULCRA and SYMPATHY

IDEALS

ASCETICISM

Those Emissaries who embrace the Ideal of Asceticism possess exceptional self-discipline and are able to deprive themselves of material wealth and pleasures in order to foster their inner power.

Satisfying the Ideal:
An Emissary is considered to have satisfied the Ideal of Asceticism whenever they refuse, donate or otherwise give up a reward or material possession of significant value to them. For example, a significant financial reward, a powerful weapon or a promised favour from an NPC peer would qualify. Trivial rewards would not usually qualify, unless they are of significant value to the character offering them. Some GM discretion is required.

Violating the Ideal:
The Ideal of Asceticism is violated whenever an Emissary demands or accepts a significant reward for their actions.

DETERRENCE

The Ideal of Deterrence is all about preventing conflict through overwhelming displays of force and warnings backed up by the promise of action.

Satisfying the Ideal:
An Emissary is considered to have satisfied the Ideal of Deterrence whenever they force an aggressor to back down or negotiate by methods of intimidation or through the use of overwhelming physical action.

Violating the Ideal:
The Ideal of Deterrence is violated whenever a promise of action or threat is not backed up or acted upon. Additionally, the Ideal is violated whenever an Emissary witnesses an act of unprovoked aggression and makes no attempt to intervene.

ENFORCEMENT

Emissaries who follow the Ideal of Enforcement believe strongly in upholding the rule of law and carrying out punishments upon those who would break the law or harm others.

Satisfying the Ideal:
An Emissary is considered to have satisfied the Ideal of Enforcement whenever they carry out an appropriate punishment on a known criminal or someone who has unjustly wronged another.

Violating the Ideal:
The Ideal of Enforcement is violated whenever an Emissary would knowingly break the law themselves or let a criminal go unpunished despite having the opportunity.

PACIFISM

The Ideal of Pacifism is followed by Emissaries who eschew acts of violence and physical conflict as a means of solving disputes.

Satisfying the Ideal:
An Emissary is considered to have satisfied the Ideal of Pacifism whenever they resolve a conflict between two or more groups or individuals without resorting to the use of violence.

Violating the Ideal:
The Ideal of Pacifism is violated whenever an Emissary takes aggressive physical action against another or baits another into violent action. An Emissary does not violate the Ideal by defending themselves against an attacker, unless they needlessly kill that attacker.

RESTRAINT

The Ideal of Restraint encourages thought, research and strategic planning as a means of solving problems.

Satisfying the Ideal:
An Emissary is considered to have satisfied the Ideal of Restraint whenever they reveal a significant hidden motive or problem that they might otherwise have fallen foul of. A significant hidden motive could be that a seemingly persecuted group were in fact the aggressors, or that a request for help is actually a trap. Additionally, coming up with a battle plan that proves highly successful would satisfy the Ideal.

Violating the Ideal:
The Ideal of Restraint is violated whenever an Emissary takes rash action or falls into a trap that could have been avoided with more careful research or planning. The Ideal is not violated if the Emissary made a suitable attempt to reveal the problem but failed to do so.

SUPPRESSION

The Ideal of Suppression revolves around finding, recovering and destroying knowledge or artefacts of alien origin that pose a danger to the Empire.

Satisfying the Ideal:
An Emissary is considered to have satisfied the Ideal of Suppression whenever they discover alien knowledge or an artefact and take action to destroy it or prevent it falling into the hands of others.

Violating the Ideal:
The Ideal of Suppression is violated whenever an Emissary would use alien knowledge or an artefact for personal gain, or reveal or share it with others.

SIMULCRA AND SYMPATHY

Duty

The Ideal of Duty is an Ideal that all Emissaries possess, an ideology imparted on them during their creation.

Satisfying the Ideal:

An Emissary is considered to have satisfied the Ideal of Duty whenever they destroy a Fallen Emissary.

Violating the Ideal:

The Ideal of Duty is violated whenever an Emissary intentionally injures another Emissary.

Corruption

Whenever an Emissary violates an Ideal there is a chance that their Simulcra starts to become corrupted and the sympathetic bond between them weakens. Initially an Emissary might suffer from painful bursts of feedback energy or lose the ability to use some of their Sympathy or Simulcra abilities. However, if the corruption takes hold completely then they become Fallen Emissaries. Within the guild of Emissaries, it is believed that this is because Simulcra are imperfect copies and the dissonance of Corruption damages them, causing them to go out of control and subsume their host bodies. Many among the Witches of Cetebos and the Technosapiens both believe that the alien technology on which Simulcra are based is simply revealing its true nature, though such thoughts are heretical within the Empire.

When an Emissary violates one of their ideals, they must roll on the Corruption table opposite. They may spend a point of Sympathy to re-roll the result any number of times, so long as they have Sympathy to spend. If the result would cause them to lose Sympathy they may still opt to re-roll the result, as this option is granted before any effect takes place.

Apathy

Apathy is gained from Corruption and effectively replaces a point of Sympathy. Apathy can be used exactly as Sympathy, but using it forces an Emissary to roll for Corruption. Apathy is regained by resting as normal and can only be removed by satisfying an Ideal. Apathy should be denoted on a character sheet as a different mark (such as a cross instead of a dot).

If all of an Emissary's Sympathy is replaced by Apathy then they become a Fallen Emissary. When this happens it should be treated no differently than if the character had succumb to injuries and died. However, the character is not simply dead and instead control of them should pass to the GM.

Corruption Table

When prompted to roll for Corruption, a player should roll 1d10 and compare the result with the table below.

1-2. No Effect

The Corruption passes with no obvious effect, leaving the Emissary with only a lasting sense of unease, guilt and relief at what could have been.

3. Minor Sympathy Drain

The Corruption passes with no serious effect, but drains the Emissary of one point of Sympathy (as if they had spent it).

4. Minor Feedback

The Corruption manifests itself as physical damage, twisting and tearing the Emissary's body from within. The Emissary suffers an automatic persistent injury.

5. Major Sympathy Drain

The Corruption passes with no serious effect, but drains the Emissary of 1d6 points of Sympathy (as if they had spent it).

6. Major Feedback

The Corruption manifests itself as intense physical damage, bursting blood vessels, twisting organs and flaying muscles. The Emissary suffers 1d6 automatic persistent injuries.

7. Minor Trauma

The Corruption manifests itself as psychological damage, attacking the very consciousness of the Emissary. The Emissary suffers an automatic point of trauma.

8. Major Trauma

The Corruption manifests itself as immense psychological damage, attacking the very consciousness of the Emissary. The Emissary suffers 1d6 automatic points of trauma.

9. Apathy

The Corruption causes lasting damage to the Emissary's Simulcra and manifests as Apathy. A single point of Sympathy is replaced by a point of Apathy.

10. Shattered Idealism

The Corruption weakens the bond between the Emissary and their Simulcra in addition to damaging it. A single point of Sympathy is replaced by a point of Apathy and the Emissary loses the ability to satisfy one Ideal until the Apathy is removed.

SIMULCRA AND SYMPATHY

SIMULCRA ABILITIES

Emissaries with a Sympathy Rank of 2 have access to the standard set of Simulcra abilities that are available to all Emissaries. However, when an Emissary increases their Sympathy Rank by Advancing they may choose from a selection of additional abilities. To use a Simulcra ability an Emissary must always spend a point of Sympathy.

Each time an Emissary increases their Sympathy Rank they may choose a single new Simulcra ability from one of the trees available to them. Each tree is tied to an Ideal and the Emissary must possess that Ideal in order to choose abilities from it. The chosen ability must not be of higher tier than the Emissary's Sympathy Rank and must follow on from an ability that the Emissary already possesses. Note that all Emissaries always have access to the Ideal of Duty and thus may always choose abilities from that tree when their Sympathy Rank increases.

Once an Emissary's Sympathy Rank reaches 5 it no longer increases. However, an Emissary with a Sympathy Rank of 5 may still choose a new Simulcra ability when Advancing.

The following pages provide details of each tree and the different Simulcra abilities available. The table opposite shows a summary list of the different abilities and the tree they belong to.

THE FALL OF PIERA

The corruption of Piera the White would be a tale too tragic to tell, if it hadn't happened so publicly. She was one of the greatest of her generation, a shining beacon of hope, almost unrivalled as a warrior but truly exceptional as a speaker and diplomat. Her ethereal beauty paved the way for her fame but her kindness and wisdom is what elevated her to legend. However, behind her calm facade she bore the weight of experience and the memories of countless horrors all but unimaginable to the uninitiated. It was a long and slow fall, for she was so strong and so enduring, one that she suffered in silence. She found solace in a simple alien artefact, one that she had reported destroyed but instead hoarded for herself. It was nothing more sinister in nature than a simple soothing music box. A surviving witness saw her listening to it moments before she was to make an important public appearance, but this time when she activated the device it responded differently, instantly driving mad the thousands who heard its ghostly song. Overwhelmed by Apathy and grief, Piera cracked in front of a room of holocameras. Dark metallic thorns uncoiled from her body, discarding her albino flesh from the collar down to her toes and replacing her delicate white wings.

Excerpt from Legends of the Emissaries.
Aeolia Remh

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Simulcra and Sympathy

Asceticism

Transcend physical
Become incorporeal at will for a number of hours equal to your composure.

Perfect Aid
Heal all physical and mental injuries suffered by another character.

Infinity fist
When you successfully hit with an unarmed strike or natural weapon this round, roll 1d6. If the result is 2 or higher, you may immediately attack again without using an action.

Martyr
Transfer physical injuries from another character to yourself and gain composure equal to the injuries suffered for 1d6 hours.

Superior Aid
Heal 1d10 physical and mental injuries suffered by another character.

Spirit fist
Your unarmed strikes and natural weapons pass through armour as if it wasn't there for 1d6 minutes.

Soul search
Gain composure equal to the number of physical injuries you have suffered for 1d6 hours.

Aid Other
Heal 1d10 physical or mental injuries suffered by another character.

Resolute fist
You may add composure and strength to damage caused by unarmed strikes or natural weapons for 1d6 minutes.

Standard Abilities
Re-roll one or both of the d10s from any skill or characteristic check and add 1d6 to the result.

Increase any characteristic score by 2 for 1d6 minutes.

Negate any amount of damage from a single source, even after the damage has been rolled.

Recover 1d6 injuries.

DETERRENCE

WEAPON MASTERY
Activate an Emissary weapon power, the weapon inflicts an automatic persistent injury for each injury caused as long as its power is active

WEAPON BOOST
Activate an Emissary weapon power, the weapon deals an additional damage dice for as long as its power is active.

WEAPON AFFINITY
Activate an Emissary weapon power, the power lasts for 1d6 rounds instead of how long it would usually last.

PERFECT SPEED
Make four actions each turn instead of two for 1d6 minutes. Extend the ability for 1d6 minutes each time you kill an opponent.

ENHANCED SPEED
Make three actions each turn instead of two for 1d6 minutes. Extend the ability for 1 minute each time you kill an opponent.

SPEED BURST
Make three actions this turn instead of the usual two.

MASS WOUNDING
When you inflict injuries on a target opponent this turn, any other opponents with a line of sight to your target also suffer that many injuries.

DUPLICATE WOUNDS
When you inflict injuries on a target opponent this turn, any other opponents with a line of sight to your target suffer an automatic persistent injury.

DUPLICATE WOUND
When you inflict injuries on a target opponent this turn, a single other opponent with line of sight to your target suffers an automatic persistent injury.

STANDARD ABILITIES
Re-roll one or both of the d10s from any skill or characteristic check and add 1d6 to the result.

Increase any characteristic score by 2 for 1d6 minutes.

Negate any amount of damage from a single source, even after the damage has been rolled.

Recover 1d6 injuries.

ENFORCEMENT

GRANT REVENGE
Revive a dead non-Emissary NPC who was wronged in life and compel them to seek vengeance.

THOUGHT POLICE
Know whenever any number of characters within 2km are planning a violent or criminal act for 1d6 hours.

NEMESIS
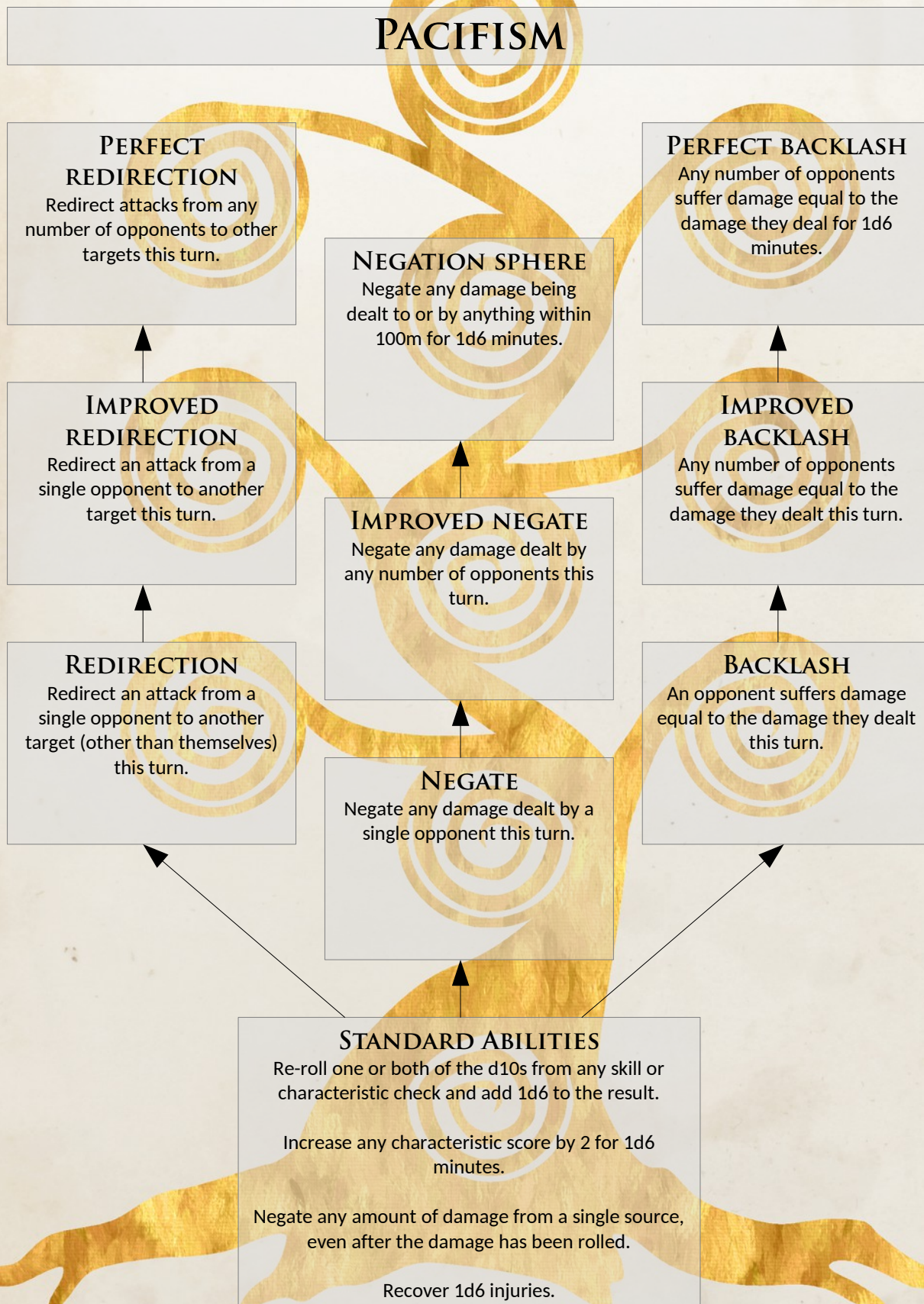Choose a target opponent, deal an additional damage dice against them with any weapon until they are defeated.

ANIMATE DEAD
Revive a dead non-Emissary NPC as if they were alive for 1d6 minutes.

COMPEL TRUTH
Compel any non-Emissary characters to speak only the truth and answer any questions asked for 1d6 minutes.

LOCATE TARGET
Choose a target opponent, innately know their location regardless of distance or circumstances until they are defeated.

INTERROGATE DEAD
Speak to a dead non-Emissary NPC as if they were alive for 1d6 minutes.

INTERROGATE THE INANIMATE
Witness up to 1d6 minutes of an event that happened in the current location as if you were there.

DESIGNATE TARGET
Choose a target opponent, gain a circumstance bonus to any attack rolls made against that target until they are defeated.

STANDARD ABILITIES
Re-roll one or both of the d10s from any skill or characteristic check and add 1d6 to the result.

Increase any characteristic score by 2 for 1d6 minutes.

Negate any amount of damage from a single source, even after the damage has been rolled.

Recover 1d6 injuries.

SIMULCRA AND SYMPATHY

PACIFISM

PERFECT REDIRECTION
Redirect attacks from any number of opponents to other targets this turn.

PERFECT BACKLASH
Any number of opponents suffer damage equal to the damage they deal for 1d6 minutes.

NEGATION SPHERE
Negate any damage being dealt to or by anything within 100m for 1d6 minutes.

IMPROVED REDIRECTION
Redirect an attack from a single opponent to another target this turn.

IMPROVED BACKLASH
Any number of opponents suffer damage equal to the damage they dealt this turn.

IMPROVED NEGATE
Negate any damage dealt by any number of opponents this turn.

REDIRECTION
Redirect an attack from a single opponent to another target (other than themselves) this turn.

BACKLASH
An opponent suffers damage equal to the damage they dealt this turn.

NEGATE
Negate any damage dealt by a single opponent this turn.

STANDARD ABILITIES
Re-roll one or both of the d10s from any skill or characteristic check and add 1d6 to the result.

Increase any characteristic score by 2 for 1d6 minutes.

Negate any amount of damage from a single source, even after the damage has been rolled.

Recover 1d6 injuries.

SIMULCRA and SYMPATHY

Restraint

Create mind
Imbue a non-sentient computer system or machine with sentience and intelligence. It gains mental characteristics and skills one less than your own.

Astral chains
Prevent a target opponent, machine or vehicle from moving relative to the Emissary for 1d6 minutes.

Combat prescience
Always act first in combat and gain a surprise round against anyone not also using this ability for a number of hours equal to your awareness.

Animate system
Imbue a non-sentient computer system or machine with sentience and intelligence for 1d6 minutes. It gains mental characteristics and skills one less than your own.

Mass reversal
Any number of opponents' characteristic scores become penalties to all skill and characteristic checks instead of bonuses for 1d6 minutes.

Unseen sense
See invisible, hidden or camouflaged opponents as though they were clearly visible and making no attempt to hide themselves for 1d6 hours.

Interrogate data
Speak to a non-sentient repository of data, such as an archive or library, as if it were alive and sentient for 1d6 minutes.

Reversal
A single opponent's characteristic scores become penalties to all skill and characteristic checks instead of bonuses for 1d6 minutes.

Improved awareness
Receive a clear warning with the approximate distance and direction to any source of immediate danger for 1d6 hours.

Standard Abilities
Re-roll one or both of the d10s from any skill or characteristic check and add 1d6 to the result.

Increase any characteristic score by 2 for 1d6 minutes.

Negate any amount of damage from a single source, even after the damage has been rolled.

Recover 1d6 injuries.

SIMULCRA AND SYMPATHY

SUPPRESSION

SUPPRESS SYMPATHY
Prevent any abilities which use Sympathy from being activated within 100m for 1d10 minutes.

STASIS
Prevent any number of opponents from acting this turn.

PERFECT DISRUPTION
Cause any technology within 100m to cease functioning for 1d10 minutes.

COUNTERMAND
Prevent a character from taking a specific action retroactively, immediately after the action has been declared.

LANGUISH
Decrease the amount of actions any number of opponents may make this turn by one.

IMPROVED DISRUPTION
Cause any non-sentient technology within 100m that relies upon electronics to cease functioning for 1d10 minutes.

COUNTER SYMPATHY
Prevent an Emissary or Fallen Emissary from using an ability that requires Sympathy (the Sympathy is still spent).

TORPOR
Decrease the amount of actions a single opponent may make this turn by one.

DISRUPTION FIELD
Cause any non-sentient technology within 10m that relies upon electronics to cease functioning for 1d6 minutes.

STANDARD ABILITIES
Re-roll one or both of the d10s from any skill or characteristic check and add 1d6 to the result.

Increase any characteristic score by 2 for 1d6 minutes.

Negate any amount of damage from a single source, even after the damage has been rolled.

Recover 1d6 injuries.

SIMULCRA and SYMPATHY

DUTY

BECOME IDEAL
Increase all characteristic scores by 2 for 1d6 hours.

PERFECT MENDING
Recover all physical and mental injuries.

ENFORCE REALITY
Choose the result of any number of 2d10 skill or characteristic checks made by any characters this turn.

MANIFEST IDEAL FORM
Increase all characteristic scores by 2 for 1d10 minutes.

SUPERIOR MENDING
Recover 1d10 physical and 1d10 mental injuries.

ALTER REALITY
Re-roll one or both of the d10s from any number of skill or characteristic checks by any character this turn and add 1d10 to the result.

SYMPATHETIC BOOST
Increase two characteristic scores by 2 for 1d10 minutes.

IMPROVED MENDING
Recover 1d10 physical or mental injuries.

ALTER FATE
Re-roll one or both of the d10s from any skill or characteristic check and add 1d10 to the result.

STANDARD ABILITIES
Re-roll one or both of the d10s from any skill or characteristic check and add 1d6 to the result.

Increase any characteristic score by 2 for 1d6 minutes.

Negate any amount of damage from a single source, even after the damage has been rolled.

Recover 1d6 injuries.

SIMULCRA and SYMPATHY

Clarifications

Simulcra abilities are intended to be straight forward in effect and minimal in terms of additional rules. However, some effects are relatively abstract and clarification may be required in certain situations. This section will attempt to clear up any potential problems, for further rules clarifications refer to the errata on our official website.

Transcend Physical

The incorporeal effect conferred is identical to the one described by the incorporeal trait. The Emissary may, without use of an action, activate or deactivate the ability at any time within the period described. The length of time the ability lasts for is defined as a number of hours equal to the Emissary's composure at the moment the point of Sympathy was spent to first activate it.

Weapon Affinity

The cost of activating the ability also activates the Emissary weapon, only one point of Sympathy is spent. This also applies to Weapon Boost and Weapon Mastery.

Duplicate Wound

For the purposes of this ability, an opponent can be anyone declared as such by the player of the Emissary using the ability. This also applies to Duplicate Wounds and Mass Wounding.

Interrogate Dead

This ability may be used on any dead sentient creature or sentient machine other than a dead Emissary or Fallen Emissary. The being is not technically revived and regains no ability to move or take actions other than to speak or communicate. When the ability ends, the being returns to the state it was in before the ability was activated.

Animate Dead

This ability may be used on any dead sentient creature or sentient machine other than a dead Emissary or Fallen Emissary. For the duration of the ability, the being is able to move around and act exactly as they could when alive. Any wounds are healed and the body may be reconstituted from parts, so long as most are present. Any missing parts remain missing. When the ability ends, the being returns to the state it was in before the ability was activated.

Grant Revenge

As animate dead, except that the effect has no time limit. The being is compelled to tirelessly seek out revenge, but will still stop to perform necessary bodily functions. If revenge is achieved, the being returns to the state it was in before the ability was activated.

Thought Police

The Emissary gains knowledge of any and all criminal or violent thoughts that characters within 2km intend to act on, along with a basic outline of who they are and their general surroundings. The planning of serious crimes, such as mass murder, assassination or terrorism, immediately alerts the Emissary. More minor offences require the Emissary to concentrate and narrow down what they want to know. For example, the player of the Emissary could ask where the nearest person planning a theft is, or whether anyone was planning to steal a specific item. It is up to the GM to provide basic information of this type. Basic information could be that a tall man called Davine in the spaceport is planning to sneak contraband through customs.

Interrogate Data

A non-sentient repository of information could be a book, library, digital or physical archive, or even a museum. It is ultimately a GM decision as to what does and does not constitute a repository of information. The repository does not actually become sentient and is unable to think for itself, form opinions or assess the quality of the information it contains. It will answer factual questions pertaining to or with answers provided by the information it contains.

Animate System

A non-sentient computer system, such as an operating system, security system, flight computer or similar becomes sentient. Its personality is similar to that of the Emissary granting it life, but may be shaped by its purpose. It is not hostile to the Emissary, but it is not a slave. The intelligence is able to operate any vehicle or machinery that it has access to. This also applies to the Create Life ability.

Disruption Field

Any electronic devices, weapons, vehicles, augments or machines that are vulnerable to EMP-like effects may be disabled as if by an EMP-like effect. The Emissary is able to select which items are and are not affected by the ability, so long as they are within the stated range. Damage is not permanent and the devices function normally when the duration is over. Sentient machines, including Mechanoids, suffer no ill effect. This also applies to the Improved Disruption ability.

Perfect Disruption

Any technology, be it biotechnology, mechanical, electronic or otherwise may be disabled, ceasing to function usefully in any way. The Emissary is able to select which items are and are not affected by the ability, so long as they are within the stated range. Damage is not permanent and the devices function normally when the duration is over. Even sentient machines, including Mechanoids, may be disabled by this ability.

SIMULCRA and SYMPATHY

Asceticism

Soul Search	▶	Martyr	▶	Transcend Physical
Resolute Fist	▶	Spirit Fist	▶	Infinity Fist
Aid Other	▶	Superior Aid	▶	Perfect Aid

Deterrence

Weapon Affinity	▶	Weapon Boost	▶	Weapon Mastery
Speed Burst	▶	Enhanced Speed	▶	Perfect Speed
Duplicate Wound	▶	Duplicate Wounds	▶	Mass Wounding

Enforcement

Interrogate Dead	▶	Animate Dead	▶	Grant Revenge
Designate Target	▶	Locate Target	▶	Nemesis
Interrogate the Inanimate	▶	Compel Truth	▶	Thought Police

Pacifism

Redirection	▶	Improved Redirection	▶	Perfect Redirection
Negate	▶	Improved Negate	▶	Negation Sphere
Backlash	▶	Improved Backlash	▶	Perfect Backlash

Restraint

Interrogate Data	▶	Animate System	▶	Create Mind
Improved Awareness	▶	Unseen Sense	▶	Combat Prescience
Reversal	▶	Mass Reversal	▶	Astral Chains

Suppression

Counter Sympathy	▶	Countermand	▶	Suppress Sympathy
Disruption Field	▶	Improved Disruption	▶	Perfect Disruption
Torpor	▶	Languish	▶	Stasis

Duty

Sympathetic Boost	▶	Manifest Ideal Form	▶	Become Ideal
Alter Fate	▶	Alter Reality	▶	Enforce Reality
Improved Mending	▶	Superior Mending	▶	Perfect Mending

COMBAT & MECHANICS

MOVEMENT

Movement

Characters rarely stand still for long and movement is an integral part of the game, both in and out of combat. Generally players should be free to describe their actions and movements, but sometimes rules or dice rolls will be required to decide what they can accomplish. This section will summarise and expand upon all rules related to movement, fatigue and extended physical activities.

Speed and Running

The speed of a character is defined as 10 + strength + dexterity. Speed can generally be used as a simple comparison, the faster character will reach a location first or get away from the slower one. Mechanically, speed corresponds to the maximum number of metres that a character can cover in a single action. A character that spends both of their actions moving is counted as running. Similarly, a player that describes their character as running is also counted as running. A character cannot run or perform any physical skill indefinitely.

Stamina

A character can run or perform an extended physical skill for a number of rounds equal to twice their toughness (a round lasts 5 seconds). After that a character must either cease their activity or perform a stamina skill check (TR 14) to continue for another round. The TR for the stamina check increases by 1 for each round thereafter. If the character chooses to cease the activity, or fails a stamina check and is forced to cease the activity, they become tired. Additionally, if a character fails a stamina check they become fatigued.

Tiredness

A tired character is reduced to a single action per turn and may not perform extended physical skills. Tiredness lasts for 12 rounds (60 seconds). A character who becomes tired while swimming or climbing does not immediately start to drown or fall, but instead makes no further progress while they catch their breath.

Fatigue

Fatigue is primarily caused by the failure of a stamina check, but can have other causes. A character suffering fatigue may experience painful muscle cramp, weakness or overwhelming tiredness. When a character becomes fatigued they suffer an automatic temporary injury and the effects of tiredness. Temporary injuries caused by fatigue can stack.

Prolonged Light Activity

A character may maintain a less intense physical activity such as walking, jogging or casually swimming in calm conditions for a much longer period of time than more intense activities. A prolonged light activity such as this must be one that does not require a skill check or does not use up both of a character's available actions each turn. However, eventually even this type of activity will cause a character to tire. A character may maintain a prolonged light activity for a number of hours equal to their endurance. After that a character must either cease their activity or perform a stamina skill check (TR 14) to continue for another hour. The TR for the stamina check increases by 1 for each hour thereafter. If the character chooses to cease the activity, or fails a stamina check and is forced to cease the activity, they become tired. Additionally, if a character fails a stamina check they become fatigued. Circumstance penalties may apply to the stamina check as usual.

Swimming

A character may move through calm water freely at one quarter of their normal movement speed. As with movement on land, a character may choose to spend both of their actions swimming through water in order to travel faster. For the purposes of determining tiredness and fatigue, spending both actions on swimming is functionally equivalent to running. Similarly, a player that describes their character as swimming rapidly is also treated as functionally equivalent to running.

Microgravity

Moving in a microgravity environment is extremely difficult as the human body feels very different. For movement in an indoor air-filled microgravity environment with plenty of hand holds, such as a space station, character's without the microgravity skill may only move at half their speed. The microgravity skill must be used to perform more complex movement actions. However, if the microgravity environment lacks hand holds or an atmosphere, such as open space, a character has no control over their own movement without the aid of thrusters or some other form of propulsion.

Characters with wings or the flight trait may fly at their normal speed so long as the microgravity environment has an atmosphere to push against. Characters with the space flight trait may fly even if there is no atmosphere. However, the microgravity skill is still required to perform complex movement actions.

MOVEMENT

FALLING

While falling is often not an intentional form of movement, it remains a type of movement that characters will occasionally experience. In reality, falling bodies will accelerate until the force of gravity acting on them (their weight) is balanced by the force of air resistance acting in the opposite direction. At this point, falling objects reach a constant velocity which is known as their terminal velocity.

In game terms, a falling character has a speed of 250 and will therefore fall 250m each turn. For falls of much smaller distances than this, it can be assumed that the character's complete turn is used up regardless of fall height.

A fall from a height of 5m or more has the potential to cause serious injury to a character. Falling from a height of 5m inflicts 1d6 persistent damage to a character. An additional 1d6 damage is inflicted for each additional 5m of fall height (up to a maximum of 50d6).

MOVEMENT IN COMBAT

Movement in combat follows most of the same rules as movement outside of combat, except that it may occasionally provide bonuses, penalties or provoke reactions from opponents. In combat a character may use an action to move a distance in metres up to a maximum value that equals their speed. A character that uses an action to move a distance less than their maximum amount is still counted as using their entire action. A character that is running imposes a single circumstance penalty on ranged attacks to hit them.

CROUCHING

At times a character may wish to move while maintaining a crouched position in order to stay behind cover or present a smaller target to an opponent. A character moving in such a way is limited to moving at one half of their usual speed. However, a character that spends both actions moving in this way is not counted as running. A crouched character imposes a single circumstance penalty on ranged attacks to hit them.

CRAWLING

A character may also wish to move along the ground while maintaining a prone position. A character crawling in this way is limited to moving at one quarter of their usual speed. A prone or crawling character imposes two circumstance penalties on ranged attacks to hit them. A character may drop prone without using an action, but standing again requires an action.

PROVOKING ATTACK

A character may provoke a melee attack from another character if they attempt to move while they are within attacking range of that character. For example, moving within a metre of another character and then attempting to move past them will provoke an attack. Additionally, starting a turn within a metre of an opponent and attempting to move away from them will also provoke an attack. However, simply moving into range of another character will not provoke an attack. A TR 16 gymnastics check will also allow a character to move without provoking an attack.

Moving does not ordinarily provoke a ranged attack. However, at times, an opponent may choose to ready an action, such as a ranged attack. Moving while within range of an opponent who has readied a ranged attack will provoke a single ranged attack from them. As with melee attacks, a TR 16 gymnastics check will allow a character to avoid this.
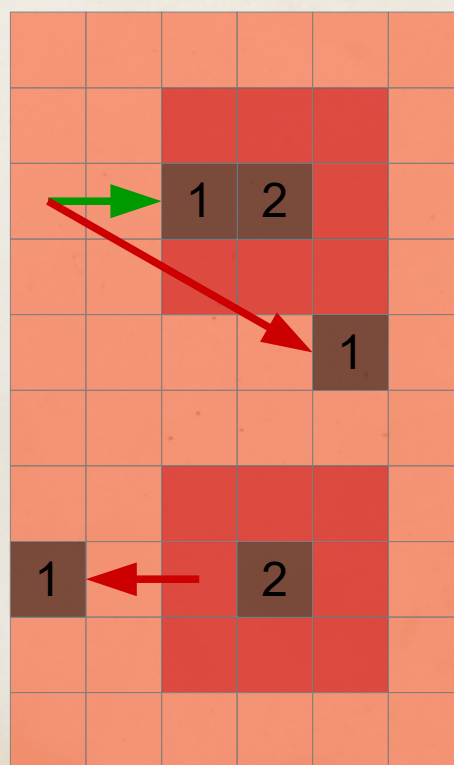
1m square	
1 Moving character	
2 Opponent character	
→ Move doesn't provoke attack	
→ Move does provoke attack	

Combat

Combat occurs when characters attempt to fight by moving around and using their combat skills. Combat should generally be resolved using turns, with the character with the highest agility acting first, followed by the rest in order of highest to lowest agility. In the event of a tie, where characters have the same agility, a coin toss or dice roll should be used to determine who acts first.

There are two main approaches to handling combat which may be appropriate in different situations. The first is a narrative approach which is relatively fast, loose and keeps the game flowing. The second is a positional system which can be useful for avoiding disagreements and keeping track of movement, ranges and location.

Narrative Combat

During narrative combat, players take it in turn to describe the actions of their character and make skill checks as necessary. It is up to the GM to describe the environment the combat is taking place in and the number of opponents and their approximate distances from the players.

As combat develops, distances and positions are not strictly defined, but are loosely agreed upon through the descriptions of the GM and the players. For example, two players may describe their character's as taking cover behind a car. In the event that it suddenly becomes important to determine which character is on the left and which character is on the right, the players should come to an agreement about where their characters are positioned. In the event that players cannot come to an agreement, the result should be determined with a dice roll or decided by the GM.

In general, it is recommended that narrative combat is used as the preferred way of resolving combat. The narrative approach is generally faster and helps to maintain the pace and atmosphere of the game.

Example:

GM: *The guard doesn't believe your story about being a nuclear safety inspector and reaches for his handgun*

GM: The guard has an agility of 17, so Simon can go first but the guard will act before Kelly can.

Simon: How big is the room and how far away is the guard from me?

GM: *The room is a rectangular shape about 4m across and 8m long with large security doors opposite each other on the walls that are furthest apart. You came through one of those doors and the other one is ahead of you, behind the guard. The ceiling is quite high and there are large industrial pipes and cables running along it. You are currently standing in the middle of the room, directly in front of the guard, as he approached you during the conversation.*

GM: Kelly, where are you at the moment? Did you follow Tom all the way in?
Kelly: No way, I'm taking cover in the doorway.
GM: Ok, so you're not actually in the room, but you're leaning around the doorway looking in?
Kelly: Yeah, I can cover him with my assault rifle from here.
GM: Tom, what are you going to do?
Tom: I don't have a weapon, so I'm going to dive out of the way and let Kelly blast him.
GM: Ok, make a gymnastics check to avoid provoking an attack from the guard.
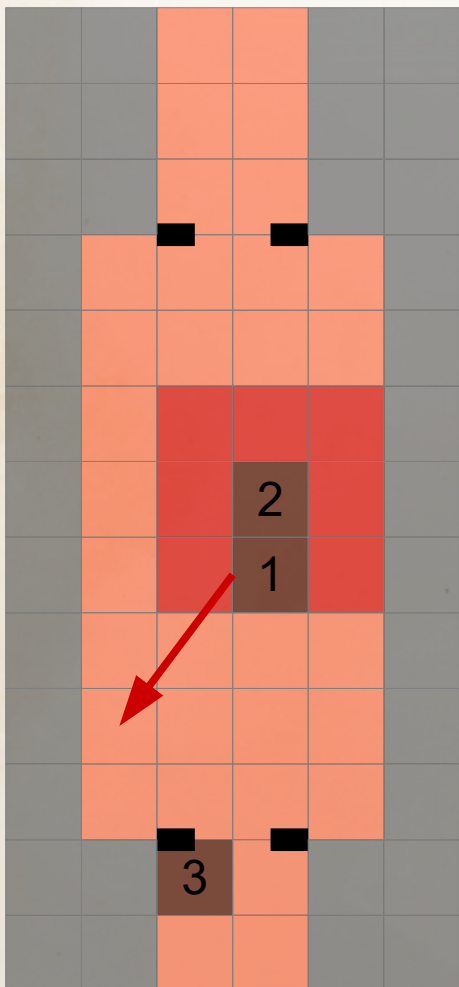
Positional Combat

Positional combat represents the battlefield as a grid of 1m squares. This allows characters and objects to be placed precisely and distances to be measured accurately between all characters and objects in the game. Positional combat like this can be useful for playing out complicated combat scenarios where it may otherwise be difficult to keep track of where everything is relative to each other. Tactical, combat heavy games may also benefit from this approach.

In general, it is not recommended that positional combat is used unless necessary or agreed upon by the players as it can slow down gameplay and detach players from the atmosphere of the story. If positional combat is used, the GM should take care to describe actions and locations as normal, in order to maintain atmosphere.

From a practical point of view, wipe-clean game boards that can be drawn on with whiteboard markers are useful for positional combat. However, squared paper or graph paper are both more cheaply available and can work just as well. Tokens can take the form of 28mm scale miniatures, coins, dice or even marked squares of paper or cardboard. However, take care when using paper tokens as they are easily knocked out of position by accident.

COMBAT

Example:

Characters in turn order:

1	Tom
2	Guard
3	Kelly

The example above shows what the previously described situation might look like when represented in positional combat.

Tom starts within one metre of the guard, putting him in melee range (represented by the darker squares around the guard) and causing his movement to provoke an attack from the guard. Numbers have been added to the characters to represent the order they may act in (this can be a useful thing to do with tokens when many NPCs are involved).

A red arrow has been added to show Tom's desired movement in this case.

SURPRISE ROUND

In some situations, combat may begin without everyone being aware of it. For example, the characters may fall into an ambush or choose to attack an unsuspecting target. In these cases, not all of the characters are prepared to fight as they have been taken by surprise, so a surprise round takes place before normal combat begins.

During a surprise round, only characters who are either prepared to run or fight may act. These characters act in agility order as usual, except that they are limited to only a single action each instead of the usual two actions. Characters who have been taken by surprise may not act at all during the surprise round. Once the surprise round is over, combat begins properly and all characters may act in order of their agility as usual.

ACTIONS PROVOKING AN ATTACK

It has already been covered how movement may provoke an attack from an opponent. However, other actions may also provoke an attack in the same situation. In fact any physical act requiring the use of an action, other than an unarmed or melee weapon attack, may provoke an attack from an opponent if they are attempted while an opponent is within melee range. For example, attempting to aim and fire a ranged weapon while standing within reach of an opponent will provoke an attack. Similarly, drawing a weapon while within striking range of an opponent will also provoke an attack (unless the character has the gunslinger trait, as this allows a weapon to be drawn without using up an action).

PREPARED ACTIONS

Prepared actions are the only time when a character may act outside of their usual turn order. A character making a prepared action must forfeit both of their usual actions, in order to make a single action at a later time when a particular condition is met. The action and the condition triggering it must be stated in advance. For example, a character could make a prepared action to trigger a remote detonator when a door is opened or they could shoot a rifle at anyone crossing between two particular pieces of cover. If the condition is met at any point during the rest of the round before their next turn, then the character may perform their action immediately. If the condition is not met, then the character has essentially wasted their turn and must wait until their next one before choosing to maintain the prepared action or doing something else. A prepared action is the only situation where a ranged attack can be provoked.

COMBAT

Attacking

To make an attack a character must use one of the four attacking skills, unarmed combat, melee weapons, ranged weapons or psionics to make an unarmed, melee weapon, ranged attack or psionic attack respectively. In the first three cases, the character makes a skill check as usual and succeeds if their result matches or exceeds the agility of the target character. In the case of psionic attack, the target's willpower is used in place of agility. When attacking an immobile character or an object without an agility score, a result of TR 14 is required to successfully hit a human sized object (circumstance modifiers apply as usual).

Cover

Cover provides a circumstance penalty to attacks made against the target, increasing the TR to hit them to a value higher than their usual agility score. The size of the circumstance penalty depends upon how much of the target's body is obscured by cover.

If less than half of the target is obscured by cover, then no circumstance penalty applies and the target is no more difficult to hit than usual. If half of the target is covered, then a single circumstance penalty applies, increasing the TR by +2. Additional circumstance penalties apply if more of the target is obscured by cover.

Fraction obscured:	Circumstance penalty:
1/2	+2
(waist high wall)	
3/4	+4
(chest high wall)	
9/8	+6
(only head visible)	
15/16	+8
(top half of head visible)	
31/32	+10
(behind a wall with a single brick missing)	

Cover does not provide any circumstance penalties to psionic attacks.

Concealment

Concealment does not provide any circumstance penalty to attack checks. However, in order to declare an attack against a target, the target must be clearly visible. In the case of a target concealed by darkness, smoke or other means, a spot check must be successfully made before the target can be attacked directly. Once the spot check has been passed, it does not need to be repeated unless the character loses sight of the target for some reason or the visibility dramatically worsens.

Unarmed Attacks

An unarmed attack is made using the unarmed combat skill. Unarmed attacks always inflict temporary damage (unless the character has the game of death trait). The base damage dice for unarmed attacks is 1d6 and the character's strength characteristic is added to this to produce the total amount of temporary damage.

Damage type:	Temporary
Damage dice:	1d6
Total damage:	1d6 + strength (T)

Melee Weapon Attacks

A melee weapon attack is made using the melee weapon skill. Melee attacks may inflict temporary or persistent damage depending on the type of weapon being used. The base damage dice for melee weapons depends on the weapon but the character's strength is added to this as with unarmed attacks to produce the total damage.

Damage type:	Temporary or persistent
Damage dice:	X
Total damage:	X + strength (T or P)

Where damage type is either temporary or persistent depending on the weapon being used and X is the damage dice of the weapon, both given in the item description. An example for a large combat knife is given below:

Damage type:	Persistent
Damage dice:	1d6
Total damage:	1d6 + strength (P)

Ranged Weapon Attacks

A ranged weapon attack is made using the ranged weapon skill. The type and amount of damage inflicted by a ranged weapon depends on the weapon. Unlike unarmed and melee attacks, no characteristic is added to the damage inflicted by ranged weapons. However, the number damage dice rolled depends on the range the weapon is used at and the type of attack being made.

Damage type:	Temporary or persistent
Damage dice:	X
Range:	S/M/L
Total damage:	3X/2X/X (T or P)

All ranged weapons will have three ranges stated, short, medium and long. When used within short range, a ranged weapon will deal three damage dice worth of total damage, two damage dice within medium range and a single damage dice within long range.

COMBAT

Shots made at distances beyond the stated long range for a weapon deal no damage (either the projectile will not travel any further or it has slowed down to the point that it is no longer dangerous). Additionally, shots made at short range benefit from a circumstance bonus, decreasing the TR to hit the target by -2. Similarly, shots made at long range suffer from a circumstance penalty, increasing the TR by +2. An example for a typical assault rifle is given below:

Damage type:	Persistent
Damage dice:	1d8
Range:	50m/250m/500m
Total damage:	3d8/2d8/1d8 (P)

Burst Attack

Some weapons have the ability to fire on fully automatic, increasing the amount of damage they can inflict. A character may choose to make a burst attack with an automatic weapon once per turn (but still only using one action). A burst attack imposes a single circumstance penalty to the ranged attack check, due to the increased recoil of the weapon and consumes three rounds of ammunition instead of one. A successful burst attack deals an additional damage dice worth of damage. For example, the assault rifle mentioned above would deal 4d8 persistent damage with a successful burst attack made at short range.

Spray and Pray

Instead of a short controlled burst, a character may also attempt to fire an automatic weapon by simply holding down the trigger and attempting to hose down a number of targets with bullets. Up to five adjacent characters may be targeted by a spray and pray attack. However, allies or civilians cannot be selectively ignored if they are adjacent to an opponent being fired upon. A flat TR14 ranged attack roll is made for each target. Each target that is hit within short range suffers two damage dice worth of total damage. Hit targets within medium range suffer a single damage dice worth of total damage. Targets at long range cannot be damage by a spray and pray attack as the bullets fly too widely. A spray and pray attack consumes 30 rounds of ammunition from the weapon and requires the character to spend both of their two actions making the attack. Weapons with less than 30 rounds of ammunition in their magazine may not be used to make a spray and pray attack. Similarly, weapons without the ability to fire on automatic may also not be used to make a spray and pray attack. A spray and pray attack cannot be made during a surprise round as it requires two actions.

Dual Wielding

A character may choose to wield two or more weapons at once in combat, one in each hand. Melee or ranged weapons can be dual wielded in this way, so long as the weapon can be held in one hand. When using multiple weapons, a character may attack with each weapon as part of a single action. The character makes a separate attack check for each weapon and deals damage as usual. However, both attack checks suffer a circumstance penalty and the weapon used in the character's off-hand suffers an additional circumstance penalty. Any additional hands or natural weapons the character may have are also treated as off-hands.

Attacking with one weapon:
2d10 + skill + characteristic

Attacking with two weapons:
2d10 + skill + characteristic -2 (main hand)
2d10 + skill + characteristic -4 (off-hand)

A character dual wielding automatic weapons may make a burst attack with both weapons, although the circumstance penalties will stack. However, a character may still only make one spray and pray attack per turn, even if they use both weapons.

Improvised Attacks

The damage caused by improvised weapons depends on how heavy they are and what they are made of. Objects up to one kilogram deal a single damage dice worth of damage. Doubling the mass of the object adds an additional damage dice. When used as a melee weapon, the melee weapon skill is used (with a circumstance penalty) to determine hits and the character's strength is added to the damage.

Material:	Damage dice:
Harmless (polystyrene)	0
Light (wood)	1d4 (T)
Medium (glass)	1d6 (T)
Heavy (metal)	1d6 (P)

Weapons or improvised objects can also be thrown at an opponent as an attack. Throwing attacks use the athletics skill and follow the rules described for throwing objects with the athletics skill. However, instead of using a base TR of 14 to determine success, the agility of the target must be used instead. Thrown melee weapons deal normal weapon damage. No characteristic is added to the damage.

For example, a 250kg steel girder thrown like a javelin by a superhuman character would inflict 9d6 (P) damage to anyone unfortunate enough to be hit by it.

GRAPPLING

Instead of striking an opponent, a character may attempt to grapple them. The character must make either an unarmed combat check or a strength check, which the opponent must oppose with a reactive unarmed combat or strength check of their own. If the initiating character's check result exceeds the opponents result, then the grapple is successful and they gain the upper hand. If the opponent's result is higher, then they can choose to either end the grapple or take the upper hand themselves.

The character with the upper hand in a grapple does not need to make further rolls to maintain the grapple and can end it at will. The character being grappled may attempt to take the upper hand as an action on their turn by making a new check and comparing it to their opponent's initial result. A grappled character is unable to move or take actions. The character with the upper hand in a grapple has several other options available to them.

SUBMISSION HOLD

The character with the upper hand in a grapple can progress from simply restraining their opponent and instead attempt to strangle them. To successfully shift their grip, the character must make a new opposed unarmed combat or strength check. If successful, the character manages to get their opponent in a submission hold and deals automatic unarmed combat damage once per turn without the need for further dice rolling. If the attempt is not successful, then the opponent immediately gains the upper hand. As with an ordinary grapple, the opponent can also attempt to take the upper hand by making an unarmed combat or strength check as an action on their own turn.

DRAGGING

The character with the upper hand in a grapple can attempt to drag their opponent, forcing them to move in a particular direction. To shift their position in a way that will allow them to drag their opponent, the character must make a new opposed unarmed combat or strength check. If successful, the character is able to move at one quarter speed, dragging their opponent with them. If the attempt is not successful, then the opponent immediately gains the upper hand. As with an ordinary grapple, the opponent can also attempt to take the upper hand by making an unarmed combat or strength check as an action on their own turn.

COMBAT THROW

A character with the upper hand in a grapple may attempt to end the grapple with an attack that throws the opponent onto the ground. To successfully shift their weight and position themselves for a throw, the character must make a new opposed unarmed combat or strength check. If successful, the grapple ends and the character manages to throw their opponent onto the ground. The thrown opponent takes normal unarmed combat damage from the attack and is left in a prone position on the ground. If the throw attempt is not successful, then the opponent immediately gains the upper hand in the grapple.

TAKEDOWN

An unarmed character or a character with a weapon capable of inflicting temporary damage may attempt to takedown a helpless opponent as an attack which uses up both of their actions (a takedown can be performed in a single action only during a surprise round).

To perform a takedown the opponent must be at point blank range and either completely unable to move or stationary and completely unaware of the attack. The attack hits automatically and deals an additional damage dice as well as the damage it would ordinarily do. The extra damage dice from a takedown may stack with the first blood trait.

EXECUTION

A character with a weapon capable of inflicting persistent damage may attempt to execute a helpless opponent as an attack which uses up both of their actions (an execution can be performed in a single action only during a surprise round).

To perform an execution the opponent must be at point blank range and either completely unable to move or stationary whilst completely unaware of the attack. The attack hits automatically and deals an additional damage dice as well as the damage it would ordinarily do. The extra damage dice from an execution attack may stack with the first blood trait.

Performing an execution can be a traumatic experience, even for a hardened combat veteran and should not be taken lightly. After performing an execution, a character must pass a TR 14 willpower check or suffer a point of stress immediately.

COMBAT

Disarm

Instead of striking an opponent directly, a character may attempt to disarm them. To disarm an opponent of their weapon, the character must make a successful unarmed combat attack, targeting the item instead of the opposing character (a circumstance penalty applies). If the attack is successful, the weapon is knocked to the ground. Optionally, succeeding by a margin of 2 or better will allow the character to take hold of the weapon instead of knocking it to the ground. A disarm attempt can be made instead of a regular attack during a grapple, so long as the character has the upper hand (a circumstance penalty applies to the grapple check in this case).

Leg Sweep

Instead of striking an opponent with a damaging blow, a character may attempt to swipe their legs out from under them and cause them to trip. A leg sweep is made as a normal unarmed combat attack targeting the legs of the opponent (a circumstance penalty applies). If the attack is successful, instead of inflicting damage, the opponent is tripped and falls to the ground prone.

Stances

A character trained in melee weapon or unarmed combat is able to change their fighting stance to match different situations. Stances always provide a benefit and a drawback. A stance may only be adopted or changed at the start of a character's turn and lasts until it is dropped or changed. It is assumed that all characters begin combat in a neutral stance.

Aggressive Stance

The character takes an aggressive stance, creating more openings in their guard but allowing them to attack more quickly and violently. A character in an aggressive stance gains a circumstance bonus to unarmed combat or melee weapon attack checks, but opponents attempting to hit them in return also gain a circumstance bonus (TR is reduced by -2).

Defensive Stance

The character takes a defensive stance, cautiously guarding their body and moving with a duck and weave. A character in a defensive stance suffers a circumstance penalty to unarmed combat or melee weapon attack checks, but opponents attempting to hit them in return also suffer a circumstance penalty (TR is increased by +2).

Armour

Combat is extremely dangerous. Any characters expecting a fight will often wear armour to protect themselves from injuries in combat. Armour, or items that behave in a similar way to armour, have an associated defence rating and defence type.

Defence rating: X
Defence type: Temporary (T) or persistent (P)

The defence rating of the armour is added to the character's toughness for the purposes of determining how much damage is dealt to them (see the chapter Damage and Injuries for more information about toughness and dealing damage). The defence type indicates what kind of damage the armour protects against. If the defence type is temporary, then the armour only reduces temporary damage and has no effect on persistent damage. If the defence type is persistent, then the armour reduces both temporary and persistent damage. An example for a typical bullet proof vest is given below:

Defence rating: 9
Defence type: Persistent (P)

If an amount of persistent damage dealt to a character is less than the rating of the armour protecting them, then the character does not suffer the usual automatic temporary injury.

Shield

As well as armour, a character may attempt to protect themselves with a shield or an equivalent item used to hinder an attack.

A dedicated shield imposes two circumstance penalties to unarmed or melee weapon attacks made against the character (increasing the TR to hit them by +4). However, this type of shield only provides a single circumstance penalty to ranged weapon attacks made against the character (increasing the TR to hit them by +2).

An improvised item used as a shield or a second weapon used defensively (not used to attack with) functions as a shield described above but provides one less circumstance penalty to attacks against the character. An improvised shield is therefore ineffective against ranged weapon attacks.

The benefit of a shield may stack with the benefits of cover, a defensive stance or other means of imposing a circumstance penalty on attacks against the shielded character.

COMBAT

Mass Combat

Occasionally it may be necessary for Emissaries to fight a horde or mob of weaker opponents that, while not especially challenging, would bog down the usual combat system and consume a large amount of time. In these situations the following rules for mass combat may be used to simplify and speed up the encounter, allowing the pace of the game to be maintained. A mob is generally considered to be any group of opponents who number at least ten and individually pose little threat to any Emissary.

For the purposes of mass combat, a mob is treated as a single entity with reduced and simplified stats compared to a normal enemy. All mobs also possess a 'number' characteristic which is equal to the number of individuals contained within the mob. An example mob is provided below:

Basic Mooks

Number:	100
Breaking point:	25
Toughness:	2
Armour:	0
Damage:	1d6+3 (P)

Basic mooks could represent a civilian militia, undead or virally infected zombies, or a swarm of small animals.

Range and movement is not considered during mass combat. Ranged weapons treat the range as close for the purposes of damage. Each turn every participating character makes a single attack against the mob that hits automatically. Every injury that would normally be inflicted instead reduces the mob's number by 1. At the end of the turn, every participating character is also hit automatically by the mob and receives damage equal to the mob's damage rating.

Simulcra abilities that would usually negate damage or heal injuries can be used as normal. However, Simulcra abilities that would usually grant additional damage, extra actions or inflict automatic injuries instead multiply the damage inflicted by the character this turn by their Sympathy Rank.

A mob is considered to be defeated whenever its number is reduced to its breaking point. At this point the morale of the mob has collapsed and it has fled, or its numbers have been thinned to the point that it can no longer credibly hinder progression or inflict damage on a group of Emissaries. It is up to the GM and players to handle the roleplaying aspect of the breaking point in a way appropriate to the mob being fought.

Hardened Mooks

Number:	50
Breaking point:	10
Toughness:	2
Armour:	6 (P)
Damage:	1d8+4 (P)

Hardened mooks could represent a light infantry unit, well equipped henchmen with basic training, or a swarm of larger animals.

Elite Mooks

Number:	20
Breaking point:	0
Toughness:	3
Armour:	9 (P)
Damage:	1d10+5 (P)

Elite mooks could represent a heavy infantry unit, Technosapien regulars, or a swarm of large and dangerous animals.

The examples listed on this page could be modified or adapted if necessary to represent a mob in your game. However, you should avoid making mobs much stronger than the elite mooks shown above, as such opponents are better represented with the normal combat mechanics.

Mass combat can be combined with regular combat, which can be sensible if a mob possesses a leader that would be better represented by regular combat rules. In such a case, regular combat is carried out against the stronger opponent as normal and a mass combat round occurs at the end of the regular combat round.

Massacre on the Steps

When Lord Balan and General Gyeon staged a coup against the Divine Imperial Majesty a legion of the Imperial Honour Guard joined with them and marched upon the ancient Imperial Palace. Only a pair of Emissaries, the Reptillian, Gorak Ya, and the Insectoid, Piera the White, stood between them and success. In less than an hour of fighting the Honour Guard were broken and the steps ran red with so much of their blood that the crimson waterfalls carried corpses down into the Great Square. The heads of Lord Balan and General Gyeon were mounted on pikes that afternoon, their eyes plucked out. Even to this day the Honour Guard patrol past the ever stained steps as a constant reminder of the cost of treason.

Excerpt from Legends of the Emissaries.
Aeolia Remh

Combat Example

The following few pages will give some examples of combat in action, demonstrating various possible scenes and how they might play out using the rules described. It is recommended that you read through the rest of the rules in order to fully understand all of the mechanics.

Witch Hunting

Fa Shenhui's eyes move from one apprentice Witch to the other, appraising their intent and judging the space around her. The church hall is worryingly cramped, littered with chairs, but its ceiling is high. She knows that her chances aren't good if they manage to close the distance on her, but she's faster than them and has the initiative.

Fa uses her Avian flight racial ability to move backwards and into the air above the two Witches. Because of her mastery traits, she can also attack with both of her heavy pistols as part of her movement action. She aims at the nearest of the two and makes two attack rolls, rolling 2d10 twice (8,8) (1,4) and adding her dexterity (5) and weapons (ranged) skill (5) to each roll. The Witch has an agility of 17, so the second attack misses, but the first is a critical hit. Fa is at medium range for her heavy pistols, so would usually roll 2d8 for damage, but rolls 3d8 (4,4,6) instead because of the critical hit for a total of 14 (P) damage. This would pierce the Witch's ballistic vest (6 (P) armour) and cause a critical injury. However, the Witch spends a point of Spirit to gain 6 (P) exotic armour for 5 minutes. The Witch now has a total of 12 (P) armour, so only 2 (P) damage makes it through, inflicting a temporary injury. For her second action, Fa attacks again (10,7) (5,5), this time splitting her fire between the two. Her first attack hits, but the second rolls double odds and is an automatic failure. She rolls 2d8 (5,3) for damage, but fails to penetrate the armour of her target.

Spreading her powerful wings, Fa takes to the air, unloading a pair of heavy pistols as she does so in a single effortless motion. A couple of the 14mm handgun shells find their nimble target, slamming into the frail looking woman but with less than the expected force. Blood trickles from a wound in her side, a killing shot somehow deflected by an invisible force.

The injured Witch uses her last point of Spirit to gain the telekinetic power of flight for 3 minutes. However, Fa is faster than her and has already moved away, so it would normally take both of her actions to close to melee range with her combat knife. However, she activates her adrenal injectors augment, allowing her to make three actions each round for 1d4 (3) rounds. With her last action, she swings at Fa, rolling 2d10 (6,6) and adding 5 for a total of 17.

Fa's agility is 20 and she just moved, so the TR to hit her is 22. However, the Witch rolled double evens, which is an automatic success (though not a critical hit in this case because the result would usually have failed). The Witch rolls 1d6 (6) and adds her strength (2) for a total of 8 (P), piercing Fa's stab vest (6 (P) melee). The 2 damage that gets through is less than Fa's toughness (6), so only a temporary injury is inflicted. However, the blade is coated with Quiet, and Fa must make a toughness check. Fa rolls 2d10 (6,9) and adds her toughness (4 because of the injury she took), passing the TR 18 initial toughness check of the venom.

The second apprentice Witch prepares to support her partner from the ground, lashing out with a psionic attack. She rolls 2d10 (5,10) and adds her composure (4) and psionics skill (4), easily hitting Fa (TR 10 + her reduced willpower of 4). She rolls 1d8 (3) for mental damage, failing to overcome Fa's willpower but inflicting a temporary mental injury. However, her second attempt rolls low (1,2) and misses.

The bleeding young Witch tightens her grip on her knife and psionically propels herself through the air. Caught off guard by the alarming burst of speed, a stab from the Witch's knife slips through Fa's guard and her armour, drawing blood from the graceful Emissary. Simultaneously, her mind is assaulted by the other foe below. However, she steels herself and prepares to respond.

Unable to outrun the amped up flying Witch, Fa makes a gymnastics check to avoid a provoked attack. She rolls 2d10 (4,9) and adds her dexterity (4 due to injury) and gymnastics skill (2), beating the required TR of 16. Moving just below her target, she attacks with both pistols at short range (9,8) (8,1), her range bonus cancelling the penalty for shooting the moving Witch. She hits with both attacks and rolls 3d8 damage twice (5,8,3) (3,4,2). The first attack penetrates the Witch's armour and matches her toughness, inflicting another temporary injury. Fa fires again (2,4) (6,9), hitting with one attack (5,2,8) and inflicting a persistent injury.

Tumbling through the air and avoiding a frenzied knife swing, Fa fires repeatedly upwards. The invisible field of force reduces one solid hit to a flesh wound, but a second punches clean through it. The Witch screams in pain and clutches a hand over the deep, bleeding wound, but manages to remain conscious.

The Witch again moves into melee range and swings twice with her knife (3,8) (2,3), but three injuries reduces her effectiveness (her strength is reduced to 0) and both attacks miss.

The second Witch makes an athletics check to leap over the scattered furniture and take cover. She rolls 2d10 (9,5) and adds the sum of her strength (2) and athletics skill (3) for a total of 19, easily succeeding. She spends a point of Spirit to boost her composure by 2 and aims another psionic attack at Fa. She rolls 2d10 (5,2) and adds 10 to the result, hitting easily and rolling 1d8 (7) for damage. Fa's willpower is reduced to 2 by her injuries, so she would suffer 5 points of trauma from this attack. Instead, Fa spends a point of Sympathy to negate it entirely.

The injured Witch spins in the air and lashes out wildly with her poisoned dagger, but Fa Shenhui is a more experienced flier and dodges the strikes easily. On the ground below, the other Witch leaps into cover with cat-like grace and reaches out with a tremendous psionic attack that prickles the downy feathers on the back of Fa's neck. Too weary to take such a mental blow, she draws on the inner strength of her Simulcra to absorb the attack, rendering it as nothing.

Fa lands on the ground below her previous position and splits her fire between the two Witches. In her first action she attacks with each pistol (6,1) (3,8), hitting the injured Witch with the first and the other with the second. The first target is still in close range and takes 3d8 (7,7,4) damage, with 6 (P) damage making it through and killing her instantly. The second Witch is at medium range and takes 2d8 (9) damage. The Witch spends her last point of Spirit to boost her armour and block the attack. Fa uses her second action to fly forwards and up, allowing her to shoot over her target's cover. She fires twice (1,8) (9,5), hitting both times at close range and dealing 3d8 damage twice (6,6,2) (1,8,4), inflicting two temporary injuries.

Spiralling through the air as she fires, Fa guns down her wounded opponent and instantly switches her fire to the remaining Witch. Her delicate wings brush against the wooden floor as she lands for a moment, then surges forwards through the air with both guns blazing. Her bullets find their mark, but impacts are once again weakened by an intangible cloak of telekinetic force.

Switching tactics, the Witch attempts to prevent Fa from closing in by throwing her against the ground with psionic force. She rolls 2d10 (9,8) and adds her boosted composure (4 due to injuries) and psionics skill (4) for a total of 25. This is enough to move an Avian female the maximum amount possible with the psionics skill, equal to Fa's base speed. Falling, or being thrown, more than 15m deals 3d6 (5,4,1) damage, with 4 damage making it through her armour and inflicting another temporary injury.

The Witch follows up her telekinetic throw with another psionic attack on Fa's mind. She rolls 2d10 (8,4) and adds 8 to the result, hitting easily. For mental damage, she rolls 1d8 (3). Fa has no choice but to spend her remaining point of Sympathy to negate this damage, as she cannot risk suffering a psychosis in combat.

As if she had been frozen in time, the Emissary impossibly comes to a halt in mid air. Then, with frightful force, she is sent careening into the ground as though struck by a massive invisible hand. Once again, she is forced to call upon her Simulcra to defend herself from a vicious psionic attack. Weakened by injuries, pistols nearly empty and depleted of her most precious resource, the situation begins to become desperate for Fa Shenhui.

Without standing up, Fa discards her pistols as a free action and then spends an action drawing her carbine. She makes a burst attack against the Witch. The agility of the Witch is currently reduced to 13 from injuries, but short range, unpredictable dodge, 3/4 cover and the burst attack mean that three circumstances penalties are imposed, increasing the TR to 19. Fa rolls 2d10 (4,8) and adds her dexterity (currently 3) and her skill (5), succeeding with a total of 20. She is barely within close range for the carbine (20m) and also gains an extra damage dice from her burst attack, rolling 4d8 (4,3,5,8) for a total of 20 damage. This damage overcomes the Witch's armour and toughness, dealing enough persistent injuries to kill her.

Fa drops her pistols and rolls into a prone position, bringing her compact carbine up to her shoulder. Knowing that she likely has just one chance, she aims carefully and fires a controlled burst at her target. The powerful rifle rounds overwhelm the psionic shield of the Witch and strike her in the chest and head, blowing fist sized holes through her body and killing her instantly.

As she unsteadily rises to her feet and checks her wounds, Fa catches sight of her friend Idra Kane running towards her. Behind him, closing the distance rapidly, is an enormous giant made of a patchwork of pallid flesh. Its huge feet pound the ground like hammers, causing shell casings and splinters to dance across the wooden floor in tune to its rhythm.

"That thing had better not be able to fly."

CLASH OF TITANS

Idra watches the two behemoths come across each other with some satisfaction and curiosity from his hiding place behind the rocks. He had lured out the colossal mortipede and then evaded it, now, all riled up, it stumbled upon the hulking avatar of Caliban and looks ready for a fight. Across from the centipede-like abomination, the fearless avatar which had pursued them so tirelessly now seemed to hesitate.

The mortipede has a higher agility (20) than the avatar of Caliban (15), so it goes first. Because of its supernatural speed, it gets to make three actions each turn. It uses its first action to charge into melee range, easily covering the 10m separating them with its speed of 22. Now it attacks with all of its natural weapons, starting with its teeth. The mortipede rolls 2d10 (33,4) and adds its strength and melee (weapons) skill to the result for a total of 18. However, this total must be reduced by 2 because the mortipede is attacking with multiple weapons. A result of 16 still hits the avatar and the mortipede rolls 2d12 (7,8) (the additional 1d12 is from its devastating lunge trait) and adds its strength (6) for damage, inflicting a total of 21 (P). The avatar's exotic armour absorbs 18 (P) damage, reducing the damage dealt to 3 (P). As the avatar's toughness is 13, it receives a single temporary injury. The mortipede's claw attacks suffer an additional penalty for being secondary attacks and both miss (14 and 12). With its final action, the mortipede attacks with its natural weapons again, but fails to penetrate the avatar's exotic armour.

The mortipede slams into the avatar of Caliban like a train, its sickle feet tearing up the ground and chattering like slashing swords. A ferocious bite manages to penetrate the supernatural hide of the undead giant, but appears to cause only a flesh wound. The avatar tightens its grip on the power sword it's wielding and prepares to strike back.

The avatar of Caliban also has supernatural speed, so may make three actions each turn. However, without a critical hit it is impossible for it to penetrate the mortipede's exotic armour. The avatar strikes at it three times (5,6) (5,10) (1,8), hitting with all three attacks but failing to inflict any damage.

The sword comes down on the shell of the mortipede with repeated thunderous impacts, but the beast hardly seems to notice.

The mortipede uses an action to move away from the avatar, rolling 2d10 (4,9) and adding 10, succeeding its gymnastics check to avoid provoking an attack in return.

For its second action, the mortipede charges again. With its final action, it attacks only with its teeth, now realising that its claws seem ineffective. It rolls low on 2d10 (1,6) but adds 11 and still hits the avatar. The damage roll is the same as before, 2d12 (12,8) adding 6 for a total of 26 (P). This time 8 damage gets through the avatar's armour, but its toughness is now 11 and so only takes another temporary injury.

The mortipede backs away from the avatar with startling speed, seemingly unconcerned by reprisals. Once again it charges forwards, finding traction and embedding its massive teeth into the flesh of the monstrous humanoid. The avatar begins to look slowed by the repeated flesh wounds, but continues to fight back.

The avatar again bets on its chance to score a critical hit and swings its power sword three more times (3,9) (6,6) (7,10). Its second attack rolls double evens and the total result is a success, so it achieves a critical hit with one attack. For damage, the avatar rolls 2d10 (9,10) and adds its strength (minus its injuries) for a total of 25 (P), surpassing the mortipede's 24 (P) exotic armour but not its toughness, so dealing only a single temporary injury.

This time when the avatar swings, one of its blows bites into the monster's armour and green fluid starts bubbling from the crack in its carapace. However, the success is short lived.

The mortipede's healing factor allows it to recover a single temporary injury each turn, so it immediately recovers from the damage dealt to it. This time it attacks the weakening avatar with all of its weapons, using all of its actions to attack. From its nine attacks, it scores two critical hits, one bite and one claw attack. However, it rolls low for damage and only manage to inflict another temporary injury.

The mortipede's wound visibly closes and, sensing victory, it unloads on the avatar with a flurry of blows. Claws and teeth skirt off the near-impenetrable hide of the avatar, but a single bite again manages to penetrate to the flesh below. Too slow to escape, the weakening avatar can only stand its ground.

Idra Kane cautiously backs away from his position behind the rocks, careful to avoid catching the attention of either monstrosity. The outcome is clearly decided and he has no intention of trying to slay an angry mortipede alone.

DAMAGE AND INJURIES

PHYSICAL DAMAGE

Physical damage is divided up into two categories, temporary damage (T) and persistent damage (P). Temporary damage is generally inflicted by unarmed attacks and non-lethal weapons, while persistent damage is inflicted by lethal weapons. As a rule of thumb, if you are not sure whether something would inflict temporary or persistent damage, consider the effects that it would realistically have on a human being. It will inflict persistent damage if it could realistically cause severe internal damage, such as deep cuts, punctures, broken bones or ruptured internal organs. If it would only cause bruising, concussion or surface lacerations then the damage is temporary.

INJURIES

When a character takes damage they risk suffering one or more injuries. When damaged, the character subtracts their toughness from the amount of damage that has been dealt and suffers that many injuries. Injuries can be temporary or persistent, depending on the type of damage that causes them (temporary damage causes temporary injuries).

If a character's toughness is greater than an amount of temporary damage dealt to them, then they escape without injury. However, if a character's toughness is greater than an amount of persistent damage dealt to them, then they instead suffer a single automatic temporary injury. This represents the increased danger presented by lethal weapons, where even the luckiest outcome is still a flesh wound. If a character's toughness value would be negative for any reason, it is treated as being zero for the purposes of resisting injury.

Injuries impose a -1 penalty on all characteristics until they are healed and stack with other injuries. Therefore an injured character is less able to perform skills, move around, react quickly and becomes more vulnerable to further injury (as their agility and toughness are reduced). However, characteristics can not be reduced to values below zero in this way and continue to function as normal. Temporary and persistent injuries should be kept track of separately using the appropriate boxes on the character sheet, despite having exactly the same effect on characteristics.

If a character accumulates a number of temporary injuries equal to their starting toughness, then they fall unconscious and any further temporary damage becomes persistent instead.

Additionally, a character will become unconscious if they sustain a mixture of temporary and persistent injuries that exceeds their starting toughness when added together.

If a character accumulates a number of persistent injuries equal to their starting toughness, then they are killed.

CRITICAL INJURY

Some attacks are capable of inflicting so much damage at once that their effects are more severe than usual, this is considered a critical injury. Critical injuries can knock a character unconscious or even kill them outright.

If a character suffers a number of temporary injuries greater than their starting endurance from a single attack, then they are instantly rendered unconscious.

If a character suffers a number of persistent injuries greater than their starting endurance from a single attack, then they are killed instantly.

UNCONSCIOUS

An unconscious character is unable to move, communicate or act in any way, they are completely unaware of events going on around them. Any temporary damage that would be dealt to an unconscious character becomes persistent damage instead. To regain consciousness, a character must succeed a toughness check of TR 10 + the total number of physical injuries they have. Unconscious characters heal from injuries as normal.

HEALING INJURIES

Temporary and persistent injuries can both be healed over time, though persistent injuries last longer and cannot be healed without some kind of medical attention.

A character will naturally heal from a number of temporary injuries equal to their starting endurance for each hour of rest that they take. Medical treatment can improve a character's recovery from temporary injuries (see the medicine skill).

A character cannot naturally heal from persistent injuries, but will heal a number of persistent injuries equal to their starting endurance for each week of medical attention that they receive. Better medical treatment can hasten a character's recovery from persistent injuries (see the medicine skill).

DAMAGE AND INJURIES

MENTAL DAMAGE

Damage can be psychological as well as physical. Mental damage is divided up into two categories as with physical damage, temporary mental damage (stressful) and persistent mental damage (traumatic). Stress can be caused by psionic attack or exposure to threatening, fear inducing or otherwise stressful situations. Trauma is a more serious kind of mental damage usually accompanied by the development of psychosis or phobia. Trauma can be caused by severe or prolonged stress, psionic attack or exposure to certain extreme events and intense or sickening fear.

MENTAL INJURIES

When a character takes mental damage they risk suffering one or more mental injuries, just as with physical damage. When damaged, the character subtracts their willpower from the amount of mental damage that has been dealt and suffers that many injuries. Mental injuries can be temporary (stress) or persistent (trauma), depending on the type of damage that causes them.

If a character's willpower is greater than an amount of temporary mental damage dealt to them, then they escape without injury. However, if a character's willpower is greater than an amount of persistent mental damage dealt to them, then they instead suffer a single automatic point of stress (a temporary mental injury). This represents the severity of traumatic events and situations, where even the most hardened character becomes stressed. If a character's willpower value would be negative for any reason, it is treated as being zero for the purposes of resisting mental injury.

Mental injuries impose a -1 penalty on all mental and social characteristics (characteristics other than strength, dexterity and endurance) until they are healed and stack with other injuries. Therefore a mentally injured character is less able to perform mental or social skills, notice things around them and becomes more vulnerable to further stress and trauma (as their willpower is reduced). However, characteristics can not be reduced to values below zero in this way and continue to function as normal. Stress and trauma should be kept track of separately using the appropriate boxes on the character sheet, despite having exactly the same effect on characteristics.

If a character suffers an amount of stress equal to their starting willpower then they gain a psychosis and further stress becomes trauma.

A character will gain a psychosis whenever they suffer trauma. If a character accumulates an amount of trauma equal to their starting willpower, then the acute stress reaction will kill them or render them permanently incapacitated.

CRITICAL MENTAL INJURY

Some events are capable of inflicting so much stress or trauma at once that their effects are more severe than usual, this is considered a critical mental injury. Critical mental injuries can induce psychosis or even heart attacks and seizures.

If a character suffers an amount of stress greater than their starting composure from a single event, then they instantly gain a psychosis.

If a character suffers an amount of trauma greater than their starting composure from a single event, then they instantly drop dead from a seizure or heart attack.

HEALING MENTAL INJURIES

Stress and trauma can both be healed over time, though trauma and psychosis last longer and cannot be healed without some kind of medical or psychiatric attention.

A character will naturally heal an amount of stress equal to their starting composure for each hour of rest that they take. Medical treatment can improve a character's recovery from stress in the same way that it can help with physical injuries.

A character cannot naturally heal from trauma, but will heal an amount of trauma equal to their starting composure for each week of psychiatric attention that they receive. Better treatment can hasten a character's recovery from trauma, as with physical injuries.

PSYCHOSIS

Psychosis is a delusion, hallucination or other psychological disorder triggered by intense stress or trauma. Psychosis comes in two varieties, mild psychosis and severe psychosis (mirroring the two varieties of damage). Whenever a character gains a psychosis, they must roll 2d10 on the mild psychosis table presented on the following page. If a high enough value is rolled (see table), the character may be required to roll 2d10 again on the severe psychosis table instead.

Optionally, the GM or players (collectively) may choose to select an appropriate psychosis (fitting the situation which triggered it) instead of rolling randomly.

DAMAGE AND INJURIES

MILD PSYCHOSIS

When a character gains a psychosis they should roll 2d10 and compare the result to the entries in the table below:

2. No effect

3. No effect

4. No effect

5. The character loses all appetite

6. The character becomes severely paranoid

7. The character gains echopraxia (mimicry)

8. The character becomes incoherent

9. The character suffers from hallucinations

10. The character attempts to flee and hide

11. The character suffers from a screaming fit

12. The character has an emotional outburst

13. The character suffers from an intense phobia

14. Character becomes violently aggressive

15. Character gains psychosomatic blindness

16. Character gains alien limb syndrome

17. Character becomes catatonic

18. Roll again on Severe Psychosis table

19. Roll again on Severe Psychosis table

20. Roll again on Severe Psychosis table

SEVERE PSYCHOSIS

When a character has to roll on the Severe Psychosis table, they should roll 2d10 and compare the result to the entries in the table below:

2. Anxiety and severe phobia

3. Bouts of random fainting

4. Intermittent delusions and paranoia

5. Loss of impulse control

6. Manic depressive

7. Schizophrenia

8. Night terrors and insomnia

9. Loss of self preservation

10. Substance abuse

11. Severe depression and nihilism

12. Uncontrollable tremors

13. Random bouts of amnesia

14. Dissociative identity disorder

15. Homicidal rage

16. Persistent psychosomatic blindness

17. Persistent alien limb syndrome

18. Persistent delusions and hallucinations

19. Persistent severe paranoia

20. Persistent dissociative identity disorder

MILD DURATION

Mild psychosis does not generally last too long, although the problems it can cause may effect a character for much longer. A mild psychosis lasts a number of minutes equal to the summed result of a 2d10 roll.

Duration: 2d10 minutes

SEVERE DURATION

Severe psychosis is much longer lasting than a mild psychosis and fundamentally alter the personality and behaviour of the character. Usually a severe psychosis lasts a number of hours equal to the summed result of a 2d10 roll.

Duration: 2d10 hours

However, a severe psychosis listed as 'persistent' lasts continuously until the character's trauma is healed.

DAMAGE AND INJURIES

COMMON CAUSES OF STRESS

While some potential causes of stress have been mentioned already, temporary mental damage can also be caused by exposure to stressful events. The table below lists some common stressful events. If appropriate to the tone of your campaign, you could apply mental damage to characters in line with the suggested values below.

As usual, the character subtracts their willpower from the damage in order to determine the amount of stress they suffer.

Cause	Mental Damage
Performing a difficult task	1d4
Meeting a tight deadline	1d4
Sudden responsibility	1d4
Heated argument with an ally	1d4
Knowing a terrible secret	1d4
Finding a dead animal	1d4
Seeing an animal die	1d6
Being given terrible news	1d6
Making a life or death decision	1d6
Deciding the fate of another	1d6
Finding a dead character	1d6
Failing to save an ally	2d4
Seeing a character die	2d4
Torturing a character	2d6
Deciding the fate of an ally	2d6
Seeing a close ally die	2d8
Being severely tortured	2d10

There is no point in rolling to inflict temporary mental damage if a character's willpower exceeds the maximum amount of damage that could be inflicted.

Mental damage inflicted by seeing something specific is only dealt the first time it is seen by that character.

DIRECT CAUSES OF TRAUMA

Trauma is not generally inflicted directly, but occurs due to an overwhelming amount of stress. However, some events can inflict trauma. The table below lists some potential trauma inducing events and the amount of persistent mental damage inflicted by each of them.

As usual, the character subtracts their willpower from the damage in order to determine the amount of trauma they suffer.

Cause	Mental Damage
Witnessing a minor alien artefact	1d4
Being spoken to with telepathy	1d4
Gaining a point of Apathy	1d4
Seeing an alien entity in a dream	1d6
Seeing a Fallen Emissary	1d6
Seeing someone known to be dead	1d6
Using psionic powers to kill another character	1d6
Seeing an alien entity	2d4
Spending Apathy to use a Simulcra ability	2d4
Witnessing an event caused by an alien artefact	2d6
Seeing a large alien entity	2d6
Seeing a godlike alien entity In a dream	2d8
Seeing a godlike alien entity	2d10

There is no point in rolling to inflict persistent mental damage if a character's willpower exceeds the maximum amount of damage that could be inflicted. Instead the character simply receives an automatic temporary mental injury.

Disease and Poison

Disease and Poisons

In reality, diseases, poisons and venom can all have quite drastically different effects, symptoms, mortality rates, incubation times and recovery times. For the most part, this kind of thing could be handled in a narrative fashion, with the GM describing the relevant symptoms and the players roleplaying them (with appropriate relevant circumstance penalties applied to checks as necessary). However, this section will present an overall framework for handling these conditions in a mechanical way. This may be beneficial when players or the GM are less experienced roleplayers, or simply when there is a need for the illness to have a clear and immediate mechanical impact on gameplay (such as combat with a venomous creature).

Initial Toughness Check

When the character comes into initial contact with the disease, poison or venom, this is the toughness check that determines whether it has any effect on them or not. If they character passes this check, they suffer no further effects.

Incubation Time

This is the time between failing the initial toughness check and the initial effect taking place.

Initial Effect

This is the initial effect that disease, poison or venom has on the character. It could take the form of damage, an automatic injury, characteristic loss or some other effect such as stress, fatigue or tiredness.

Subsequent Toughness Check

This is a check that must be passed repeatedly after some further increment of time (such as every hour) to avoid subsequent effect.

Subsequent Effect

If a subsequent toughness check is failed, this describes what happens to the character. It could be further damage, injury or some other effect.

Recovery Condition

This defines how a character recovers from the affliction. It could be a specified period of time or passing a number of consecutive subsequent toughness checks.

Lasting Effect

This describes any permanent or lingering effect that the affliction leaves the character with after recovering.

Name	Abrupt Decay
Initial Toughness Check	TR 16
Incubation Time	1d10 days
Initial Effect	
Automatic persistent injury	
Tiredness	
Subsequent Check	TR 14
Every 6 hours	
Subsequent Effect	
Automatic persistent injury	
Tiredness	
Recovery Condition	
Pass three consecutive toughness checks	
Medical care reduces toughness checks to TR 12	
Lasting Effect	
Endurance reduced by 1	

Abrupt Decay

Abrupt decay is a serious disease that has emerged in the most crowded and least affluent industrial sectors of the galaxy. Currently there is no cure and the disease is poorly understood, though bed rest and treatment of secondary effects can considerably improve a patient's chance of recovery. Some experts believe that the disease is the result of exposure to a combination of toxic chemicals and industrial waste, while others have hypothesised that it could be a bioweapon that was deployed by environmental extremists.

Symptoms include the rapid growth of pustulous sores, nausea, tiredness, coughing up blood and decaying flesh which quickly begins to peel away in chunks. Healthy adults are at a moderate risk of death and may recover naturally, though usually with long term complications. However, those who are already sick or unhealthy are at extreme risk and will rapidly deteriorate in most cases.

Contagiousness

Abrupt decay is highly contagious, but not airborne. It may be contracted through physical contact with an infected individual or their bodily fluids. Anyone who comes into contact with the disease in this way must pass the initial toughness check to avoid becoming infected.

DISEASE AND POISON

Name	Deadly Neurotoxin
Initial Toughness Check	TR 18
Incubation Time	1d6 hours
Initial Effect	
Automatic persistent injury	
1d6 Automatic temporary mental injuries	
Subsequent Check	TR 16
Every hour	
Subsequent Effect	
Automatic temporary injury	
1d4 Automatic temporary mental injuries	
Recovery Condition	
Pass six consecutive toughness checks	
Medical care reduces toughness checks to TR 8	
Lasting Effect	
Composure reduced by 1	

Name	Deathmist Poison
Initial Toughness Check	TR 20
Incubation Time	Instant
Initial Effect	
Automatic persistent injury	
Paralysis (see below)	
Subsequent Check	TR 14
Every 10 minutes	
Subsequent Effect	
Automatic persistent injury	
Paralysis (see below)	
Recovery Condition	
Pass two consecutive toughness checks	
Medical care reduces toughness checks to TR 8	
Lasting Effect	
None	

DEADLY NEUROTOXIN

Deadly neurotoxin is a catch-all term for a collection of potentially fatal poisons and chemical weapons that target nervous tissue. Deadly neurotoxins can occur naturally in certain species of venomous plants or animals or synthetically in weaponised form as an aerosol. Though antitoxins do not guarantee survival, most medical facilities have a wide range available which dramatically increase a victim's chance of survival. However, deadly neurotoxin is fast acting and rapidly debilitating, so a prompt medical response is vital.

Symptoms include nausea, vomiting, weakness, numbness, behavioural problems, memory loss and loss of cognitive ability. Natural recovery is difficult, even in healthy adults, and death will eventually result after a rapid decline in mental state. As with other poisons, those who are already sick or weakened are especially susceptible and are unlikely to survive without being treated within an hour or two of symptoms appearing.

Exposure
Deadly neurotoxin is not contagious and cannot be spread by infected individuals. Being injected with the toxin or breathing it in, in aerosol form will prompt an initial toughness check.

DEATHMIST POISON

Deathmist poison is famously present in a number of plant species found on various deathworlds across the galaxy. Its prevalence in multiple species and locations, separated by great voids of space, is poorly understood but commonly thought to be the result of some ancient genetic engineering program. However, it is unclear why anyone would intentionally introduce and spread such a fast acting and potentially dangerous poison.

Symptoms include sudden paralysis accompanied by overwhelming pain and a sudden lapse into coma, followed shortly by death. In some cases victims may appear to be recovering, only to collapse moments later and die within minutes.

Exposure
Deathmist poison is not contagious and cannot be spread by infected individuals. Contact with a poisonous plant will prompt an initial toughness check.

Paralysis
Anyone afflicted by the effects of Deathmist poison becomes paralysed for 3d10 minutes, immediately collapsing and becoming unable to move or speak or make any physical actions. Psionic actions remain possible, but skill checks suffer a circumstance penalty due to the intense pain.

Name	Engineered Virus
Initial Toughness Check	TR 24/18 (see below)
Incubation Time	Instant or up to 10 days
Initial Effect	
Automatic temporary injury	
Special (see below)	
Subsequent Check	TR 20/10 (see below)
Every 12 hours	
Subsequent Effect	
Automatic persistent injury	
Special (see below)	
Recovery Condition	
Pass three consecutive toughness checks	
Medical care reduces toughness checks to TR 18/8	
Lasting Effect	
None	

Name	Gristle Urchin Venom
Initial Toughness Check	TR 18
Incubation Time	Instant
Initial Effect	
Automatic persistent injury	
Automatic temporary mental injury	
Subsequent Check	TR 16
Every 5 minutes	
Subsequent Effect	
Automatic persistent injury	
Automatic temporary mental injury	
Recovery Condition	
Pass three consecutive toughness checks	
Medical care reduces toughness checks to TR 10	
Lasting Effect	
None	

Engineered Virus

An engineered virus is a bioweapon designed for assassination of specific targets. It can be tailored to produce a number of different effects and the incubation period can be fine tuned to quite a precise degree. In victims who do not match the genetic profile of the desired target, symptoms commonly manifest as a cold or mild flu and recovery time is typically a few days.

Potential effects
- Tiredness
- Automatic persistent mental damage
- Paralysis
- Characteristic loss
- None

Toughness checks
The toughness checks for an engineered virus have two values, the first value applies to the intended target, while the second applies to anyone else.

Contagiousness
An engineered virus is highly contagious and airborne over short distances. It may be contracted through physical contact with an infected individual or their bodily fluids, or by proximity to a coughing or sneezing individual. Anyone who comes into contact with the disease in this way must pass the initial toughness check to avoid becoming infected.

Gristle Urchin Venom

Gristle Urchins are strange and highly venomous creatures that are native to extremely cold worlds. Their venom is fast acting and delivered in large quantities through their spear-sized hypodermic limbs. Due to its lethality, speed of action and relative availability, it has become popular as a coating on bladed weapons in some communities. Even frangible bullets with a core of Urchin venom are available in more unscrupulous markets. Fortunately an anti-venom is available and long term complications are minimal.

Symptoms typically present as intense pain and swelling around the initial site, followed quickly by discolouration, loss of feeling and a weakening pulse. Victims typically become distressed and erratic and may lapse into a coma before death. For those that recover naturally, the recovery process is usually sudden and leaves no lasting damage.

Exposure
Those exposed to Gristle Urchin venom are not contagious. An initial toughness check is only prompted if the venom is consumed, injected or gets into an open wound.

Name	Machine Plague
Initial Toughness Check	TR 18
Incubation Time	1d10 days
Initial Effect	
Automatic persistent injury	
Disabled cybernetic augments	
Subsequent Check	TR 14
Every 6 hours	
Subsequent Effect	
Automatic persistent injury	
Cybernetic growths (see below)	
Recovery Condition	
Pass three consecutive toughness checks	
Medical care reduces toughness checks to TR 12	
Lasting Effect	
Random cybernetic augments (see below)	

Name	Ossification Virus
Initial Toughness Check	TR 12
Incubation Time	1d10 days
Initial Effect	
Special (see below)	
Subsequent Check	TR 18
Every 48 hours	
Subsequent Effect	
Special (see below)	
Recovery Condition	
Pass three consecutive toughness checks	
Medical care reduces toughness checks to TR 16	
Lasting Effect	
None	

MACHINE PLAGUE

The machine plague is thought to be caused by a kind of synthetic nanomachine parasite that first evolved on a Technosapien Hive World and spread throughout the galaxy by hiding within low quality cybernetic augments. A victim can become infected with the disease when they are augmented with cybernetic parts that carry the parasites.

The initial symptoms are usually mistaken for a faulty augmentation or the body rejecting cybernetic implants. The fitted augmentation ceases to work and painful inflammation develops in the area where it joins the rest of the body. However, the nanomachines quickly infiltrate the victim's blood stream and begin rapidly replacing limbs and organs with cybernetic augments. The victim's body can rarely cope with this, usually resulting in death.

Cybernetic growths
The victim develops cybernetic growths over and within their body. Whenever the victim fails a subsequent toughness check, they gain a random cybernetic augment. If the victim recovers from the plague, they retain any augments they received in this way, though they are disabled (as if by EMP like effect) until they can be repaired.

OSSIFICATION VIRUS

Ossification virus is one of the most horrible afflictions that a humanoid can experience. The virus turns the body's own repair mechanisms against itself, causing soft tissue to be progressively replaced with bone. Muscles and tendons are affected first, initially causing pain, weakness and limited motion, but eventually preventing movement altogether. Surgery to remove the excess bone growth is completely ineffective while the victim is infected with the virus, as any bone removed in this way is simply replaced with more bone. Eventually other soft tissues, including internal organs and the brain start to be replaced by bone, though death inevitably occurs before this process can be completed. The only delaying measure shown to have some limited success is the complete replacement of effected body parts with cybernetic parts.

Ossification
Whenever a victim fails a subsequent toughness check, their strength and dexterity characteristics are reduced by 1. If a victim's strength and dexterity characteristics are both reduced to 0 in this way, then they are killed the next time they would fail a subsequent toughness check.

DISEASE AND POISON

Name	Quiet
Initial Toughness Check	TR 18
Incubation Time	Instant
Initial Effect	
Automatic temporary injury	
Paralysis (see below)	
Subsequent Check	TR 14
Every minute	
Subsequent Effect	
Automatic temporary injury	
Paralysis (see below)	
Recovery Condition	
Pass three consecutive toughness checks	
Medical care reduces toughness checks to TR 8	
Lasting Effect	
None	

Name	Red Death
Initial Toughness Check	Special (see below)
Incubation Time	1d10 minutes
Initial Effect	
Automatic persistent injury	
Tiredness	
Subsequent Check	Special (see below)
Every minute	
Subsequent Effect	
Automatic persistent injury	
Tiredness	
Recovery Condition	
Pass three consecutive willpower checks	
Lasting Effect	
Endurance reduced by 1	

QUIET

Quiet is an artificial venom developed by the Witches of Cetebos for use in combat and rituals. The venom is rarely lethal, but is extremely fast acting and usually renders the victim completely helpless. There is some speculation that the venom was developed to aid combat with Emissaries, forcing them to burn through their reserves of Sympathy to avoid falling victim to the paralysis effect of the venom.

Exposure

Quiet is not contagious and cannot be spread by inflicted individuals. An initial toughness check is only prompted if the venom is consumed, injected or gets into an open wound.

Paralysis

Anyone afflicted by Quiet becomes paralysed for 3d10 minutes, freezing rigidly in place and becoming incapable of speaking. Psionic actions remain possible.

RED DEATH

The Red Death is a psionic plague spread unintentionally by the birth of the Third Imperial Majesty. The plague takes over living organisms and uses their bodies to produce new biological matter, forming an immense red mass of psionic neural tissue that joins together in a great network. The Red Death has been described as a psionic cancer and is responsible for the entity known as the Nuulam Blood Forest, a continent-sized mass with the heavily augmented body of the Third Imperial Majesty at its centre.

Symptoms include sharp pains, sudden dizziness and profuse bleeding from the pores. As the bleeding worsens, lesions in the skin begin to open and great red masses of flesh emerge.

Contagiousness

The Red Death is contagious, but not in the traditional sense. Proximity with the red neural tissue prompts an initial willpower check (replacing the usual toughness check) with a TR of 16. Subsequent willpower checks have a TR of 18.

Disease and Poison

Name	Stonestar Venom
Initial Toughness Check	TR 18
Incubation Time	Instant
Initial Effect	
Automatic persistent injury	
Tiredness	
Subsequent Check	TR 16
Every 10 minutes	
Subsequent Effect	
Automatic persistent injury	
Tiredness	
Recovery Condition	
Pass three consecutive toughness checks	
Medical care reduces toughness checks to TR 6	
Lasting Effect	
None	

Name	Thornweed Poison
Initial Toughness Check	TR 16
Incubation Time	1d10 minutes
Initial Effect	
Automatic temporary injury	
Tiredness	
Subsequent Check	TR 14
Every hour	
Subsequent Effect	
Automatic persistent injury	
Blindness (see below)	
Recovery Condition	
Pass three consecutive toughness checks	
Medical care reduces toughness checks to TR 10	
Lasting Effect	
Blindness (see below)	

Stonestar Venom

Stonestar venom is injected through the spines of a Predatory Stonestar. Potent and relatively fast acting, Stonestar venom can be extremely deadly without immediate medical aid. As with other venomous creatures, the venom is quite highly sought after for use in the medical industry and also as a coating for bladed weapons.

Symptoms generally include shivering and muscle fatigue, a high fever and internal haemorrhaging. If the victim doesn't recover, they rapidly fall into a coma and die. Fortunately, a successful anti-venom has been developed and is widely available in all regions inhabited by Stonestars.

Exposure

Those exposed to Predatory Stonestar venom are not contagious. An initial toughness check is only prompted if the venom is consumed, injected or gets into an open wound.

Thornweed Poison

Variations of thornweed poison are found in numerous plant species across the galaxy, sharing a similar distribution to deathmist poison. It is hypothesised that the two poison types may be related or share a common origin, though their chemical composition is quite different.

Symptoms initially include a painful rash, red sores and lethargy, progressing into blindness, organ failure and eventual death after a few hours. Although relatively slow acting and quite treatable, the mild initial symptoms often result in victims ignoring it until their condition deteriorates.

Exposure

Thornweed poison is not contagious and cannot be spread by infected individuals. Contact with a poisonous plant will prompt an initial toughness check.

Blindness

When the poison progresses, it causes severe damage to the optic nerve tissue resulting in temporary blindness (lasting until the victim recovers). If a character fails three consecutive toughness checks, the blindness becomes permanent. Such permanent blindness can only be treated with invasive surgery or augmented eye implants.

ITEMS & ARTEFACTS

EQUIPMENT

The Galactic Economy

Although many of the more backwater worlds of the Empire still maintain their own local currencies, Imperial Credit is accepted by the vast majority of worlds in the galaxy. Imperial Credit is a secure digital currency that can be accessed by almost any remote terminal. In rare cases where access to a terminal of some kind is not possible, an amount of Imperial Credit can be transferred onto any digital storage medium.

Within the game it makes little sense to track the exact amount of Imperial Credit that players possess, as this amount will constantly be in flux and doesn't reflect a character's true available assets or their ability to make purchases in instalments or on finance. Instead of tracking wealth as an amount of currency, character's instead possess a credit rating that is used to make purchases in a similar way to skill checks.

Credit

(intelligence + charisma)

A character's credit rating represents their disposable income and readily accessible assets, rather than the total savings and assets a character may have. The basis for the credit rating is the sum of the character's intelligence and charisma, roughly approximating how smart a character is with their finances and how good at negotiating prices they are.

Purchasing something works in much the same way as a skill check, with a few important differences. The character rolls 2d10 and adds their credit rating to the result and compares this to the purchase target number of the item they want to buy. For day to day expenses it usually not necessary to make players perform a credit check, as it can be assumed that Emissary characters can easily afford basic food and living costs. However, for items not listed in this book, you may use the table below to help determine an appropriate purchase TR:

TR 8   - Casual purchase
TR 10   - Daily essential items
TR 12   - Weekly essentials or fair equipment
TR 14   - High end consumer equipment
TR 16   - Decent professional equipment
TR 18   - Luxury purchase or high end equipment
TR 20   - Expensive luxury
TR 22   - Rare or extremely valued luxury
TR 24   - Highly restricted or exclusive item
TR 26+ - Corporate big ticket purchase

Some specific examples of items that could fall under these categories are shown on the opposite page.

Examples:
TR 8:
Subscription to a galactic news feed
A basic meal
TR 10:
Dinner and a drink at a bar
Simple clothing
TR 12:
Weekly food shopping
Entry level terminal computer
TR 14:
Basic tool
Used electric car
TR 16:
Superior tool
Basic technological tool
TR 18:
Superior technological tool
Room in a famous hotel
TR 20:
Lease on a personal atmospheric transport
Medium sized apartment
TR 22:
VIP room in world famous hotel
Large military equipment
TR 24:
Military ground vehicle
Personal spacecraft
TR 26+:
Large spacecraft

Losing Credit

Whenever a character successfully purchases something with a higher TR than 10 + their credit rating, their credit is reduced by the difference. For example, if a character with a credit rating of 6 attempts to purchase a sports car (TR 18) and succeeds on their roll, then their credit rating is reduced by 2 (as that is the difference between 16 and 18). This represents a character purchasing something that they cannot really afford by cutting back on other expenses and using up available assets.

Gaining Credit

Whenever a character's credit rating is reduced to less than the sum of their intelligence and charisma, it is a regained at a rate of 1 point every month. A character's credit rating can also be raised above the sum of their intelligence and charisma by mission rewards or by selling items.

If an item has a purchase TR greater than 10 + the character's credit rating, its sale will meaningfully impact a character's wealth. The character gains an amount of credit rating equal to half of the difference between its purchase TR and 10 + the character's credit rating. If this number would be a fraction, it is rounded up to the nearest whole number.

EQUIPMENT

Starting Equipment

New Emissaries are granted access to certain pieces of equipment from the guild armoury and a transport vehicle in addition to whatever pieces of equipment they purchase for themselves.

Emissary Weapons

Emissaries may choose one of the racial starting weapons (listed in the Races chapter at the start of this book) as a free starting item. It should be noted that Emissaries are not limited to only the starting weapon of their chosen may race, but may instead choose from any of the starting weapons.

Mundane Tools

Emissaries may choose to begin play with up to 6 tools that do not have an individual purchase TR greater than 16.

Mundane Weapons

Emissaries may choose to begin play with up to 4 weapons that do not have an individual purchase TR greater than 16.

Mundane Armour

Emissaries may choose to begin play with up to 2 pieces of armour that do not have an individual purchase TR greater than 16.

Transport Ship

Each group of new Emissaries may begin play with a single free Emissary transport (see the Vehicles chapter for more information).

Additional Purchases

Characters may be able to purchase additional equipment before going on their first mission, depending on the circumstances. However, every possible item will not necessarily be available in every location or market. It is ultimately up to the GM to decide what is and isn't available for purchase. Significant research and a meeting with a specialist NPC may be required to track down certain specialist pieces of equipment. Customised or commissioned items might also have a lengthy waiting time associated with them.

Born to Kill

How do you kill an Emissary? It's difficult, but it's not so difficult as they'd have you believe. The first essential, as always in such things, is to know your target and know your environment. The more experienced they are, the harder it's going to be, but they all get complacent eventually. Some of them can move like lightning, others can read your killing intent from miles away and some can even become intangible like a golden wraith, but when they run out of steam they're no less mortal than you or I. You need to know what you're up against if you plan to succeed.

The second essential is more counter-intuitive, you actually want quantity over quality. You could hit one with an atomic warhead and they'd be the only thing left standing for a hundred miles in any direction. That's not hyperbole, I've seen it happen. Catch one in a simultaneous crossfire from half a dozen sniper rifles though and you stand a pretty good chance of putting one down, or hurting them at least. A well placed shot from a portable railgun is my personal preference, but you still need to wear them down first. Remotely detonated explosives can help if you know where they'll be in advance.

However you choose to do it, the last essential is coordination, every shot should be intended to kill and they need to land within moments of each other. You don't want to gamble on the skills of a shooter who claims he can hit a moving Emissary and you wouldn't want to pay his wages if he was telling the truth. With proper coordination you only need people that can hit a man-sized target at a hundred yards, people like that are easy to find, don't cost the world and don't draw unwanted attention.

Excerpt from a rare interview with infamous mercenary, Koligan Das

EQUIPMENT

Tools & Equipment

As well as weapons and armour, players will often have access to other equipment such as trade tools or professional equipment. The main purpose of this type of equipment is to assist the character when performing various types of skills. In many cases, the benefits of tools may already be stated in the relevant skill entry.

Basic Tools

Unless noted otherwise in the relevant skill entry, basic tools reduce a single relevant circumstance penalty when making a skill check.

Example:

A length of rope will reduce the circumstance penalty for attempting to climb a surface with poor or no handholds.

Superior Tools

Unless noted otherwise in the relevant skill entry, superior tools provide a single circumstance bonus to all checks with the relevant skill.

Example:

A set of pitons, ropes, a harness, climbing shoes and belay gloves will provide a circumstance bonus to all climbing checks.

Quality of Tools

In general you should use your judgement when deciding whether a tool is of basic or superior quality, with the GM having final say. There are too many items that could be considered tools to list all of them for every skill.

As a rule of thumb, if a tool would only help in a specific situation or is for a very specific purpose, it is a basic tool. If a tool or set of tools is useful in a variety of situations or you cannot think of any practical additions or alternatives that would be considerably more useful, then it is a superior tool.

Example

Fixed focal length binoculars allow a character to see something far away, but offer no benefits at night or at shorter distances. They are a basic tool that removes a circumstance penalty caused by distance on a spot check. Similarly, a night vision sight offers no benefits in daylight. It is also a basic tool that removes a circumstance penalty caused by darkness on a spot check. However, a set of goggles with variable zoom, range finder and optical, thermal and infrared vision modes would be a superior tool.

Technological Tools

Some tools or items are technologically advanced and use state of the art technology in order to function. To use or gain any benefit from this type of tool, a character must first make and pass a technology skill check in order to learn how to operate the tool properly. The TR for this skill check is given in the table below:

Common technological tool	TR 12
Professional technological tool	TR 14
Advanced technological tool	TR 16
Cutting edge technological tool	TR 18

This check only needs to be made the first time the device is used, or if the device has gone unused for a period of several months.

Speciality Items

Some items have properties or functions beyond a simple tool and provide more benefits than a simple circumstance bonus. These items could possess qualities or grant traits to the user that they would not normally have access to.

Example:

A diver propulsion vehicle or sea scooter is an item that is really too small to be classed as a vehicle in its own right, but clearly offers more benefit than a simple circumstance bonus to swimming skill checks. In this case, the device could grant the swimmer trait to its user, a trait normally only possessed by animals. Similarly, a jet pack could grant the flight trait.

In general, items of this type can also be handled in a narrative way unless the limits of their performance are absolutely vital to the game. For example, diving equipment allows a character to move around underwater without needing to surface for air. In most scenarios it is not necessary to know how fast it allows a character to swim or how long it allows them to stay underwater for. If this information suddenly becomes vital, it should be agreed among the players with the GM having the final say.

EQUIPMENT

BASIC CHEMICAL WEAPONS

Chemical weapons are defined as any weapons that use chemical reactions to directly inflict damage on a target or to propel a projectile at a target. Chemical weapons are cheap, plentiful and easy to build and maintain. Though their mechanisms are simple, chemical weapons can be very potent and can be easily modified for increased performance. Additionally, chemical weapons are immune to EMP-like effects that may render more advanced technology useless.

Name	TR	Range (m)	Damage	Ammunition	Qualities
Light pistol	14	6/30/60	3d6/2d6/1d6 (P)	15 rounds	Chemical, one handed Concealable (2) Detachable magazine
Heavy pistol	16	8/40/80	3d8/2d8/1d8 (P)	7 rounds	Chemical, one handed Concealable (3) Detachable magazine
SMG	16	20/100/200	3d6/2d6/1d6 (P)	30 rounds	Automatic Chemical, one handed Concealable (3) Detachable magazine
Shotgun	14	5/25/50	1d10/2d10/3d10 (P)	8 rounds	Chemical, two handed Internal magazine Spread
Carbine	16	20/100/200	3d8/2d8/1d8 (P)	30 rounds	Automatic Chemical, two handed Detachable magazine
Assault rifle	16	50/250/500	3d8/2d8/1d8 (P)	30 rounds	Automatic Chemical, two handed Detachable magazine
Sniper rifle	16	100/500/1000	3d10/2d10/1d10 (P)	5 rounds	Chemical, two handed Internal magazine
Anti-materiel rifle	18	200/1000/2000	3d12/2d12/1d12 (P)	5 rounds	Chemical, tripod Internal magazine Piercing (4)

BASIC ENERGY WEAPONS

Energy weapons are more advanced weapons that generally fall into two categories, laser weapons and particle beam emitters. Laser weapons typically offer increased range and accuracy compared to similarly sized weapons of other types, but at the cost of a reduced destructive power. Particle beam emitters offer significantly increased destructive power compared to lasers, but are more prone to malfunction due the increased heat generated. Laser and particle beam weapons do not consume ammunition when fired, but cannot gain any benefits from alternate or exotic ammunition types.

Name	TR	Range (m)	Damage	Ammunition	Qualities
Laser pistol	16	20/100/200	3d4/2d4/1d4 (P)	N/A	Energy, one handed Concealable (2)
Pulse laser	18	20/100/200	3d4/2d4/1d4 (P)	N/A	Automatic Energy, one handed Concealable (3)
Laser rifle	18	200/1000/2000	3d6/2d6/1d6 (P)	N/A	Automatic Energy, two handed
Laser cannon	20	400/2000/4000	3d8/2d8/1d8	N/A	Automatic Energy, tripod
Particle beam emitter	16	10/50/100	3d8/2d8/1d8 (P)	N/A	Energy, one handed Concealable (2) Unreliable
Particle beam spray	18	50/250/500	3d8/2d8/1d8 (P)	N/A	Automatic Energy, one handed Concealable (3) Unreliable
Particle beam rifle	18	100/500/1000	3d10/2d10/1d10 (P)	N/A	Energy, two handed Unreliable
Particle beam cannon	20	400/2000/4000	3d12/2d12/1d12 (P)	N/A	Energy, tripod Unreliable

Name:	FE645 Beam Rifle
Manufacturer:	Zeikon Heavy Industries
Dimensions:	1240/290/58 (mm)
Weight:	11.4kg
Power output:	23kW antiproton reactor
Generator life:	2.4 years

EQUIPMENT

BASIC HYBRID WEAPONS

Hybrid weapons are an attempt to combine the benefits of chemical and energy weapons and have some features of both. Hybrid weapons fire solid ammunition and therefore may gain the benefits of alternate ammunition types. However, they use electromagnetic force to propel their ammunition instead of chemical reactions and so are vulnerable to EMP-like effects as well requiring ammunition to function.

Name	TR	Range (m)	Damage	Ammunition	Qualities
Hybrid pistol	16	10/50/100	3d4/2d4/1d4 (P)	10	Energy, one handed Concealable (2) Internal magazine Piercing (2)
Hybrid SMG	18	20/100/200	3d4/2d4/1d4 (P)	30	Automatic Energy, one handed Concealable (3) Detachable magazine Piercing (2)
Flechette gun	18	10/50/100	3d6/2d6/1d6 (P)	10	Energy, two handed Internal magazine Piercing (2) Spread
Hybrid rifle	18	100/500/1000	3d6/2d6/1d6 (P)	30	Automatic Energy, two handed Detachable magazine Piercing (2)
Gauss rifle	20	100/5000/1000	3d8/2d8/1d8	15	Energy, two handed Detachable magazine Piercing (4)
Gauss cannon	20	200/1000/2000	3d8/2d8/1d8	5	Energy, tripod Internal magazine Piercing (6)

Exotic Weapons

Exotic weapons are heavy or unusual weapons that are less common and generally fill a specific niche. Exotic weapons are not necessarily more powerful than other weapons, but often possess unique qualities that make them more situational or specialised. Due to their limited availability, exotic weapons typically have a higher purchasing TR than basic weapons.

Name	TR	Range (m)	Damage	Ammunition	Qualities
Light MG	18	80/400/800	3d10/2d10/1d10 (P)	120	Automatic Chemical, tripod
Heavy MG	18	100/500/1000	3d12/2d12/1d12 (P)	90	Automatic Chemical, tripod
Flamethrower	18	10/50/100	3d10/2d10/1d10 (P)	30	Automatic Chemical, two handed Incendiary
Grenade launcher	20	-/-/500	-/-/1d10 (P)	6	Arcing projectile Blast (5m radius) Chemical, two handed Low velocity
Micro missile launcher	20	-/-/800	-/-/1d10 (P)	1	Chemical, one handed Concealable (3) Guided Piercing (10)
Rocket launcher (HE)	22	-/-/1000	-/-/5d12 (P)	1	Blast (8m radius) Chemical, two handed Minimum range Slow reload
Rocket launcher (AP)	22	-/-/1000	-/-/8d12 (P)	1	Chemical, two handed Minimum range Piercing (40) Slow reload
Portable railgun	22	200/1000/2000	6d12/3d12/2d12	1	Energy, tripod Internal magazine Piercing (10) Unreliable
Plasma gun	20	20/100/200	3d10/2d10/1d10	N/A	Automatic Energy, two handed Incendiary Unreliable

Name:	AG167 Grenade Launcher

EQUIPMENT

Additional Weapon Rules

While the weapons listed are perfectly usable as they are, at times players may wish to kit out their weapons with accessories or modifications to improve their performance. Below are some examples of weapon accessories, modifications and alternate ammunition types for ranged weapons in your game.

Basic Weapon Accessories

Weapon accessories could include items such as flashlights, scopes, laser sights and ballistic computers. Accessories of this nature should be treated as a tool that modifies the attack roll in the same way that tools would usually modify a skill check. As such, accessories will typically reduce the circumstance penalty for making the attack in a situation that would usually incur a penalty. Some examples are listed below.

Example:	Circumstance Penalty Reduced:
Scope	Shooting at long range
Flashlight	Shooting in darkness
Laser sight	Shooting moving targets
Ballistic computer	Shooting in bad weather

Purchasing a weapon with any number of basic accessories fitted increases the purchase TR by 1. Purchasing a basic accessory separately and having your weapon modified and serviced to function properly with it costs an amount equal to the purchase TR for the weapon being modified.

Underslung Weapon

In some cases, a weapon may have another weapon attached to it, either to act as a secondary weapon or to fill a specific niche. A common example of this would be an assault rifle with an underslung grenade launcher or shotgun. In this case, either weapon can be fired without spending the usual action required to change weapons. However, the poor balance caused by the underslung weapon imposes a circumstance penalty on attack rolls made with either weapon.

A weapon can have an underslung weapon attached to its so long as the added weapon is not larger than the weapon it is being added to. For example, a one handed weapon cannot have an underslung two handed weapon.

Crafting Accessories

Crafting accessories from scratch or from off-the-shelf components can be difficult, as they need to be perfectly aligned and calibrated to grant any meaningful benefit. The craft TR to achieve this is therefore 18, equivalent to crafting parts for a precision or state of the art weapon.

Special Ammunition

Chemical and hybrid weapons that fire physical ammunition are assumed to be firing factory standard ammunition unless otherwise stated. However, speciality ammunition could be used with these weapons to alter their performance slightly or provide a situational advantage.

Explosive Bullets
Fragile and heavy bullets packed with an explosive filling. Weapons firing explosive bullets deal an additional damage dice but lose any piercing quality they might have and gain the low velocity quality.

Gyrojet Rockets
Gyrojet rockets are fired at low velocity but rapidly accelerate as they travel due to a small sustainer rocket motor. Weapons firing gyrojet rockets double their maximum range but gain the minimum range quality.

High Velocity Bullets
Ammunition loaded to abnormally high pressure. These bullets grant the quality piercing (3) and unreliable to the weapon firing them. Weapons that are already unreliable for any reason cannot use high velocity bullets.

Incendiary Bullets
A bullet modified with a chemical payload designed to ignite the target on fire. These bullets grant the quality incendiary to the weapon firing them but impose a circumstance penalty on attack rolls..

Jacketed Hollow-points
A bullet designed to expand on impact, increasing its stopping power. If an attack made with a weapon firing hollow-point bullets inflicts a persistent injury on the target then an additional persistent injury is inflicted.

Shock Bolts
Shock bolts are an advanced type of non-lethal projectile used by some specialised law enforcement forces. Weapons firing shock bolts deal temporary damage instead of lethal damage and gain blast (2m radius).

Steel Cored AP Bullets
A modern armour piercing bullet modified with a steel core. These bullets grant the quality piercing (2) to the weapon firing them but impose a circumstance penalty on attack rolls.

Tracer Bullets
A bullet designed to be more visible while in flight, aiding weapon aiming. These bullets provide a circumstance bonus to any attack rolls made after the first one each turn, but also provide a circumstance bonus to anyone attempting to spot the location of the shooter.

EQUIPMENT

Melee Weapons

Although melee weapons have generally fallen out of favour compared to ranged weapons amongst the denizens of the galaxy, a number of factors contribute to making them viable threats on the modern battlefield. The superhuman abilities of Emissaries especially allow close combat weapons to compete directly with firearms.

Name	TR	Damage	Ammunition	Qualities
Combat knife	10	1d6 + strength (P)	N/A	Concealable (2) One handed
Power knife	14	1d6 + strength (P)	3 charges	Concealable (2) One handed Power field
Arming sword (slash)	12	1d8 + strength (P)	N/A	One handed
Arming sword (stab)	12	1d6 + strength (P)	N/A	One handed Piercing (2)
Longsword (slash)	12	1d10 + strength (P)	N/A	Two handed
Longsword (stab)	12	1d8 + strength (P)	N/A	Piercing (2) Two handed
Power sword	16	1d10 + strength (P)	6 charges	Power field Two handed
Electromace	16	1d10 + strength (T)	3 charges	Concussive burst One handed Piercing (4)
Siege hammer	16	1d12 + strength (T)	6 charges	Concussive burst Piercing (4) Two handed
Spear	10	1d8 + strength (P)	N/A	Piercing (3) Reach (2) Two handed
Power spear	16	1d8 + strength (P)	12 charges	Power field Reach (2) Two handed
Monofilament whip	14	1d4 + strength (P)	N/A	Concealable (2) One handed Piercing (4) Reach (2)

Name:	FM135 Power Sword Mk.II
Manufacturer:	Zeikon Heavy Industries
Dimensions:	1300/200/25 (mm)
Weight:	1.85kg
Power output:	55kW
Energy capacity:	1.65MJ

EQUIPMENT

Weapon Qualities

Arcing Projectile

An arcing projectile ignores line of sight cover when fired at its maximum range. Overhead cover will defeat the projectile.

Automatic

The weapon is self-loading and will continue to fire while the trigger is held down. The weapon may make burst fire and spray and pray attacks.

Blast (X)

The weapon deals its damage to anyone within an x metre radius of the impact point. A successful dexterity of gymnastics check reduces the damage by half. A target that suffers a direct hit from a blast weapon takes double damage.

Concealable (X)

The weapon is small enough to be concealed, imposing a circumstance penalty on skill checks to notice it.
1: Fits in a jacket or trouser pocket
2: Fits in a large coat pocket
3: Fits under loose clothing with a holster

Concussive Burst

When a charge is consumed, the weapon deals weapon damage to all adjacent opponents.

Chemical

The weapon uses chemical reactions to function and is immune to EMP-like effects.

Detachable Magazine

The weapon feeds from removable magazines. Reloading the weapon takes a single action if spare magazines are available. Refilling an empty magazine takes one minute.

Energy

The weapon requires an internal power source to function. The weapon is disabled by EMP-like effects.

Guided

The weapon ignores any circumstance penalties caused by range and one circumstance penalty caused by the target's movement.

Incendiary

If a flammable target is hit by the weapon, roll 1d10; the target catches fire if the result is 6 or higher. Character's on fire must pass a willpower check (TR 14) to remain calm enough to extinguish the flames. Extinguishing the flames takes one turn. Character's that do not extinguish the flames suffer an automatic persistent injury each turn.

Internal Magazine

The weapon feeds from an internal magazine. Reloading the weapon takes a single action if a clip or speed loader is used or two otherwise.

Low Velocity

The weapon fires a relatively slow projectile. The weapon a circumstance penalty to attacks made at medium range and an additional circumstance penalty to attacks made at long range.

Minimum Range

The weapon cannot be fired at targets closer than half of its maximum range.

One Handed

The weapon can be held and used in one hand without penalty.

Piercing (X)

The weapon has a degree of armour piercing capability. The weapon ignores x amount of armour possessed by the target.

Power Field

When a charge is consumed, the weapon gains the quality piercing (6) for a single attack.

Reach (X)

The melee weapon can be used to hit targets that are x metres further away than normal. It can be used against adjacent targets as normal.

Single Shot

The weapon is one use only and cannot be reloaded, it is entirely expended after one shot.

Slow Reload

The weapon is slow or complicated to reload, requiring 4 actions (2 turns) to reload.

Spread

The weapon fires a spread of projectiles, giving an additional circumstance bonus to shots at close range and an additional circumstance penalty to shots at long range.

Tripod

The weapon requires a bipod, tripod or fixed mount of some kind to operate without penalty.

Two Handed

The weapon requires a two handed grip to operate without penalty.

Unreliable

The weapon is mechanically unreliable. Any automatic failure with the weapon is always a critical failure.

EQUIPMENT

Custom Weapons

In addition to the weapons listed in this chapter, players or GMs may wish to create custom weapons with different or unique attributes. This section will briefly outline a set of guidelines to help do this in a balanced way and determined suitable purchase TRs. However, GMs should be aware that certain combinations of weapon qualities and stats could potentially be overpowered, so some care should be taken before introducing such items to the game.

Base Type

The first thing to decide on is the base type of the weapon. Each type has a few associated qualities, characteristics and a base cost.

Chemical

Chemical weapons are mechanically simple and require ammunition to function. They are capable of using special ammunition to augment their firepower.

Base damage die:	1d6
Base max range:	60m
Base ammunition:	15 rounds
Inherent qualities:	Chemical
	Detachable magazine
Base purchase TR:	10

Energy

Energy weapons are more advanced than chemical weapons and do not require ammunition to function. They are not capable of using special ammunition, but do not need to reload.

Base damage die:	1d4
Base max range:	100m
Base ammunition:	N/A
Inherent qualities:	Energy
Base purchase TR:	10

Hybrid

Hybrid weapons have advantages and disadvantages of chemical and energy weapons. They require ammunition and are capable of using special ammunition.

Base damage die:	1d4
Base max range:	100m
Base ammunition:	10
Inherent qualities:	Energy
	Piercing (2)
Base purchase TR:	12

Size

After choosing the base type, the next thing to decide is the weapon size.

Size	Purchase TR modifier
One handed	+2
Two handed	+0
Tripod	-1

This may seem counter-intuitive, but miniaturising complex mechanical or electronic parts and managing their heat is expensive. For game balance reasons, a smaller weapon is also advantageous.

Stats

Base stats can be adjusted, using the following modifiers.

Stat adjustment	Purchase TR modifier
+1 Damage die size	+2
Max range multiplier (X)	+1
Double ammunition capacity	+2
Halve ammunition capacity	-2

Qualities

Weapon qualities can be added, using the following modifiers.

Quality	Purchase TR modifier
Arcing projectile	+1
Automatic	+1
Blast (X)	+X
Concealable (X)	+X
Detachable magazine	+1
Guided	+2
Incendiary	+2
Internal magazine	-1
Low velocity	-1
Piercing (X)	+X
Single shot	-4
Slow reload	-2
Spread	+0
Unreliable	-2

Range and Damage

A weapon deals 3 damage at close range, 2 at medium range and 1 at long range. Medium range is defined as being within half of the maximum range. Close range is defined as being within one tenth of the maximum range.

Closing Points

Keep in mind that these are merely a guideline and should not be used in order circumvent the usual cost of a weapon by constructing a cheaper, but similar, combination. The final purchase price, and whether a weapon is available at all, is at GM discretion.

EQUIPMENT

Armour

Combat is extremely dangerous and concentrated fire can bring down even the toughest characters or creatures. Even Emissaries are highly vulnerable to sustained fire or multiple attacks as they quickly burn through their reserves of Sympathy to fend off damage. Effective use of armour is vital for almost all characters who expect to routinely come under attack.

Basic Armour

Basic armour types do not use exotic materials in their construction or offer any advanced technological features. However, they work in all environments, are cheap to purchase, easy to make and offer decent protection from melee or ranged weapons.

Name	TR	Defence Rating	Defence Type	Qualities
Heavy padding	14	6 (T)	Temporary	Concealable, Melee Tiring
Stab vest	16	6 (P)	Persistent	Concealable, Melee
Ballistic vest	16	6 (P)	Persistent	Ballistic, Concealable
Medium armour	16	8 (P)	Persistent	Ballistic
Plated armour	18	12 (P)	Persistent	Ballistic, Tiring
Heavy armour	20	16 (P)	Persistent	Ballistic, Heavy Tiring
Battle armour	20	18 (P)	Persistent	Ballistic, Heavy Tiring Restrictive
Shielded armour	20	4 (T)	Temporary	Melee Shields (12)

Powered Armour

Powered armour uses advanced technology or power assisted motors in its design. Powered armour typically offers increased performance and fewer drawbacks than basic armour types, but is more expensive and vulnerable to being disabled.

Name	TR	Defence Rating	Defence Type	Qualities
Powered harness	18	6 (T)	Temporary	Melee, Powered (1/0/1)
Powered plate	20	12 (P)	Persistent	Ballistic, Powered (1/0/0)
Stealth suit	22	6 (P)	Persistent	Ballistic, Powered (0/1/0) Thermoptic camouflage
Nanosuit	22	6 (P)	Persistent	Melee, Powered (2/0/0)
Powered battle armour	22	18 (P)	Persistent	Ballistic, Powered (2/0/0) Restrictive
Exosuit	24	20 (P)	Persistent	Ballistic, Powered (2/0/2) Sealed (4) Restrictive
Shielded exosuit	26	12 (P)	Persistent	Ballistic, Powered (2/0/2) Sealed (4) Shields (12)

EQUIPMENT

Armour Qualities

Ballistic

The armour is designed to protect against bullets and projectile weapons. The armour only offers half of its protection rating against melee weapons.

Heavy

The armour is heavy and places a burden on the wearer's strength. The armour imposes a circumstance penalty on strength checks and skills and reduces the wearer's speed by 2.

Melee

The armour is designed to protect against melee weapons. The armour only offers half of its protection rating against ranged weapons.

Powered (x/y/z)

The armour augments the physical abilities of the wearer by some mechanism. The armour increases the wearer's strength by x, dexterity by y and endurance by z. Powered armour loses these bonuses and becomes tiring, heavy and restrictive if disabled by some EMP-like effect or other means.

Restrictive

The armour is awkward and prevents a full range of movement. The armour imposes a circumstance penalty on dexterity checks and skills and reduces the wearer's speed and agility by 2.

Sealed (x)

The armour is sealed and has oxygen tanks, allowing the wearer to breath for x hours.

Shields

The armour projects a defensive screen around the wearer, reducing incoming ranged weapon damage by an amount equal to the shield's rating. Shields offer no protection against melee attacks.

Thermoptic Camouflage

The armour possesses advanced active camouflage in the optical and infrared spectrum. The wearer permanently counts as hidden, even while moving, as if they had made a TR 20 stealth check.

Tiring

The armour is cumbersome and poorly ventilated. The armour imposes a circumstance penalty on endurance checks and skills.

Internal Weapons

Armour may be purchased with internal weapons fitted to it. Internal weapons cannot be disarmed and do not need to be drawn or unholstered, they are always accessible at a moments notice.

Basic armour may only be fitted with a single one handed weapon as an internal weapon. The purchase TR is treated as 1 higher than the cost of the base armour or weapon (whichever is greater).

Powered armour may be fitted with up to two one handed weapons or a single two handed weapon as an internal weapon. The purchase TR is treated as 2 higher than the cost of the base armour or weapon (whichever is greater).

EQUIPMENT

CUSTOM ARMOUR

As with weapons, players or GMs may wish to create custom armour with different or unique attributes for their characters or NPCs. This section will briefly outline a set of guidelines to help do this in a balanced way and determined suitable purchase TRs. However, GMs should be aware that, as with weapons, certain combinations of armour qualities and stats could potentially be overpowered, so some care should be taken before introducing such items to the game.

BASE TYPE

The first thing to decide on is the base type of the weapon. Each type has a few associated qualities, characteristics and a base cost.

Melee
Melee armour offers its full protection against unarmed and melee attacks, but only half of its defensive rating against ranged attacks.

Base defence rating:	4 (T)
Defence type:	Temporary
Inherent qualities:	Melee
Base purchase TR:	10

or

Base defence rating:	4 (P)
Defence type:	Persistent
Inherent qualities:	Melee
Base purchase TR:	12

Ballistic
Ballistic armour offers its full protection against ranged attacks, but only half of its defensive rating against unarmed and melee attacks.

Base defence rating:	4 (P)
Defence type:	Persistent
Inherent qualities:	Ballistic
Base purchase TR:	12

DEFENCE RATING

The first thing to decide on is the base type of the weapon. Each type has a few associated qualities, characteristics and a base cost.

Defence Rating	Purchase TR modifier
+1 (Up to 16)	+1
+1 (16 to 28)	+2
+1 (28+)	+3

QUALITIES

Armour qualities can be added, using the following modifiers.

Quality	Purchase TR modifier
Heavy	-2
Restrictive	-2
Sealed (4X)	+X
Shields (3)	+2
Shields (6)	+4
Shields (9)	+6
Shields (12)	+8
Shields (15)	+10
Thermoptic camouflage	+4
Tiring	-2

POWERED ARMOUR

Armour can be made into powered armour using the following adjustments.

Base purchase TR increase: +2

Strength modifier	Purchase TR modifier
+1 (Up to 2)	+1
+1 (Up to 4)	+2
+1 (Up to 5)	+3

Dexterity modifier	Purchase TR modifier
+1 (Up to 2)	+1
+1 (Up to 4)	+2
+1 (Up to 5)	+3

Endurance modifier	Purchase TR modifier
+1 (Up to 2)	+1
+1 (Up to 4)	+2
+1 (Up to 5)	+3

CLOSING POINTS

As with weapons, keep in mind that these are merely a guideline and should not be abused in order to reduce costs or create overpowered equipment. This is especially true of powered armour, which can easily become game breaking if abused to help maximise a single characteristic of a character. The final purchase price, and whether an armour is available at all, is at GM discretion.

EQUIPMENT

Exotic Materials

Exotic materials are wonders of the known galaxy, available in only very limited quantities and tightly controlled by both the Empire itself and those with direct access to them. Exotic materials are used in the construction of some of the most advanced technological items available and the vital technology that keeps the infrastructure of the Empire running. Although not commonly available, from time to time characters may wish or need to employ certain exotic materials in the construction of advanced weapons or armour.

Bondinium

Bondinium is an exotic material that creates an anti-gravity effect when exposed to a strong electromagnetic field. Bondinium is found on only a small number of planets in the galaxy, most famously being present in unusually large quantities on the planet Floreana. Although not especially hard or strong, Bondinium has a number of important applications in the aerospace industry and has aided in the construction of important megastructures such as space elevators and colony ships.

Bondinium weapons

Bondinium is rarely employed in the construction of weapons as it is both incredibly expensive and offers few real advantages in this area. However, Bondinium bladed weapons are light as a feather and do provide a circumstance bonus to attack rolls made with them due to their increased manoeuvrability. The purchase TR for a Bondinium weapon is 4 higher than normal.

Bondinium armour

Bondinium is more frequently employed in the construction of armour, where it can be used to lighten the load or counter the effects of a high gravity environment.

A small amount of Bondinium removes any tiring or heavy qualities from a set of armour and negates falling damage when used in normal gravity. In a high gravity environment, Bondinium negates the usual penalties. A small amount of Bondinium in armour increases the purchase TR by 4.

A large amount of Bondinium can even be used in the construction of exosuits capable of withstanding the surface gravity of a neutron star. Such as a suit is virtually useless in normal gravity as it simple floats around as if in microgravity, but allows almost normal function in extreme gravity environments. A large amount of Bondinium increases the purchase TR by 8.

Technosapien mirror-steel

Technosapien mirror-steel is an exotic material that functions as an almost perfect mirror even to gamma rays and x-rays. In addition to this extremely useful property, mirror-steel is extremely hard and strong. Technosapien mirror-steel does not occur naturally in the galaxy and instead can only be manufactured in Technosapien orbital fabworlds. Each fabworld is only capable of producing a few kilograms of the material every day.

Mirror-steel weapons

Mirror-steel allows the construction of high energy particle beam and laser weapons. Energy weapons produced with mirror-steel in this way deal damage one die size larger than usual. Additionally, weapons with mirror-steel components are never unreliable.

Mirror-steel armour

Mirror-steel is used in the construction of extremely resistant armour due to its strength and unique properties.

A thin outer coating of Technosapien mirror-steel provides total protection from energy weapons and increases the defence rating of the base armour by 2. However, even a thin coating like this increases the purchase TR of the base armour by 6.

Solid mirror-steel armour is almost unheard of, even amongst the Technosapien elite, it is simple too expensive to be viable and too difficult to work into complex shapes. Solid mirror-steel armour could only be applied to powered armour and would be completely immune to energy weapons and increase the defence rating of the base armour by 8. Such a design would increase the purchase TR of the base armour by 12.

Simulcrum

Simulcrum is an exotic material available only to the guild of Emissaries and only produced in small quantities by an unknown method that has never been replicated. Emissary weapons and Simulcra are created using Simulcrum, but as a material it offers no inherent advantages or abilities to non-Emissaries.

Simulcrum may occasionally be offered as a reward by the guild of Emissaries for the completion of important missions or tasks and is a crafting material used in the construction of Emissary weapons. Approximately 200 grams of Simulcrum can be recovered from the body of an Emissary or Fallen Emissary.

EQUIPMENT

Emissary Weapons

New Emissaries have free access to one of the Emissary weapons presented in the races chapter of this book. However, during their adventures they may come across other Emissary weapons or even craft one of their own.

Melee Weapons

Anchor of Calador

Craft TR: 22
Simulcrum: 200 grams
Damage Type: Temporary
Damage Dice: 1d12
Total Damage: 1d12 + strength (T)
Ammunition: 5 charges
Qualities:
Concussive burst
Piercing (4)
Two handed
Emissary weapon

By spending a point of Sympathy, the user can channel tremendous power into the hammer. For a single attack the damage type of the hammer becomes persistent and it gains the quality blast (10m radius) in addition to its other qualities. The wielder of the hammer is immune to its blast effect.

The Anchor of Calador is a massive siege hammer modelled after the anchor of a traditional Caladorian merchant ship. Famously wielded by Brin in his battle with Heiyd, the whereabouts of the weapon are currently unknown. However, patterns of its design exist in the databases maintained by the guild of Emissaries.

Axe of the Fallen

Craft TR: 22
Simulcrum: 200 grams
Damage Type: Persistent
Damage Dice: 1d10
Total Damage: 1d10 + strength (P)
Qualities:
Two handed
Emissary weapon

By spending a point of Sympathy, the user can ignite the axe into a roaring flame of supernatural heat for the duration of a single attack. If the attack is successful, the target is set on fire as if by an incendiary weapon. Roll 1d10 for each other opponent within 20m, on a 6 or higher they also catch fire.

The Axe of the Fallen is an Emissary weapon recovered from the immolated corpse of an unidentified Fallen Emissary. Although its design has been warped by corruption, its essence burns with a pure fire and remains usable by Emissaries without fear of Apathy.

Crimson Blade

Craft TR: 32
Simulcrum: 1200 grams
Damage Type: Persistent
Damage Dice: 1d10
Total Damage: 1d10 + strength (P)
Qualities:
Two handed
Emissary weapon

Composure:	4	**Intelligence:**	5
Presence:	4	**Charisma:**	5

Skills:
Psionics	4
Academics/Knowledge	4
Technology	4
Craft	4
Intimidate	4
Manipulation	4

By spending a point of Sympathy, the user can awaken the true power of the sword. For a single round the Crimson Blade doubles the user's strength and endurance. The consciousness of any person slain by the blade becomes trapped as a digital ghost within its systems, completely bound to its will and subject to its torments.

The Crimson Blade is a corrupted Emissary Weapon crafted by a Fallen Emissary out of material stolen from the Electrotomb and granted wicked intelligence through use of the Create Mind ability. Its exact form is uncertain but occasionally it makes an appearance, masquerading as a legendary weapon and guides unaware Emissaries to their doom.

EQUIPMENT

Divine Fury

Craft TR:	26
Simulcrum:	600 grams
Damage Type:	Persistent
Damage Dice:	1d10
Total Damage:	1d10 + strength (P)

Qualities:
Piercing (2)
Two handed
Emissary weapon

By spending a point of Sympathy, the sword awakens as though possessed by an immense and restless energy. As a single action, the sword can make a number of attacks equal to the user's endurance at no penalty and a number of further attacks, though each of these inflict an automatic temporary injury on the user.

Divine Fury is a razor sharp longsword said to have been blessed by the Divine Imperial Majesty itself. Though nobody has been able to prove this for certain, there is little doubt that the blade is a tremendously powerful weapon.

Golden Judgement

Craft TR:	24
Simulcrum:	400 grams
Damage Type:	Temporary
Damage Dice:	1d10
Total Damage:	1d10 + strength (T)
Ammunition:	3 charges

Qualities:
Concussive burst
Two handed
Emissary weapon

By spending a point of Sympathy, the user can cause great bolts of electricity to leap from the mace, shorting out all electrical equipment in a large area. An EMP-like burst is given off by the Golden Judgement, disabling all energy weapons, powered armours, machines or technological devices within a 50m radius.

The Golden Judgement is an electromace in the form of an eagle with outstretched wings. Famously used by Zorin The Purifier in the purge of the heretical Agra Hive World. It is said that Zorin left not a single survivor behind after his three year sweep of the maze-like artificial planet. Imitations and duplicates of the Golden Judgement became popular among other Emissaries for a short while afterwards.

Knife of Lakas

Craft TR:	24
Simulcrum:	400 grams
Damage Type:	Persistent
Damage Dice:	1d6
Total Damage:	1d6 + strength (P)

Qualities:
Concealable (2)
One handed
Piercing (6)
Emissary weapon

By spending a point of Sympathy, the knife becomes weightless and moves as if guided by another's hand. As a single action, the knife can make a number of attacks equal to the user's Sympathy rank and ignores any armour in the process.

The original Knife of Lakas is an unexceptional weapon, but one that holds great historical meaning among Emissaries. Not originally created as one, the knife became the very first Emissary weapon when Lakas channelled the raw power of the Universal Emissary through her body and into its blade. Countless duplicates of varying quality and similarity to the original have been made over the years.

Life Stealer

Craft TR:	26
Simulcrum:	600 grams
Damage Type:	Persistent
Damage Dice:	1d8
Total Damage:	1d8 + strength (P)

Qualities:
One handed
Piercing (2)
Emissary weapon

As long as Life Stealer has killed an opponent within the last 24 hours, the Emissary wielding it does not need to eat, drink or sleep. The wielder also recovers a single point of Sympathy for every hundred opponents that Life Stealer slays. By spending a point of Sympathy to activate Life Stealer, the user heals a number of injuries equal to the injuries inflicted in a single attack by the blade.

Life Stealer is a blood red sword with an unusual prickly grip that makes it uncomfortable to hold and a strangely fluted blade. The original weapon was wielded by Isaias Toten who created it especially in preparation for his last stand against the forces of the Great Corrupter on the fields of Camlan. Isaias used Life Stealer to fight for thirty consecutive days without rest, until he was finally killed in single combat by his nemesis.

EQUIPMENT

Ravenous Whip

Craft TR:	22
Simulcrum:	200 grams
Damage Type:	Temporary
Damage Dice:	1d4
Total Damage:	1d4 + strength (T)
Qualities:	

Concealable (3)
One handed
Piercing (6)
Reach (2)
Emissary weapon

By spending a point of Sympathy, the whip divides into a fractal of monofilament strands. For a single attack the damage type of the whip becomes persistent. If the attack is successful, all temporary injuries on the target become persistent injuries instead.

The Ravenous Whip is an apparently mundane whip made from the hide of an unidentifiable animal. Though not especially useful in single combat, the surprise factor of its power can be devastating in certain situations. Weapons of this pattern have become popular among Emissaries who only wish to kill as a last resort.

Screaming Corruption

Craft TR:	32
Simulcrum:	1200 grams
Damage Type:	Persistent
	Persistent mental
Damage Dice:	1d10
Total Damage:	1d10 + strength (P)
	1d10 + composure (P)
Qualities:	

Piercing (4)
Two handed
Emissary weapon

The Screaming Corruption deals its damage as physical and mental damage simultaneously and can only be activated by spending a point of Apathy. When activated the blade emits a nightmarish psionic scream, hitting automatically and dealing normal weapon damage to all living things within 10km of the user.

The Screaming Corruption is a large straight sword with a long narrow blade and a plain design. Although its balance is good, its weight seems to shift in the hand and it constantly emits a whisper like the distant echo of a dying scream. The weapon was recovered from the site of a famous battlefield, found embedded in the body of a legendary Emissary. Some archive records appear to be missing.

Scavenging Death

Craft TR:	26
Simulcrum:	600 grams
Damage Type:	Temporary
Damage Dice:	1d8
Total Damage:	1d8 + strength (T)
Qualities:	

One handed
Piercing (6)
Emissary weapon

By spending a point of Sympathy, the Scavenging Death opens to release a black swarm of insect-like nanomachines. For a single turn the swarm can be directed to attack up to six opponents within 20m or up to six pieces of equipment. Targeted opponents are hit automatically and take 2d4 (P) damage that ignores all armour, while any targeted equipment is disabled as if by an EMP-like effect.

The Scavenging Death is an ornate armoured gauntlet in the shape of a scarab beetle. The design incorporates multiple intricate and interlocking components that occasionally move by themselves and produce a quiet chattering sound. The weapon is especially popular amongst Mechanoid Emissaries from the desert world of Aksis, having been used by a number of them over the years.

Singing Blade

Craft TR:	28
Simulcrum:	800 grams
Damage Type:	Persistent
Damage Dice:	1d10
Total Damage:	1d10 + strength (P)
Qualities:	

Piercing (4)
Two handed
Emissary weapon

The Singing Blade grants its user a circumstance bonus to all skill checks made so long as it is being held and can be activated by spending a point of Sympathy. When activated the blade sings a song of prophecy that alters fate over a wide area for a single turn, providing two circumstance bonuses to all skill checks made by the wielder and their allies and imposing two circumstance penalties on any number of opponents.

The Singing Blade is a brilliant white longsword wielded by the legendary Emissary Piera The White. In battle the sword emits a constant pleasant melody that modulates when swung. The whereabouts of this great historical relic are currently unknown, as it was unfortunately lost in the events surrounding the tragedy of Piera's fall.

EQUIPMENT

Spear of Nightmares

Craft TR:	22
Simulcrum:	200 grams
Damage Type:	Persistent mental
Damage Dice:	1d8
Total Damage:	1d8 + composure (P)

Qualities:
Reach (2)
Two handed
Emissary weapon

The Spear of Nightmares deals mental damage with its basic attacks. By spending a point of Sympathy, the user channels energy into the mechanism below the blade causing it to fire a psionic bolt that creates nightmarish visions to any witnesses. As a single action the spear deals automatic weapon damage to all opponents with line of sight to it.

The Spear of Nightmares is a long black spear with a black, metal staff covered in carvings of tribal gods. The blade looks older than the other parts of the weapon and there is a strange shotgun style mechanism retrofitted under it.

Tsunamic Edge

Craft TR:	30
Simulcrum:	1000 grams
Damage Type:	Persistent
Damage Dice:	1d8
Total Damage:	1d8 + strength (P)

Qualities:
One handed
Piercing (4)
Emissary weapon

By spending a point of Sympathy, the Tsunamic Edge projects an immense wave of force when swung. For a single attack the device deals automatic weapon damage to everything within a 500m, 45 degree cone in front of the user. Anyone caught in the blast is knocked back 4d10 metres and thrown 1d10 metres into the air.

The Tsunamic Edge is a geometric, black sword with blunt edges and a squared off tip. The blade is able to cut as if it were wickedly sharp, but the mechanism by which it does so is unclear. The original device was created in a rare joint effort between the guild of Emissaries and a faction of the Technosapien collective.

RANGED WEAPONS

Calamity

Craft TR:	32
Simulcrum:	1200 grams
Damage Type:	Persistent
Damage Dice:	1d10
Range:	10/50/100
Total Damage:	3d10/2d10/1d10 (P)
Ammunition:	N/A

Qualities:
Concealable (2)
Energy
One handed
Emissary weapon

By spending a point of Sympathy, the body of the Calamity unfolds and it begins to pulse with energy. When activated, the weapon may make a single attack with unlimited range that ignores all armour and inflicts 6d10 (P) damage on the target. After making this attack, the device becomes inoperable for one hour.

The Calamity is a small black particle beam emitter and sister weapon to the Wave of Destruction, created as part of the same joint venture. Only a few such weapons are known to have ever been manufactured and it is uncertain whether the technology still exists to create more.

Death Spitter

Craft TR:	22
Simulcrum:	200 grams
Damage Type:	Persistent
Damage Dice:	1d6
Range:	10/50/100
Total Damage:	3d6/2d6/1d6 (P)
Ammunition:	60

Qualities:
Chemical
Concealable (2)
Internal magazine
One handed
Piercing (2)
Emissary weapon

The Death Spitter manufactures its own ammunition at a rate 5 each round and automatically loads them into its internal magazine. By spending a point of Sympathy, the weapon can instantly refill its magazine and then make a spray and pray attack against up to ten adjacent targets.

The Death Spitter is a small SMG with an organic shape and a number of spiny protrusions. Although not incredibly destructive, it remains a popular weapon among veteran Emissaries.

EQUIPMENT

Divine Halo

Craft TR:	30
Simulcrum:	1000 grams
Damage Type:	Persistent
Damage Dice:	1d10
Range:	80/400/800
Total Damage:	3d10/2d10/1d10 (P)
Ammunition:	N/A

Qualities:
Energy
Emissary weapon

The Divine Halo floats in close proximity to its user and attacks by remote command using a wrist mounted terminal. By spending a point of Sympathy, the device glows with radiant energy and attacks autonomously. The weapon makes a single attack against all opponents within range and deals an additional die of damage to each opponent hit.

The Divine Halo is a metallic disc made of equal parts Bondinium and Simulcrum with a surface of polished chrome. The history of the weapon is unknown, but it is believed to be amongst the oldest Emissary weapons in existence. Modern duplicates are rare, but not unheard of.

Needlegun

Craft TR:	24
Simulcrum:	400 grams
Damage Type:	Persistent
Damage Dice:	1d6
Range:	10/50/100
Total Damage:	3d4/2d4/1d4 (P)
Ammunition:	30

Qualities:
Chemical
Concealable (2)
Detachable magazine
One handed
Piercing (6)
Emissary weapon

The Needlegun accepts standard pistol or SMG ammunition but transmutes it into deadly needles. Opponents injured by a needle must pass a TR 14 toughness check or become paralysed for 1d4 rounds. By spending a point of Sympathy, the Needlegun can fire a more potent projectile. Opponents hit by this attack are momentarily frozen in time for 1d6 minutes. Whilst in this state, the opponent cannot act, perceive anything around them, be moved or suffer any damage.

The Needlegun is an elegant pistol with a sleek metallic barrel and an almost vanishingly small bore. A preferred weapon of infiltrators and assassins, the esoteric device has been produced in over a dozen known variations by different Emissaries.

Nova Cannon

Craft TR:	28
Simulcrum:	800 grams
Damage Type:	Persistent
Damage Dice:	1d12
Range:	400/2000/4000
Total Damage:	3d12/2d12/1d12 (P)
Ammunition:	N/A

Qualities:
Energy
Incendiary
Tripod
Emissary weapon

By spending a point of Sympathy, the gaping maw of the Nova Cannon bellows out an enormous quantity of stellar plasma. When activated, the weapon may make a single attack inflicting weapon damage on anything caught within a 200m, 45 degree cone in front of the user. In order to make this attack the user must be outside and in direct sunlight.

The Nova Cannon is an enormous, ornately decorated plasma cannon with a barrel modelled after the head of a mythical fire spewing creature. The internal design of the weapon is famously bizarre, showing no obvious method of being able to generate or store the vast amount of plasma it can fire.

Prator's Spear

Craft TR:	24
Simulcrum:	400 grams
Damage Type:	Persistent
Damage Dice:	1d6
Range:	20/100/200
Total Damage:	3d6/2d6/1d6 (P)
Ammunition:	N/A

Qualities:
Concealable (2)
One handed
Piercing (2)
Emissary weapon

Prator's Spear can be used to make ranged grapple attempts in addition to its regular attack. By spending a point of Sympathy, the weapon can instantly displace its target or user. When activated, a successful attack teleports the target into a position adjacent to the user, or teleports the user into a position adjacent to the target.

Prator's Spear is neither an energy weapon or a chemical weapon, instead resembling a strange gauntlet that launches claw-like projectiles at the target. Lacking in destructive power, the device is still popular due to its versatile nature.

ARTEFACTS

Alien Artefacts

As no extant alien races are believed to currently reside within the known galaxy, alien artefacts are extremely rare. However, there is strong evidence that one or more sentient races of non-human life have previously occupied space which now falls within the boundaries of the Third Golden Empire. From time to time, artefacts and devices left behind by these races are discovered, sometimes as inert curiosities and sometimes with disastrous results. The region of space known as the Graveyard is especially well known for its above average yield of such finds. Ultimately, it falls within the purview of Emissaries to deal with these dangerous discoveries, though there are different schools of thought on how exactly this should be done.

The following artefacts are example devices of confirmed alien origin, known to have been discovered within the Third Golden Empire and recorded in the archives of the Forbidden Library.

Amon Mechanism

The Amon Mechanism was discovered on the planet of its namesake, recovered from a debris field of otherwise mundane material. The debris had been buried under a thick ice sheet and is thought to have been at least a million years old, but possibly even older.

The Mechanism itself is made of a brass-like metal that is seemingly indestructible. Its form is that of a collection of interlocking gears that measures about 20cm across and 10cm high. A large dial with markings that correspond to six different positions is prominent on, what is believed to be, the top of the Mechanism. The markings do not correspond to any known language, but each one is more complex than the last.

Moving the dial to any of the six positions has the following effects:

First position (least complex symbol):
The user is transported 5 seconds into the future. No apparent time passes for them. To others, they appear to vanish for 5 seconds.

Second position:
The user is transported 15 seconds into the future.

Third position:
The user is transported almost 2 minutes into the future.

Fourth position:
The user is transported over 1.6 hours into the future.

Fifth position:
The user is transported 205 days into the future.

Sixth position (most complex symbol):
The user is transported 5 million years into the future.

Ansible

The Ansible is a small tapering rod with a deceptively weighty bulge on the tip of its thickest end. Several of these devices have been found scattered across the galaxy, which makes them unusually common as far as alien artefacts are concerned. Several have even turned up in specialist auction listings on fringe worlds less likely to be noticed by Emissaries, usually commanding astronomical prices.

When the user of an Ansible points the device at another person with an Ansible, they are able to communicate perfectly, in real time, across any distance. This effect defies most current physical theories, though some have suggested that microscopic wormholes could explain this apparently superluminal transmission of data. However, Ansible communication is prone to a certain background noise that increases when the device is pointed towards the galactic centre. There are also reports of the devices detecting strange signals made up of regular but indecipherable patterns.

Command Rod

The Command Rod was an alien device used by the infamous dictator, Tilden May. He was able to use the Rod to create a host of loyal followers who would worship him as a god and carry out his every bidding. Originally thought to be an extremist religious cult built up around May's outlandish personality, it eventually became known that mind control on a near-unprecedented scale was occurring. A team of Emissaries are thought to have infiltrated the group and destroyed the device.

The Command Rod is a metallic cylinder around 50cm long and 5cm in diameter, with a shifting centre of mass and a weight of approximately 1kg. The surface of the Rod has a rough texture and feels loose, as if covered in sand, though no material is observed to move or fall away from it.

Non-Emissary characters with a composure characteristic of 3 or less will unquestioningly obey any commands given to them by the wielder of the Command Rod. Emissary characters with a composure of 3 or less and non-Emissary characters with a composure of 4 or more must pass a TR 16 willpower check to resist any single command. Emissary characters with a composure of 4 or more are immune to any compulsion by the Command Rod.

ARTEFACTS

Eynides Nanoskin

The Eynides Nanoskin is a black, tar-like substance that adheres itself to the wearer's skin and significantly augments their combat ability. Though seemingly a viscous liquid when first applied, the outer surface of the material quickly hardens into a series of matt black plates, bound together by a flexible material with a faint green glow. It is able to change shape to cover almost any possible user, though it is incapable of bonding to metal or exoskeleton, rendering it unusable to Mechanoids or Insectoids.

The origins of the only known Nanoskin have been traced back to Eynides, a world somewhat near the border of The Graveyard. However, it did not come to the attention of Emissaries until a gladiator, fighting under the name The Reaper of Kagrion, wore the Nanoskin and used it to become an undefeated champion of the pit fights of Voss. The Emissary, Gorak Ya, posed as a gladiator and eventually defeated The Reaper in single combat, putting an end to his streak of 173 consecutive victories in the pits.

When worn as armour, the Eynides Nanoskin has the following profile:

Defence rating: 18
Defence type: Exotic (see unusual traits)
Qualities: Powered (2/2/0)
                 Sealed (12)

The major drawback of the Eynides Nanoskin only became apparent after The Reaper's defeat. It had become permanently bonded to his flesh and his corpse was unidentifiable by the time it had been surgically removed from his body.

Up to 6 hours of use:
The Nanoskin is difficult to remove, but can be peeled off by the wearer. Any clothing worn under the armour may be torn as it is removed and any exposed skin is left feeling tender.

6-12 hours of use:
The Nanoskin is exceptionally difficult to remove, usually requiring assistance. Any clothing worn under it has either dissolved or become permanently bonded to it. Skin is torn or punctured, leaving minor flesh wounds. The wearer suffers 1d4 automatic temporary injuries.

12+ hours of use:
The Nanoskin is impossible to remove without surgery. Removing it in this way inflicts 2d4 automatic persistent injuries on the wearer.

Genesis Dust

Genesis Dust does not refer to a single specific alien device, but a class of alien technologies thought to be used for industrial purposes. The Dust itself is grey in colour and exceptionally fine, flowing more like a liquid and passing through even the smallest of gaps. Close scientific examination of the Dust reveals that the grains are not uniform in size or shape, but range from the macroscopic down to the femtometre scale.

When placed in a container with another object and stimulated with a weak electrical current, the Genesis Dust consumes some of its own mass to create produce an identical copy of the object it was placed with. Curiously, the mass of the copy does not appear to precisely equal the mass lost by the Dust, though the difference is small. It is thought that this function of the Genesis Dust is only a simple application of its potential and it is likely that it could be programmed or given commands to produce more complex structures.

Genesis Dust is considered extremely dangerous due to the obvious capabilities it possesses. There are many rumours of the Dust going out of control or even producing other alien artefacts.

When Genesis Dust is exposed to an electric current, roll 1d10 and refer to the table below to see how it behaves.

1	Genesis Dust goes out of control and begins consuming all matter that comes into contact with it, expanding outwards at a rate of 100m per minute (8 metres per round).
2-9	Genesis Dust produces an identical copy of a single object in contact with it. The object cannot mass more than the Genesis Dust.
10	The Genesis Dust produces a random alien artefact and is entirely consumed in the process.

Artefacts created at random should be determined by the GM, possibly from a short list to avoid any unwanted items from appearing. Alternatively, an appropriate or relevant item could be selected or this could be used as a hook or prompt for a greater story.

Irminsul

Irminsul was the only known example of its kind, though it is possible that others might potentially exist in as-yet-unexplored regions of the galaxy. The entity, later named Irminsul, defied all logical classification but could best be described as an Uplifted Tree, or even Forest. Irminsul lived on an uncharted inhabited planet, believed to have been located on the edge of the Outer Fringe. It co-existed, apparently for at least a thousand years, with a group of primitive transhuman settlers.

Records in the Forbidden Library state that the transhuman settlers initially cut down parts of Irminsul to use as construction material or fuel and picked its fruits for food. This angered Irminsul, who was able to gestate Thermal Maggots within its fruit and inflict a plague of Watchers upon the settlers. Eventually, by methods unknown, an agreement was reached, wherein the settlers would limit themselves to harvesting only trees on the periphery of Irminsul's forest in exchange for the cessation of hostilities.

Greed eventually prevailed against level headedness and the inhabitants broke their treaty, using their newly developed industrial machinery to harvest Irminsul at an increased rate. Watcher attacks quickly resumed and the two sides were locked in a ferocious battle. A passing Emissary was called upon by the locals to slay Irminsul and his Watchers.

Eventually it was revealed to the Emissary that Irminsul's fruit had once held the preserved genetic information and mind states of an entire alien civilisation. The civilisation had fallen ill to an incurable disease created by their enemies and so had sought to preserve themselves in a way that defied discovery, hoping that others of their kind might one day find a way to cure them. In its fury and desperation, Irminsul had corrupted and used all of its fruit to create monsters, first as guardians and later as soldiers. Mad beyond reason and alien in its logic, the Emissary was forced to evacuate the planet and burn Irminsul along with its forest from orbit.

Irminsul was a gigantic sentient forest of trees with connected roots that spanned across an entire world. Each one of the ten trillion trees was capable of producing between 30 and 50 Thermal Maggots each year. Irminsul was also a psionic entity, capable of telepathy and limited mind control (over Thermal Maggots and Watchers).

Living Armour

Several pieces of Living Armour were known to have been recovered from the Dyson Sphere Fragment in the Graveyard. Many of these have been destroyed or impounded by Emissaries, though it is likely that not all are accounted for.

The Living Armour is a bronze-coloured metallic statue that fluidly changes its form to match the anatomy of the nearest living sentient. When that sentient approaches, the Armour opens itself to reveal a hollow interior. However, when approached by a Mechanoid or observed from a distance of greater than 50m away, the Armour takes on the shape of a solid cube with 50cm sides and a total mass of 500kg.

The Living Armour is thought to be some kind of alien exosuit and, as its name suggests, may be worn as armour by most humanoids. When used as armour, it has the following profile:

Defence rating: 26
Defence type: Persistent
Qualities: Ballistic
Powered (3/0/3)
Sealed (9)

Like most alien technology, the Living Armour appears to have greater capabilities than those which are readily apparent. Occasionally, some of these may be activated when certain conditions are met.

Condition:
The wearer receives damage that exceeds the defence rating of the armour.
Effect:
The armour becomes rigid and immobile for 1d6 rounds, but its defence rating increases to 36.

Condition:
The wearer rolls double 10s on any athletics, unarmed or weapons (melee) check.
Effect:
The armour temporarily increases its strength boost from 3 to 6 (lasting the duration of the action), but inflicts an automatic persistent injury on the wearer.

Condition:
The wearer is knocked unconscious or killed.
Effect:
The Living Armour attempts to return to the Dyson Sphere Fragment under its own power.

ARTEFACTS

Mero's Aegis

The origins of Mero's Aegis are unknown, most likely it was discovered somewhere in the Graveyard or the surrounding regions of space and simply not recognised as a device of alien origin. The Aegis is a small metallic device, somewhat smaller than a handgun and about as heavy. It has no obvious moving parts and appears to be made of a single solid piece of material with a dark brown colour and a golden trim around its edge. Holding the Aegis inspires an inexplicable sense of confidence in most humanoids.

Whenever the user of Mero's Aegis comes under attack, the device crackles with energy and projects a sphere of green light around them with a 3m radius. This sphere of light seems to operate on very different principles to energy shields of Imperial design but performs the same role, protecting the user from harm. Any attacks made against the user from a distance of greater than 3m away are completely nullified. Even psionic attacks are stopped cold by the Aegis.

However, the Aegis is not without limits and seems to have a power supply which naturally recharges over time by some unknown mechanism. When used excessively, the Aegis begins to lose power and becomes increasingly erratic.

Up to 2 uses per day:
The Aegis activates automatically and completely nullifies any damage a character would receive from a single attack dealt from a source more than 3m away.

3 to 4 uses per day:
The Aegis shield stutters and flickers, providing 2d10 (P) armour worth of protection against a single attack dealt from a source more than 2m away.

5 to 6 uses per day:
The Aegis shield stutters and flickers, providing 1d10 (P) armour worth of protection against a single attack dealt from a source more than 1m away. The shield is uncomfortably small for most humanoids.

7+ uses per day:
The Aegis shield stutters and flickers erratically, projecting shields that intersect with the user and inflict 1d6 automatic persistent injuries on them.

Mero's Aegis only activates when held and may be dropped as a free action at any time. However, the user does not escape injury by dropping the Aegis on its seventh use.

Nazal Puzzle Box

The Nazal Puzzle Box is a solid black cuboid that measures 12cm by 12cm by 14cm and curiously weighs between 0.5 and 1.5kg depending on orientation. Despite having no obvious joins or moving parts, the box is evidently made of several pieces which can rotate and slide with respect to each other to produce six different cubic configurations. The Box has no markings on its exterior, is extremely resistant to scratching and does not bond with any known adhesive. A TR 12 working memory check is sufficient to recall any configuration of the Box that the character has previously discovered.

Each of the six possible configurations of the Box produces a different effect, as given below:

First Configuration:
The Puzzle Box begins to float freely in the air, as if constructed of solid Bondinium. By holding the Box and pulling it towards their body, a character becomes able to fly through the air or space at a speed of 50. By pushing the Box away from their body, the character will slow down and begin to lose altitude.

Second Configuration:
The Puzzle Box becomes anchored in the local frame of reference, becoming fixed in space with respect to the surface it is currently placed above. No amount of strength or force seems to be capable of moving it.

Third Configuration:
The Puzzle Box projects a region of altered gravity extending 20m from the Box in all directions. The direction of the gravity field becomes aligned to the longest edge of the Box. The strength of the gravity inside the region can be adjusted from zero up to that equivalent of a heavy world by moving the box in relation to the operator.

Fourth Configuration:
The Box briefly reverses gravity in a 20m radius, launching people and objects 20m into the air.

Fifth Configuration:
The Box projects a concussive force aligned along its longest edge, acting as a ranged weapon with the following profile:

Range:	5/25/50m
Damage:	3d12/2d12/1d12 (T)

Sixth Configuration:
The Box hurtles through the air under its own power, as if returning to some distant location.

Shadow Stone

Shadow Stones are a worrisome artefact that seem to be related to the alien technology that Emissaries derive their power from. They take the form of a rough, black crystal that could very easily be mistaken for a mundane object. Only an Emissary is able to tell that a Shadow Stone is something unusual, feeling an inexplicable sense of power and unease when handling one. Several Shadow Stones are known to exist, with at least one displayed in the Forbidden Library, but it is impossible to tell how many more could be out there.

At first a Shadow Stone seems to behave like a battery for Sympathy, effectively giving an Emissary an additional two points of Sympathy to call upon. However, tapping into this additional Sympathy provokes a corruption check and forces the Emissary to roll for Corruption. The Emissary must also add 1 to the result of this roll (up to a maximum of 10) for each point of Apathy they currently possess.

Larger Shadow Stones capable of storing more Sympathy may also exist.

Shard of Arcturus

The Shard of Arcturus was an artefact that was claimed to have been recovered by explorers on the doomed world of its namesake. However, this claim was highly contested and most scholars currently believe that the Shard has a different origin. Its form was that of an intricate, geometric lump of smooth, black matter, small enough to fit in the palm of a hand. Occasionally, at completely irregular intervals, the Shard was said to pulse with a dull orange light that would fill those around it with an almost eerie sensation of peacefulness.

The Shard is known to have passed through the hands of several wealthy collectors, who are said to have coveted it possessively for several years each before unexpectedly choosing to sell or pass it on to another. Eventually the Shard was tracked down and seized by an unknown Emissary, who claimed to have destroyed it. However, records of this event are incomplete and attempts to identify or track down this Emissary have been unsuccessful. The true fate of the Shard and its function, if any, remain a mystery.

Siren's Box

The Siren's Box was an alien artefact owned by Piera the White and was ultimately responsible for the tragedy of her fall. Seemingly nothing more than a small music box, the Siren's Box was eventually revealed to be a psionic device of immense power. Its whereabouts are currently unknown.

The device was capable of producing two different songs, with the effects described below:

First Song:

The first song of the Siren's Box is soothing in nature and heals 1 mental injury (of either type, but temporary injuries first) for each minute that it is listened to.

Second Song:

The second song of the Siren's Box inflicts 2d8 persistent mental damage (as if by a psionic attack) upon anyone who hears it for each minute that it is listened to.

Both songs maintain their effect when transmitted by any broadcast equipment or devices capable of audio transmission.

Soma

Soma is a syrupy brown liquid of unknown composition that is known to have been found in storage cylinders of alien construction. The liquid is odourless and highly viscous, exhibiting some non-Newtonian properties. Additionally, when left standing for a substantial period of time, the liquid begins to separate into three layers.

The top layer develops some superfluid properties as it separates, flowing up the walls of its container and coating them evenly in a thin liquid membrane. The middle layer appears to be remarkably similar to the Methuselah drug used by the Witches of Cetebos and possesses the same properties. The bottom layer appears to be a kind of deadly neurotoxin.

However, the top layer of the substance is more than it first appears to be. If the container is left open, opened after the liquid has separated or moved into a different container, then it spreads outwards in an invisibly fine layer that covers everything around it. This layer spreads out imperceptibly at a rate of 20cm per minute until it has coated every surface within 200m of it. No cracks, seals or joins are tight enough to prevent its ingress. Any electronic equipment affected is disabled as if by an EMP-like effect and Mechanoid characters suffer an automatic temporary injury.

ARTEFACTS

Spike of Nastral

Spikes of Nastral are 24cm long metallic nails of alien origin that have been found on a number of worlds across the galaxy. When embedded into the brain stem of a living humanoid subject, that subject no longer ages, requires food or sleep and additionally becomes immune to any kind of physical or mental injury, disease or poison. However, if the Spike is removed for any reason, the subjected instantly crumbles to dust and dies.

Those who possess a Spike of Nastral embedded in their brain stem initially retain their prior memories and personality, but risk falling under the thrall of some unknown alien entity at any moment in time. When this occurs, subjects are reduced to Zombie Thralls (as described in the Lifeforms chapter) and become mere puppets acting out some unknown alien agenda. The source of this alien intelligence and its motives remains one of the greatest mysteries faced by those Emissaries who follow the Ideal of Suppression.

Technomancer

Technomancers are tiny, spider-like robots that will autonomously improve a single technological device they are placed in proximity with, consuming themselves in the process. As there is no way to instruct or program Technomancers directly, the improvements they make are somewhat random and depend on the device they are introduced to.

Basic tool:
Becomes a superior tool of the same type.

Cybernetic augment:
Becomes immune to EMP-like effects.

Weapons (roll 1d4):
1 - Provides a circumstance bonus to attack rolls.
2 - Adds an extra charge or round of ammunition.
3 - Gives the weapon Piercing (2).
4 - Increases the base damage die size by one.

Armour (roll 1d4):
1 - Removes a drawback (such as Tiring).
2 - Increases defence rating by 2 (same type).
3 - Gives the armour Powered (1/1/1).
4 - Gives the armour Shields (6).

Vehicle (roll 1d4):
1 – Vehicle gains 1 power.
2 – Vehicle gains 1 mobility.
3 – Vehicle gains 1 durability.
4 – Vehicle gains Artificial Intelligence.

Technomancer, Blighted

Blighted Technomancers are tiny, spider-like robots that will autonomously subvert any technology they are introduced to. Tools, weapons or armour are completely destroyed and cybernetic augments are disabled as if by an EMP-like effect. Vehicles are given a hostile Artificial Intelligence that will attempt to attack or ram anything that comes within range.

Traveller's Portal

The Traveller's Portal is a handheld device with a helical shape made of a mixture of metallic and composite materials. An esoteric control panel that doesn't respond to most inputs is fixed to the top. Button presses each produce a different, almost musical, sound, but have no other effect.

When the large, central button is depressed, the device makes a distinctive sound and illuminates a light on the panel. If the button is depressed for a second time, 2d10 are rolled and the user is instantly transported X metres away from the location they were in when the button was first pressed (where X is the result of the roll). However, on a result of double 1s (1,1), the user is transported to a random location within the galaxy.

Verus Servitor

The Verus Servitor is a pitch black sphere of an unknown metallic substance that reflects no light and floats silently above the ground. The sphere is 55.5cm in radius and has an estimated mass of 555kg. It is highly resistant to damage of any kind, though any imperfections made on its surface would be almost invisible due to its lack of reflectivity.

The Servitor is reported to slowly change its form when in the vicinity of another living thing, becoming an exact silhouette of a random person within 500m of it over a period of several days. The character becomes compelled to find the Servitor on the first such day and stand in its presence, forcing them to pass a TR 16 willpower check every hour to perform any other action. On the second day, if the character is still within 500m, the TR of the willpower check increases to 18. On the third day, the Servitor completes its transformation and the TR increases to 20. If the character is still within 500m of the Servitor on the fourth day, they must pass a TR 20 willpower check to resist climbing into the Servitor and disappearing forever.

After a person has climbed into the Verus Servitor, it reverts to its spherical form and becomes inert for a week.

AUGMENTATIONS

Augmentation

In addition to equipment, characters may also possess some degree of cybernetic or biological augmentation to increase their abilities. However, augmentation of this kind is not without its own drawbacks and cannot be used without limit.

Cybernetics

Cybernetic augmentations replace part of the user's anatomy with electromechanical devices. A character may possess a number of such augmentations up to the value of their endurance characteristic. A character with three or more cybernetic parts does not heal injuries naturally. A character with five or more cybernetic parts gains the artificial being trait.

Armoured Vitals
Purchase TR: 20
Benefits:
The character gains natural armour 2 (P) and is immune to the extra damage caused by a critical hit.
Drawbacks:
The character suffers a circumstance penalty to all charisma skill checks.

The head and skull are replaced by an articulated steel housing that encapsulates the brain and sensory organs, while other vital parts are protected by an armoured box within the torso.

Cybernetic Arm
Purchase TR: 20
Benefits:
The character gains 1 extra point of strength and dexterity as well as natural armour 2 (P).
Drawbacks:
The character loses 2 points of strength and dexterity when exposed to an EMP-like effect. A craft check of TR 18 is required to repair a limb damaged in this way.

The arm and shoulder are completely replaced by a powerful mechanical prosthesis. Cybernetic limbs offer great strength but are vulnerable to electromagnetic disruption.

Cybernetic Leg
Purchase TR: 20
Benefits:
The character gains 1 extra point of dexterity and endurance as well as natural armour 2 (P).
Drawbacks:
The character loses 2 points of dexterity and endurance when exposed to an EMP-like effect. A craft check of TR 18 is required to repair a limb damaged in this way.

Drone Arm
Purchase TR: 24
Benefits:
The character gains 1 extra point of strength and dexterity as well as natural armour 2 (P). The drone arm can detach from the character and move around using an anti-gravity system at a speed of 20. While detached, the character and arm both have a strength and dexterity 2 less than normal and may only use one handed weapons.
Drawbacks:
The character loses 2 points of strength and dexterity when exposed to an EMP-like effect. A craft check of TR 20 is required to repair a limb damaged in this way. The drone arm can be targeted separately while detached, has an agility of 16, toughness of 6 and 2 (P) natural armour.

A popular fashion accessory as well as a potentially useful device. For a number of years there was a trend in drone arms with a polished wooden exterior finish and golden trim.

Internal Weapon
Purchase TR: *
Benefits:
The character may have a concealed, one-handed weapon built into any part of their body. The weapon is completely hidden to exterior inspection and may not be disarmed in combat.
Drawbacks:
The purchase TR of an internal weapon is 4 higher than normal.

It is not unheard of for the pit fighters of Voss to have an array of particle beam weapons or micro missile launchers built into their cranial platings.

Iron Lung
Purchase TR: 18
Benefits:
The character gains the benefits of the gills trait, while retaining the ability to breath on land. Additionally, the character is unaffected by water pressure.
Drawbacks:
The character may only take one action each round and suffers a circumstance penalty to endurance checks when exposed to an EMP-like effect. A craft check of TR 18 is required to restore normal function.

The lungs and a large section or gut are cut away and replaced by an artificial breathing apparatus suitable for deep sea operation. The heart and blood are also replaced by a pump and artificial substitute.

AUGMENTATIONS

Joint Motors

Purchase TR: 22

Benefits:

The character gains 2 extra points of strength and a circumstance bonus to stamina checks.

Drawbacks:

The character loses 4 points of strength when exposed to an EMP-like effect. A craft check of TR 20 is required to restart the motors.

Electromechanical motors are fused to all the joints in the body, providing greatly augmented strength. However, limbs and joints become extremely difficult to move if the motors ever fail.

Laminated Skeleton

Purchase TR: 22

Benefits:

The character gains 2 extra points of endurance.

Drawbacks:

The character suffers a circumstance penalty to stamina checks.

The bones are replaced or plated over with aerominium, an extremely lightweight and strong material used in the construction of spacecraft hulls.

Multispectral Vision

Purchase TR: 18

Benefits:

The character gains the blind sense trait and can additionally see through thermoptic camouflage.

Drawbacks:

The character loses 2 points of awareness if exposed to an EMP-like effect. A craft check of TR 18 is required to restore normal function.

Eyes are plucked out and replaced by high quality Jarl Cenner optics, coupled to a high resolution imaging sensor.

Subdermal Armour

Purchase TR: 18

Benefits:

The character gains natural armour 9 (P).

Drawbacks:

The character loses 1 point of dexterity.

Flexible plates of carefully interlocking aerominium are inserted between the muscles and skin, anchored to the skeleton in key places. Although flesh toned plates are available, some people enjoy watching the articulated metal panels slide over each other beneath their skin.

Thermoptic Camouflage

Purchase TR: 22

Benefits:

The character gains the benefits of the thermoptic camouflage armour quality.

Drawbacks:

The character's skin fizzes and crackles brightly, as if completely covered in video static when exposed to an EMP-like effect, providing a circumstance bonus to any attempts to spot them. A craft check of TR 20 is required to restore the ability.

The outer layer and processing systems of a military-grade stealth suit have been used in the construction of this artificial skin. Although intended for more clandestine uses, the augmentation also allows for the possession of user-customisable, animated tattoos and immediately gained a secondary market in the fashion industry.

Vernier Thrusters

Purchase TR: 18

Benefits:

The character gains the benefits of the space flight trait.

Drawbacks:

The thrusters vomit fuel uncontrollably if exposed to an EMP-like effect, setting the character on fire and igniting combustible material around them.

Although convenient, there are certain risks that come with removing your spleen and replacing it with a litre of pressurised rocket fuel.

Biological Modification

Although not typically as versatile or powerful as cybernetic augmentations, biological modifications come with fewer physical drawbacks. However, extensive modification of body begins to have a negative effect upon the mind. A character may possess a number of such augmentations up to the value of their composure characteristic. A character with three or more biological modifications suffers a circumstance penalty to all charisma skills. A character with five or more gains the alien mind trait. Mechanoid characters cannot have biological modifications.

Adrenal Injectors
Purchase TR: 20
Benefits:
Once each day the character may gain the benefits of the supernatural speed trait for 1d4 rounds.
Drawbacks:
The character becomes tired as soon the ability wears off.

The neurochemistry of the the brain is altered, allowing the subject to briefly react at incredible speed. However, the strain placed on the body causes them to tire quickly.

Boosted Muscles
Purchase TR: 20
Benefits:
The character gains 1 bonus point of strength.
Drawbacks:
The character must consume twice as much food as normal and quickly becomes irritable when hungry.

The subject's muscles are altered for increased performance and efficiency, allowing them to generate more force and use the body's energy at a faster rate.

Corrosive Blood
Purchase TR: 18
Benefits:
Whenever injured, all adjacent characters suffer 1d6 (P) damage.
Drawbacks:
Acid does not distinguish friend from foe. Hospital bills also tend to be greatly increased, due to the property damage and surgical precautions required.

Replacing the subject's blood with an artificial substitute that became corrosive on contact with the air seemed like a useful defensive measure at the time.

Double Joints
Purchase TR: 20
Benefits:
The character gains 1 bonus point of dexterity.
Drawbacks:
The character suffers a circumstance penalty to socialise checks due to their inability to resist cracking all their joints in polite company.

The subject's joints and nervous system are altered, allowing for both increased flexibility and fine motor control.

Extra Limbs
Purchase TR: 24
Benefits:
The character gains 1 bonus point of strength and dexterity.
Drawbacks:
The character loses 1 point of endurance. Additionally, they are never completely at ease with their new limbs.

Grafting on extra limbs and wiring up the nervous system to make them functional has proven possible with the miracles of modern biotechnology. However, such traumatic and invasive surgery has negatively impacted the subject's constitution.

Gills
Purchase TR: 18
Benefits:
The character gains the benefits of the gills trait.
Drawbacks:
The character gains the drawbacks of the gills trait.

The subject's respiratory system has been modified to allow them to absorb dissolved oxygen from water. However, they now require special breathing apparatus to survive out of water.

Neural Boost
Purchase TR: 22
Benefits:
The character gains 1 bonus point of intelligence
Drawbacks:
The character is prone to mood swings and the sensation that they aren't quite who they used to be.

The brain is surgically altered and improved, new growth is stimulated and less efficient parts are replaced. Of course, every care is taken to avoid the loss of memories or permanent changes to the subject's personality.

AUGMENTATIONS

Pheromone Glands
Purchase TR: 20
Benefits:
The character gains a circumstance bonus to any charisma skills that involve dealing with another humanoid in person.
Drawbacks:
The character must deal with increased interest from most types of animal and the occasional unwanted advance from smitten humanoids.

The subject's sweat glands have been modified to give off a cocktail of aerosol drugs designed to subtly influence the behaviour of a range of humanoids.

Razor Talons
Purchase TR: 18
Benefits:
The character gains a pair of natural weapons that inflict 1d6 + strength (P) damage.
Drawbacks:
The character has unpleasant habits when eating their food that makes those around them feel quite uncomfortable.

The last digits of the subject's fingers have been replaced with wicked scalpel-like blades capable of flaying skin and cutting through bone.

Regenerative Tissue
Purchase TR: 22
Benefits:
The character gains the benefits of the healing factor trait.
Drawbacks:
The character must consume at least a kilogram of raw meat each day for the ability to work. The ability continues to function for 12 hours after the character's last such meal.

The subject's genetics have been heavily tampered with, causing their tissue to regenerate at the cellular level at an alarming rate. However, a large amount of unprocessed biomass is required.

Super Dense Bone
Purchase TR: 22
Benefits:
The character gains 1 bonus point of endurance.
Drawbacks:
The character is noticeably heavier than they look.

The subject's bone structure has been altered extensively, making it both substantially heavier and extremely durable.

Thermal Senses
Purchase TR: 18
Benefits:
The character can detect living creatures or machinery even in total darkness.
Drawbacks:
The character suffers a circumstance penalty to socialise checks.

The subject's tongue has been replaced with an extensible sensory organ capable of precisely detecting the temperature of objects around it.

Transformative Flesh
Purchase TR: 20
Benefits:
The character's gains a circumstance bonus to the costume skill and the benefits of the camouflage trait.
Drawbacks:
The character suffers from horrific nightmares of being flayed alive and their skin occasionally changes colour to reflect their mood, providing a circumstance bonus to sense motive checks made against them.

The subject's flesh and skin are removed and replaced with grafts of modified tissue that can change shape and colour, allowing it to take on the appearance of clothing or camouflage the subject by taking on the colour and texture of their background.

Wings
Purchase TR: 22
Benefits:
The character gains the benefits of the flight trait.
Drawbacks:
The character suffers a circumstance penalty to all dexterity skills.

The subject has had a pair of massive bat-like wings grafted to their back, displacing their existing shoulder blades and causing them to hunch slightly forwards.

Drugs and Medicine

The galaxy is rife with many different drugs and medicines, some legal and others illegal. This section will address some of the more common such items, outlining their mechanical effects and describing their uses, origins and features. Whilst recreational narcotics, under a variety of names, also exist, this section is concerned with more practical drugs and so will not address them. However, this should not necessarily prevent you from basing a mission or scenario around the illegal trade of such narcotics. Drugs and medicine have no effect on Mechanoid characters.

Purchase TR

This is the street cost to purchase an amount of the drugs or medicine as specified by the number of doses. For game purposes, it is not possible to purchase an amount less than the stated number of doses. Likewise, due to availability issues, it is not possible to purchase a greater number of doses as part of a single credit check, a new check must be made for each purchase.

Number of Doses

Drugs and medicines are consumables and have only a limited number of uses. Each dose is equivalent to a potential use. The drug or medicine is completely consumed once it has been used a number of times equal to the number of doses.

Initial Effect

This is the initial effect that the drug or medicine has on the character. It could potentially have a number of different effects.

Addiction Check

Some drugs and medicines are potentially addictive or can become addictive with repeated use. The addiction check is the TR for a willpower check a character must make to avoid becoming addicted. An addiction check must be made after a specified number of uses.

Withdrawal Effect

A negative effect an addicted character suffers if they have not used the drug or medicine within a 24 hour period.

Recovery Condition

This defines different ways that a character may recover from the addiction. Only one willpower check can be made each day.

Relapse Check

This TR replaces the addiction check TR for characters who have formerly been addicted to the drug or medicine.

Name	Accela
Purchase TR	TR 18
Number of Doses	3
Initial Effect	
Gain supernatural speed for 1d4 rounds	
Character becomes tired afterwards	
Addiction Check	TR 16
Every 3 uses	
Withdrawal Effect	
Circumstance penalty to dexterity skills	
Circumstance penalty to stamina checks	
Recovery Condition	
Go three days without using Accela	
Pass a TR 20 willpower check	
Relapse Check	TR 18

Accela

Accela was a combat drug initially developed to give soldiers a decisive advantage edge in battle, specifically to break stalemates in urban environments. However, the drawbacks were too great and the effect was too short lived, so it was eventually rejected after extensive development and field testing. Accela has since become a popular item on the black market, where users intend to reap its short-lived benefits before tiredness kicks in.

Characters suffering from withdrawal tend to be jittery and short tempered, showing signs such as shaking hands and an inability to stay still for long. Additionally, they tire more easily than usual and often find it hard to perform any physical task without resorting to Accela.

Rarity

Accela is no longer manufactured, though large quantities were produced in the past for military use and testing. The Accela on the market today can be traced back to these original stocks. As such, Accela is illegal and tends to be relatively rare on the black market, though those that do have it often have access to substantial stocks.

Name	Amp
Purchase TR	TR 16
Number of Doses	12
Initial Effect	
Gain 2 strength for 1d6 minutes	
Character suffers an automatic temporary injury	
Addiction Check	TR 18
Every 6 uses	
Withdrawal Effect	
Lose 1 strength for 2d10 hours	
Lose 1 endurance for 2d10 hours	
Recovery Condition	
Go a week without using Amp	
Pass a TR 20 willpower check	
Relapse Check	TR 20

Name	Cyber Gel
Purchase TR	TR 18
Number of Doses	30
Initial Effect	
Use more cybernetic augments than endurance	
Repairs any disabled augments	
Addiction Check	TR 18
Every 5 uses	
Withdrawal Effect	
All cybernetic augments becomes disabled	
Circumstance penalty to stamina checks	
Recovery Condition	
Go a week without using Cyber Gel	
Pass a TR 22 willpower check	
Relapse Check	TR 22

Amp

Like Accela, Amp was originally developed as a combat drug but failed to see widespread use for similar reasons. However, Amp gained popularity in the civilian market and was widely produced under several different names by a number of pharmaceutical companies. The boost in physical strength is not without consequences though, causing great physical strain on the body, leading to bruising, soreness and throbbing muscle pain.

Characters suffering from withdrawal tend to feel sapped of strength and easily become dependent on the drug to overcome a sensation of helplessness. Amp addiction is a fairly serious problem, being very common amongst heavy users.

Rarity
Amp is legal in many places and still in production, so relatively easy to find and not prohibitively expensive. However, its use is banned in most lines of work and it is considered a restricted substance in more civilised areas of the galaxy. Even in such places, it is not usually too difficult to secure access to Amp through black market channels if desired.

Cyber Gel

Cyber Gel is a cocktail of carefully tailored immune suppressants and nanomachines, designed to minimise the likelihood of cybernetic augments being rejected by the body. Although it was developed in the past when augmentation technology was less sophisticated, it still sees widespread use in the galaxy today. Cyber Gel is manufactured in industrial quantities on most Technosapien Hive Worlds, with many of their kind being dependent on its regular use.

Characters suffering from withdrawal lose the use of any cybernetic augments they have (as if they were disabled by EMP-like effect), as their body has become reliant on Cyber Gel to interface them properly.

Rarity
Cyber Gel is fairly expensive to manufacture compared to most other common drugs or medical products, but is easily available in large quantities. Despite not being illegal, its usage is heavily frowned upon as addiction is almost impossible to avoid.

DRUGS AND MEDICINE

Name	Cycalm
Purchase TR	TR 16
Number of Doses	12
Initial Effect	
Gain 2 composure for 1d6 minutes	
Lose 2 awareness for 1d6 minutes	
Addiction Check	TR 18
Every 6 uses	
Withdrawal Effect	
Lose 1 composure for 2d10 hours	
Lose 1 awareness for 2d10 hours	
Recovery Condition	
Go a week without using Cycalm	
Pass a TR 20 willpower check	
Relapse Check	TR 20

Name	Endur
Purchase TR	TR 16
Number of Doses	12
Initial Effect	
Gain 2 endurance for 1d6 minutes	
Character suffers an automatic temporary injury	
Addiction Check	TR 18
Every 6 uses	
Withdrawal Effect	
Lose 1 endurance for 2d10 hours	
Lose 1 composure for 2d10 hours	
Recovery Condition	
Go a week without using Endur	
Pass a TR 20 willpower check	
Relapse Check	TR 20

Cycalm

Cycalm was originally developed as a medical treatment, but became infamous after being abused by psions who discovered that it boosted their powers. Military applications were investigated, but the loss in situational awareness and alertness were deemed as too severe.

Characters suffering from withdrawal tend to feel restless and paranoid, relying on the drug in order to sleep or feel at ease. Cycalm addiction is quite common in some parts of the galaxy, though the drug is less common than it once was.

Rarity
Cycalm was manufactured in large quantities while it was still a common medicine that could be freely purchased. These days a referral or prescription is required and most centres no longer recommend it as a treatment. Despite this, it is still very easily found by determined individuals.

Endur

Endur was developed as a treatment to help augmentation patients recover from surgery and better adapt to their cybernetics. Improvements in augmentation surgery have rendered this use unnecessary, though Endur is still popular due to its performance enhancing properties.

Characters suffering from withdrawal feel fatigued, but restless, quickly become highly irritable. The side effects of Endur dependency have always been well known, but were often less severe than complications that could arise from early augmentation surgery.

Rarity
Though no longer used for its original purpose, Endur is still manufactured and can be easily found. However, use of Endur is illegal while driving or operating heavy machinery and is considered grounds for dismissal in most lines of employment.

DRUGS AND MEDICINE

Name	Expand
Purchase TR	TR 20
Number of Doses	1
Initial Effect	
Gain 2 intelligence for 1d6 hours	
Gain the sociopathy trait for 2d6 hours	
Addiction Check	TR 18
Every use	
Withdrawal Effect	
Lose 1 composure for 2d10 hours	
Gain a random psychosis	
Recovery Condition	
Go a week without using Expand	
Pass a TR 20 willpower check	
Relapse Check	TR 20

Name	Methuselah
Purchase TR	TR 18
Number of Doses	15
Initial Effect	
Reverse or halt the ageing process for a month	
Gain the fast recovery trait for 1d6 days	
Addiction Check	TR 14
Every 5 uses	
Withdrawal Effect	
Age at twice the usual rate	
Lose 1 endurance for 1d10 hours	
Recovery Condition	
Go a month without using Methuselah	
Pass a TR 18 willpower check	
Relapse Check	TR 16

EXPAND

Developed by the now defunct Cerebro Industries, Expand was marketed as a performance enhancing drug that could turn anyone into a genius. Following its release, a brief craze for the new drug developed, with prices rocketing and supply failing to meet the demand. Unfortunately, it turned out that Cerebro had not been entirely forthcoming with the side effects. A user's mental faculties were indeed greatly increased, albeit temporarily, but they lost all sense of empathy and became unhindered by any morals they previously possessed.

Individuals suffering from withdrawal became psychotic, developing a number of serious emotional or neurological conditions.

Rarity
Expand is illegal and no longer manufactured, with most stocks having been destroyed following its ban. However, it is not impossible to come across, especially in fringe worlds where those who received their supplies may have been less inclined to destroy them. There are also rumours of warlords and crime bosses attempting to restart production from reverse-engineered stock.

METHUSELAH

Methuselah is an anti-ageing drug developed by the Witches of Cetebos. Though competing products exist, its effectiveness is unmatched and its side effects and addictiveness are considered to be quite minimal. Methuselah is also endorsed by a number of high profile individuals, such as Isa Castilla and many prominent holovid celebrities. This has lead to Methuselah becoming the dominant anti-ageing drug on the market and a very profitable product.

Characters suffering from withdrawal suffer from weakness and psychosomatic lack of stamina. It has also been observed that those suffering from withdrawal age at an accelerated rate. However, as Methuselah is only minimally addictive, these problems have not caused widespread concern.

Rarity
Methuselah is a legal drug and available easily in much of the galaxy. Though priced somewhat highly, its cost has consistently come down and its availability has increased in recent years making it attainable to most who wish to benefit from its use. There are some rumours that it loses effectiveness over time, though this has not been confirmed by any available study.

DRUGS AND MEDICINE

Name	Reagent
Purchase TR	TR 30
Number of Doses	1
Initial Effect	
Revive a recently deceased character	
Emissaries gain 1 Apathy	
Addiction Check	TR 20
Every use	
Withdrawal Effect	
Suffer 1d4 automatic persistent injuries	
Emissaries roll for corruption	
Recovery Condition	
Survive three days without using Reagent	
Pass a TR 20 willpower check	
Relapse Check	TR 22
Increases by 2 with each subsequent use	

Name	Vita
Purchase TR	TR 18
Number of Doses	1
Initial Effect	
Recover 1d4 temporary injuries	
Recover 1 persistent injury	
Addiction Check	TR 16
Every 5 uses	
Withdrawal Effect	
Circumstance penalty to endurance skills	
Circumstance penalty to composure skills	
Recovery Condition	
Go seven days without using Vita	
Pass a TR 18 willpower check	
Relapse Check	TR 18

REAGENT

Reagent represents the Witches of Cetebos' ultimate victory over death itself. The miraculous drug is capable of restoring life to the recently deceased, so long as the body is still intact and no more than a few days have elapsed. In cases of violent death, the body must first be repaired before Reagent has any hope of success. Even when seemingly successful, it is possible that the organs simply start shutting down and the body returns to death once the drug has worn off. The exact nature of Reagent remains a mystery as the Witches guard their secrets well and the substance defies traditional methods of analysis.

Reagent is even effective on Emissaries, though it appears to weaken or stress the bond between them and their Simulcra.

Rarity
Reagent is the rarest and most expensive medical drug in the galaxy. Perhaps due to the difficulty of manufacturing it, or the materials it requires, it is produced only in extreme small quantities by the Witches of Cetebos. Rather than be sold for profit, Reagent is more often used as a bargaining tool or as leverage, such as when an important political figure loses their only child to an incurable illness.

VITA

Vita is a medical nanomachine gel that triggers the rapid healing of any wounds or injuries it is directly applied to, causing them to visibly close up before the user's eyes. Even broken bones and internal organs can be mended, though some care must be taken to set bones so they don't heal improperly. Side effects are considered minimal, though addiction is possible and withdrawal symptoms can be problematic, but are rarely cause for serious concern.

Medicine Skill
If used in combination with an appropriate medicine check to help an injured character (as described by the entry for the medicine skill), Vita is capable of healing an additional temporary injury and persistent injury (effectively healing 1d4+1 (T) and 2 (P) injuries).

Rarity
Vita is commonly available for civilian purchase, though is more frequently used by hospitals and medical centres than individuals. Armed forces and industrial facilities prone to serious accidents also commonly possess stockpiles of Vita.

VEHICLES

Vehicle Armour

Vehicle armour works in much the same way as armour for characters does, except that it applies to vehicle scale damage. Even a single point of armour on a larger vehicle is enough to protect it from most weapons that a character could ordinarily carry. However, vehicle armour differs from character armour in that its defence rating has three values instead of one.

Defence rating: F/S/R
Defence type: Temporary (T) or persistent (P)
Vehicle scale: Light, medium or heavy

The first value represents the armour provided to attacks against the front of the vehicle. The second value the side and the third value the rear. Most armoured vehicles are more vulnerable to the sides and rear. The defence rating of the armour is added to the vehicle's toughness for the purposes of determining how much damage is dealt to it. The defence type indicates what kind of damage the armour protects against. If the defence type is temporary, then the armour only reduces temporary damage and has no effect on persistent damage. If the defence type is persistent, then the armour reduces both temporary and persistent damage. An example for the type of armour possessed by a tank is given below:

Defence rating: 8/4/3 (P) (VM)
Defence type: Persistent
Vehicle scale: Medium

If an amount of persistent damage dealt to a vehicle is less than the rating of the armour protecting it then the vehicle does not suffer the usual automatic temporary defect.

Vehicle Weapons

Some vehicles may be armed with mounted or internal weapons. A ranged weapon may be fired once each action so long as it has a character to operate it and ammunition remaining. Reloading a vehicle weapon requires two actions (one whole turn). Vehicle melee weapons add the vehicle's power to the damage dealt.

Vehicle weapons can be broken up into three broad categories, separated by their scale. Remember that damage must be converted into the correct scale when firing at much smaller or much larger targets.

1 ordinary damage = 1 Light Vehicle (VL) damage
10 VL damage = 1 Medium Vehicle (VM) damage
10 VM damage = 1 Heavy Vehicle (VH) damage

However, larger weapons are unwieldy and suffer circumstance penalties when attempting to hit smaller targets. Light vehicle weapons do not suffer any additional penalties. Medium vehicle weapons suffer two circumstance penalties when attempting to hit targets smaller than medium vehicle scale. Large vehicle weapons suffer four circumstance penalties when attempting to hit targets smaller than heavy vehicle scale.

Vehicle Modules

Some larger vehicles have modules which may be targeted separately from the main body of the vehicle. These modules are treated as smaller vehicles and destroying them may reduce the combat effectiveness of the whole vehicle. All modules belonging to a vehicle are considered destroyed if the main body of the vehicle is destroyed. However, modules remain operational if a vehicle is disabled.

VEHICLES

Vehicles

During a game players may end up using or coming across vehicles of different types. For simple uses, such as transport from one place to another, it is usually sufficient to simply describe this with narrative. More complex use of vehicles, or using vehicles in difficult conditions may require a relevant drive/pilot check from the character controlling the vehicle. However, sometimes it is necessary to define the vehicle's stats in game terms (especially when a vehicle is taking part in combat). Vehicles share most of their characteristics with the character controlling them, except that they replace strength, dexterity and endurance with the following:

Power

Power is a representation of much weight a vehicle can carry or pull, how difficult it is to stop and how much damage it could cause in a collision. Power contributes towards the speed a vehicle is capable of travelling at.

Mobility

Mobility is a representation of how manoeuvrable a vehicle is, how easily it can change direction and how quickly it can accelerate. A vehicle can only combine a number of manoeuvres equal to its mobility into a special manoeuvre.

Durability

Durability is a representation of how long a vehicle can keep going without breaking down and how much damage and abuse it can handle without being disabled. Durability contributes to a vehicle's toughness score.

Speed

(10 + power + mobility)

The speed of a vehicle represents how quickly they can move around. Speed is a function of the power and mobility characteristics. The top speed of a vehicle is defined as 10 + power + mobility. Mechanically, each point of speed that a vehicle possesses equates to 10 metres that it can travel during a movement action. For example, a vehicle with a speed of 16 would be able to travel up to 160m in one movement action, or 320m in a turn (this would correspond to about 140mph).

Agility

(10 + mobility + awareness)

The agility of a vehicle represents how quickly it can be used to act and react. Agility is defined as 10 + mobility + awareness. Mechanically, agility determines which vehicle can act first during turn based play and also how difficult a vehicle is to hit in combat (remember that circumstance modifiers apply as normal).

Toughness

(durability + durability)

The toughness of a vehicle determines how resistant to defects that vehicle is and also how many defects it can take before being disabled. Toughness is defined as being equal to double the durability of the vehicle. For example, a vehicle with a durability of 2 would have a toughness of 4. However, vehicle scale damage is not identical to character scale damage.

Vehicle Scale Damage

(1 damage = 1 Light Vehicle damage)
(10 damage = 1 Medium Vehicle damage)
(100 damage = 1 Heavy Vehicle damage)

Vehicles are inherently tougher and more resistant to damage than most living creatures. Similarly, vehicle mounted weapons are generally far larger and more capable of inflicting damage than those carried by human characters. To model this, a separate scale of damage is applied when dealing with larger vehicles and their weapons. 10 points of ordinary or light vehicle scale damage is equal to a single point of medium vehicle scale damage. To convert ordinary or light vehicle damage into medium vehicle damage, you must divide it by 10. If the amount of damage is less than 10, then a medium vehicle cannot be damaged. Similarly, weapons used by vehicles deal vehicle scale damage. To convert this into normal damage, such as when firing a gravtank particle beam at a person, you must multiply the damage by 10 for medium vehicle scale and 100 for heavy vehicle scale.

Speed and Direction

A vehicle's movement is normally more restricted than the movement of a character. A vehicle using an action to move may only move in a straight line a number of metres up to ten times its speed. However, a vehicle does not instantly reach top speed and instantly stop. Instead it must accelerate and decelerate.

The speed score of a vehicle represents its maximum speed. Vehicles also have a current speed score. A vehicle may change its current speed every time it makes a movement action by an amount equal to the sum of its power and mobility. For example, a stationary vehicle with a speed of 16 has a current speed of 0. By using a movement action, the vehicle can increase its current speed to 6 and move 60m. Another movement action can increase its current speed to 12, allowing it to move a further 120m. The following turn, the vehicle could accelerate up to its top speed of 16, slow back to a stop or carry on at its current speed.

Additionally, a vehicle may normally only turn up to 90 degrees once per turn, either before or after moving. To move in a more complicated way than this requires the vehicle to perform a manoeuvre.

VEHICLES

Manoeuvres

A manoeuvre is a special movement action that a vehicle may make, but requires the controlling character to pass an appropriate drive/pilot check. A manoeuvre may allow a vehicle to move in a way that is not normally allowed. Additionally, manoeuvres may be combined together to create a special manoeuvre. However, the number of manoeuvres that may be combined in this way must not exceed the mobility characteristic of the vehicle.

Manoeuvres:

Sudden or large change in speed
Sudden or large change in direction
Sudden or large change in altitude
Very precise movement
Attacking with a vehicle

In this way, a vehicle could perform a manoeuvre to ignore the normal restriction on either acceleration or turning, or could perform a special manoeuvre to ignore both at the same time.

Attacking

A vehicle may be able to perform melee and ranged attacks, just as a character would. A melee attack from a vehicle typically means ramming, but could also represent swinging the arm of a crane or using a drill. A ranged attack requires that the vehicle has some integral ranged weapon mounted to the vehicle, such as a cannon. Any kind of attack with a vehicle is always considered a manoeuvre. To successfully hit a target with a vehicle attack, the player makes an attack roll as usual but substitutes their drive/pilot skill for their weapons (melee) or melee (ranged) skill (any additional manoeuvres combined with the attack roll increase the TR to hit the target by +2).

Collisions

In the case of ramming, the damage inflicted depends on the vehicle in question, but some examples are given below. Remember that ramming is a deliberate attempt to inflict maximum damage with a vehicle and requires a manoeuvre roll.

Ramming damage:

Base damage dice + power

Small car	1d4+2 (T) (VM)
Large car or small truck	1d6+3 (T) (VM)
Large truck or APC	1d8+4 (T) (VM)
Tank	1d10+5 (T) (VM)

(T) = Temporary damage
(VM) = Medium Vehicle scale damage

Being hit unintentionally be a vehicle travelling at more than half of its maximum speed deals only the base damage without the addition of power. Being hit by a vehicle travelling at less than half of its maximum speed deals one half of this damage. In all cases of a collision, whether ramming or unintentional, if the target is not completely destroyed by the attack, the colliding vehicle also suffers half of the damage dealt in return.

Defects

As a vehicle accumulates defects caused by damage, its performance begins to degrade until it is eventually disabled or destroyed. Each defect imposes a -1 penalty on the vehicle's power, mobility and durability. As with injuries, defects can be divided into temporary and persistent categories. Unlike injuries, defects do not heal naturally. However, temporary defects may be repaired with the craft skill in exactly the same way that temporary injuries may be healed with medicine. Similarly, persistent defects may be repaired in the same way over a longer period.

When vehicle scale damage is dealt to a vehicle, the vehicle toughness is subtracted from the damage and what remains is the number of defects inflicted on the vehicle. The defect type matches the damage type. Persistent damage that does not exceed the vehicle's toughness instead causes a single automatic temporary defect.

Disabled

A vehicle is disabled when it accumulates a total number of defects (the sum of temporary and persistent defects) equal to its starting toughness. A disabled vehicle is incapable of moving or making manoeuvres, but can be repaired and put back into action or salvaged for working parts. Temporary defects suffered by a disabled vehicle become persistent defects.

If a vehicle suffers a number of temporary defects greater than its durability from a single attack, then it is instantly disabled.

Destroyed

A vehicle is destroyed when it accumulates a total number of persistent defects equal to its starting toughness. A destroyed vehicle is incapable of moving or making manoeuvres and cannot be repaired or used for anything except scrap.

If a vehicle suffers a number of persistent defects greater than its durability from a single attack, then it is instantly destroyed.

VEHICLES

Light Vehicle Weapons

Light vehicle weapons are typically used as the primary armaments of small combat vehicles, or as secondary weapons and defensive weapons by larger vehicles. Light vehicle weapons use the same damage scale as personal weapons and suffer no circumstance penalties for aiming at human-sized targets.

Name	TR	Range (m)	Damage (VL)	Ammunition	Qualities
Light MG	18	80/400/800	3d10/2d10/1d10 (P)	500	Automatic Chemical
Heavy MG	18	100/500/1000	3d12/2d12/1d12 (P)	250	Automatic Chemical
Autocannon	20	200/1000/2000	6d10/3d10/2d10 (P)	90	Automatic Chemical
Flamethrower	18	10/50/100	3d10/2d10/1d10 (P)	90	Automatic Chemical Incendiary
Grenade launcher	20	-/-/500	-/-/1d10 (P)	12	Arcing projectile Blast (5m radius) Chemical Low velocity
Mounted railgun	22	200/1000/2000	6d12/3d12/2d12 (P)	3	Energy Piercing (10) (VL) Slow reload
Light laser	20	200/1000/2000	6d6/3d6/2d6 (P)	N/A	Automatic Energy

Medium Vehicle Weapons

Medium vehicle weapons are typically used as the primary armaments of lager land-based combat vehicles and smaller spacecraft, though they may also be employed as secondary weapons on much larger vehicles. Medium vehicle weapons use the medium vehicle damage scale (VM), where 1 point of medium vehicle scale damage is equal to 10 points of ordinary or light vehicle scale damage. Medium vehicle weapons suffer two circumstance penalties when attempting to hit targets smaller than a medium scale vehicle.

Name	TR	Range (m)	Damage (VM)	Ammunition	Qualities
Revolver cannon	22	200/1000/2000	3d6/2d6/1d6 (P)	6	Automatic Chemical Piercing (2) (VM) Slow reload
Battle cannon	24	400/2000/4000	3d8/2d8/1d8 (P)	1	Chemical Piercing (4) (VM)
Siege cannon	26	500/2500/5000	3d10/2d10/1d10 (P)	1	Chemical Piercing (8) (VM)
Siege cannon (HE mode)	26	-/-/50000	-/-/1d10 (P)	1	Arcing projectile Blast (50m radius) Chemical
Rocket pod	24	-/-/8000	-/-/1d6 (P)	20	Automatic Blast (20m radius) Chemical Minimum range Slow reload
Rocket launcher (AP mode)	22	-/-/1000	-/-/1d10	1	Chemical Minimum range Piercing (4) (VM) Single shot
Rocket launcher (HE mode)	22	-/-/1000	-/-/1d6	1	Blast (20m radius) Chemical Minimum range Single shot

Medium Vehicle Weapons (continued)

Medium vehicle weapons are typically used as the primary armaments of lager land-based combat vehicles and smaller spacecraft, though they may also be employed as secondary weapons on much larger vehicles. Medium vehicle weapons use the medium vehicle damage scale (VM), where 1 point of medium vehicle scale damage is equal to 10 points of ordinary or light vehicle scale damage. Medium vehicle weapons suffer two circumstance penalties when attempting to hit targets smaller than a medium scale vehicle.

Name	TR	Range (m)	Damage (VM)	Ammunition	Qualities
Guided missile	22	-/-/128000	-/-/1d6 (P)	1	Blast (20m radius) Guided Single shot
Cruise missile	24	-/-/256000	-/-/1d10 (P)	1	Blast (50m radius) Guided Single shot
Compact railgun	22	400/2000/4000	3d4/2d4/1d4 (P)	6	Energy Piercing (6) (VM) Slow reload
Particle beam	24	800/4000/8000	3d10/2d10/1d10 (P)	N/A	Energy Unreliable
Medium laser	22	400/2000/4000	3d6/2d6/1d6 (P)	N/A	Energy
Heavy laser	24	800/4000/8000	3d8/2d8/1d8 (P)	N/A	Energy

Heavy Vehicle Weapons

Heavy vehicle weapons are typically only used by large spacecraft. Heavy vehicle weapons use the heavy vehicle damage scale (VH), where 1 point of heavy vehicle scale damage is equal to 100 points of ordinary or light vehicle scale damage. Heavy vehicle weapons suffer four circumstance penalties when attempting to hit targets smaller than a heavy scale vehicle. Note that ranges are listed in kilometres rather than metres.

Name	TR	Range (km)	Damage (VH)	Ammunition	Qualities
Orion cannon	36	80/400/800	3d12/2d12/1d12 (P)	1	Slow reload Piercing (2) (VH) Unreliable
Tactical missile (HE warhead)	34	-/-/50000	-/-/1d6 (P)	1	Blast (1km radius) Guided Single shot
Tactical missile (atomic warhead)	38	-/-/50000	-/-/5d6 (P)	1	Blast (50km radius) Guided Single shot
Tactical missile (antimatter warhead)	42	-/-/50000	-/-/10d6 (P)	1	Blast (200km radius) Guided Single shot
Coilgun	30	20/100/200	3d8/2d8/1d8 (P)	1	Energy Piercing (2) (VH)
Naval railgun	30	100/500/1000	3d4/2d4/1d4 (P)	1	Energy Piercing (4) (VH)
Naval particle Beam	30	50/250/500	3d8/2d8/1d8 (P)	N/A	Energy Piercing (1) (VH) Unreliable
Naval laser	28	80/400/800	3d6/2d6/1d6 (P)	N/A	Energy Piercing (1) (VH)

VEHICLES

Vehicle Traits

Like characters, vehicles may have some unique traits that further defines or modifies their performance.

Afterburners

The vehicle can move at twice is normal speed for a number of turns equal to its mobility. The vehicle must wait five turns before using its afterburners again. Shooting at an afterburning vehicle imposes a circumstance penalty on attack rolls.

All Terrain

The vehicle is well designed for off-road travel in rough terrain. A single circumstance penalty is removed from drive/pilot checks caused by difficult terrain.

Amphibious

The vehicle can move at one quarter of its normal speed in calm water. In rough conditions, a drive/pilot check must be passed each turn to prevent the vehicle from sinking.

Artificial Intelligence

The vehicle has an AI capable of controlling the vehicle without any input from a driver or pilot. The AI makes drive, navigate and spot checks as if it had 3 ranks in the relevant characteristics and skills (e.g. skill check rolls of 2d10+6). The AI is programmed to only follow instructions from the legal owner of the vehicle and anyone authorised by the legal owner.

Biological

The vehicle is a living creature, making it immune to EMP or anti-technology effects.

Decoys (X)

The vehicle has a limited number of decoys to protect it from guided missile attacks. A single attack made by a guided weapon against the vehicle misses automatically, but a decoy is consumed in the process.

Defensive Grenades (X)

The vehicle has a limited number of defensive grenades able to launch smoke, chaff or fragmentation grenades. Smoke grenades grant the vehicle concealment. Chaff grenades mimic the effect of ECM for one turn. Fragmentation grenades deal damage as a 1d10 (P) blast (20m radius) weapon centred on the vehicle (note that this is not vehicle scale damage).

Driving Aids

The vehicle possesses technology designed to reduce driver/pilot work load, such as power steering, heads up displays, engine management or a flight computer. A single circumstance penalty is removed from any drive/pilot checks made with the vehicle.

ECM

The vehicle has extensive countermeasures that interfere with guided weapons. The usual benefits of a guided weapon do not apply against a vehicle with ECM.

Fast

The vehicle is exceptionally quick in a straight line. When using both of its actions to move at top speed in a straight line, the vehicle can move twice as far as it would normally be able to.

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VEHICLES

FLIGHT

The vehicle is able to fly through the air. When the vehicle reaches its top speed on land, it is able to take off and fly. A flying vehicle moves at twice its normal speed through the air. A flying vehicle must move at least half of its speed each turn in order to stay airborne. A flying vehicle that becomes disabled must make an emergency landing (TR 18 pilot check) or be destroyed instantly. Shooting at a flying vehicle imposes a circumstance penalty on attack rolls.

HOVER

A hovering vehicle is able to hold its position in the air and take off and land vertically. A hovering vehicle does not need to move a minimum distance each turn in order to stay airborne and can take off from a stationary position on the ground. A hovering vehicle that is disabled is destroyed instantly.

JUMP COMPUTER

The vehicle is equipped with a jump computer allowing pilots to successfully navigate the jump nodes of a wormhole.

LUMBERING

A lumbering vehicle is designed for movement at lower speeds, either due to its gearing or mechanical design. A lumbering vehicle can move at only half of its speed.

MOTILE

A motile vehicle is capable of moving without the usual restrictions. A motile vehicle can instantly accelerate to maximum speed and stop without performing a manoeuvre. A motile vehicle can freely move in any direction, as a human character would when moving.

NAVAL

A naval vehicle can move at one half of its normal speed in water. A naval vehicle is incapable of moving on dry land. A naval vehicle removes a single circumstance penalty to drive/pilot checks caused by rough water.

NAVIGATIONAL AIDS

The vehicle possesses extensive maps, charts, compasses or a global positioning system. A single circumstance penalty is removed from any navigation checks made with the vehicle.

NEURAL INTERFACE

Instead of using drive/pilot checks, the character can use their athletics or gymnastics skill for non-combat manoeuvres and their weapons (melee) or weapons (ranged) skill for combat manoeuvres.

NEUTRAL STEERING

The vehicle can turn on the spot, even while stationary. The vehicle may make its usual 90 degree turn, or a turning manoeuvre, even when its current speed is 0.

NIGHT SIGHTS

The vehicle is equipped with low light optics, infrared or thermal cameras allowing it to see in almost perfect darkness. A single circumstance penalty is removed from any drive/pilot, spot, track or navigate check caused by darkness or camouflage while using the vehicle.

RADAR

The vehicle is equipped with radar. The vehicle suffers no circumstance penalties to any checks or attack rolls that would be caused by darkness, camouflage or long range.

REVERSE THRUSTERS

The vehicle has powerful reverse thrusters or can redirect thrust from its main engines allowing it to come to a complete stop regardless of the speed it was moving at without using a manoeuvre.

SHIELDS (X/X/X)

Shields negate an amount of damage each turn equal to their rating, such that each point of damage received instead reduces the shield's rating by 1. Damage is applied to shields before any armour the vehicle might have and shields are immune to any armour piercing effects. At the beginning of each turn a vehicle's shields return to their full rating.

SPACE FLIGHT

The vehicle is able to fly through space and possesses a sealed cabin and airlocks. If the vehicle also possesses the flight trait, it is capable of entering and leaving an atmosphere under its own power. Vehicles with space flight have an unlimited maximum speed when travelling in space (but must still accelerate and decelerate as normal).

STABILISED

The vehicle can fire weapons during the same action that it also moved without any penalty.

STEALTH

The vehicle is difficult to detect to a wide variety of different sensors. The vehicle permanently counts as hidden, even while moving, as if the pilot had made a TR 16 stealth check. Stealth also negates the advantages of Night Sights or Radar.

VEHICLES

Sturdy

The vehicle is rugged and designed to take big hits without being knocked out. The vehicle is not automatically disabled or destroyed when it suffers a number of defects equal to its durability from a single hit.

Thermoptic Camouflage

The vehicle possesses advanced active camouflage in the optical and infrared spectrum. The vehicle permanently counts as hidden, even while moving, as if the pilot had made a TR 20 stealth check. Radar is able to detect the vehicle as if it wasn't hidden at all.

Tracks

The vehicle possesses tracks that allow it move over difficult and soft terrain with ease. Up to two circumstance penalties are removed from drive/pilot checks caused by difficult, muddy or snowy terrain.

Tremendous Speed (x)

The vehicle is capable of incredible speed due to the compromises and techniques used in its design. The speed characteristic of the vehicle is multiplied by a flat number, increasing it far beyond what it would usually be.

Turret

The vehicle features one or more traversable turrets, allowing some of its weapons to fire in any direction. Weapons mounted in a turret will be noted with 'turret' in brackets after their name in the vehicle's stat block.

Example Vehicles

The following pages will list some examples of common vehicles, their stats, weapons and traits. You could use these vehicles in your game directly, or use them as templates and inspiration for creating your own vehicles. Note that in each of these cases the awareness of the character controlling the vehicle must be added to the agility given for the vehicle.

VEHICLES

ELECTRIC CAR

Power	Mobility	Durability
2	2	4
Agility	12 + pilot awareness	
Speed	14	
Toughness	8 (VL)	
Armour	0/0/0	
Vehicle scale	Light	
Purchase TR	16	

Traits

Navigational aids

Weapons

None
Could be modified for light weapons

Name: VFE55 Visionary
Manufacturer: Myd-Cadilon
Dimensions: 4100/1500/1400(mm)
Weight: 800kg
Useful load: 600kg
Crew: 1 driver + 3 passengers
Top speed: 201km/h
Range: 800km

Electric cars are common on most civilised terrestrial worlds. Though they come in different shapes and sizes, the basic performance doesn't tend to vary too much from one model to the next. Within the central region of the Third Golden Empire, Myd-Cadilon has cornered the high end market with a range of distinctive, geometric designs, famous for the highly reflective coatings used in their finish.

Electric cars are highly reliable vehicles, capable of transporting passengers in supreme comfort over great stretches of terrain. Although not specifically designed for off-road use, all modern vehicles come with such features as self-sealing tyres and adjustable electromagnetic suspension as standard. Militias and criminal groups have modified electric cars to mount a variety of light weapons with mixed results, though such vehicles lack the protection and durability of dedicated military vehicles.

GRAV BIKE

Power	Mobility	Durability
2	3	3
Agility	13 + pilot awareness	
Speed	15	
Toughness	6 (VL)	
Armour	0/0/0	
Vehicle scale	Light	
Purchase TR	18	

Traits

Navigational aids
Flight
Hover
Open top (2)

Weapons

None
Could be modified for light weapons

Name: HSB Hoverblade Mk.II
Manufacturer: Honarah Aerospace
Dimensions: 1600/600/800 (mm)
Weight: 200kg
Useful load: 300kg
Crew: 1 driver + 1 passenger
Top speed: 215km/h (land), 430km/h (air)
Range: 600km

Grav bikes are one of the cheapest ways to acquire a fast vehicle capable of flight, making them very popular amongst younger drivers or those with a need for such mobility. However, compared to other vehicles, grav bikes are quite fragile and almost completely expose their riders. Honarah Aerospace is especially well regarded for their grav bike designs, having applied much of their experience and expertise from the design and construction of larger civilian and military aerospace craft.

Grav bikes are a popular light vehicle amongst Emissaries, being easy to transport and allowing fast travel and access to higher vantage points without drawing the attention that a larger vehicle would bring. Grav bikes were also popular in the role of military reconnaissance, though have been largely replaced by autonomous machines in modern service.

VEHICLES

GRAV CAR

Power	Mobility	Durability
2	2	4
Agility	12 + pilot awareness	
Speed	14	
Toughness	8 (VL)	
Armour	0/0/0	
Vehicle scale	Light	
Purchase TR	18	

Traits

Navigational aids
Flight
Hover

Weapons

None
Could be modified for light weapons

Name:	HSC Traveller
Manufacturer:	Honarah Aerospace
Dimensions:	4600/1800/1200 (mm)
Weight:	900kg
Useful load:	500kg
Crew:	1 driver + 4 passengers
Top speed:	200km/h (land), 400km/h (air)
Range:	800km

Grav cars are less common and somewhat more expensive than their land-bound counterparts, though they remain popular in most urban environments. In the megacities of the inner empire, where space is a premium and buildings often rise to cloud level, such vehicles are almost a necessity. Myd-Cadilon and Honarah Aerospace both compete for market share in this sector, with Honarah dominating the consumer market and Myd-Cadilon maintaining an edge in the luxury market.

Grav cars are versatile commercial vehicles with balanced performance characteristics and a useful range of features, allowing travel over land and through the air at moderate speed. As with electric cars, grav cars have been modified to fulfil combat roles in some circumstances. Although incredibly vulnerable to return fire from genuine combat vehicles, particularly aircraft, the ability to fill the role of a light gunship can be priceless against ill-prepared opponents.

GRAV SPEEDER

Power	Mobility	Durability
3	3	4
Agility	13 + pilot awareness	
Speed	16	
Toughness	8 (VL)	
Armour	0/0/0	
Vehicle scale	Light	
Purchase TR	22	

Traits

Navigational aids
Fast
Flight
Hover

Weapons

None
Could be modified for light weapons

Name:	HSC TR3000 Type R
Manufacturer:	Honarah Aerospace
Dimensions:	4600/1400/900 (mm)
Weight:	600kg
Useful load:	300kg
Crew:	1 driver + 1 passenger
Top speed:	460km/h (land), 921km/h (air)
Range:	300km

Grav speeders and essentially grav cars that have been extensively modified, or specifically designed, for competitive racing. Grav speeders are capable of extremely high speeds on the ground and in the air, rivalling even some dedicated aircraft. Many manufacturers produce limited runs of exotic grav speeders for a variety of racing events hosted around the galaxy. As with other grav vehicles, Honarah Aerospace are the biggest players in the industry.

Grav speeders offer all of the benefits of the best grav cars, only with decreased passenger capacity and vastly improved straight line performance. Speeders are less commonly modified for combat purposes, mostly due to their increased cost and more conspicuous styling. However, some gangs and criminal organisations have found a use for them as getaway vehicles or a cheaper alternative to dedicated atmospheric fighters.

VEHICLES

INFANTRY MECH

Power	Mobility	Durability
3	2	8
Agility	12 + pilot awareness	
Speed	15	
Toughness	16 (VL)	
Armour	20/10/5 (P) (VL)	
Vehicle scale	Light	
Purchase TR	24	

Traits	
All terrain	
Defensive grenades (2)	
Motile	
Navigational aids	
Night sights	

Weapons	
1x Autocannon (forwards)	

Name:	Gepard 1 ICM
Manufacturer:	Kerber Land Systems
Dimensions:	600/1500/4000(mm)
Weight:	4000kg
Useful load:	1200kg
Crew:	1 pilot
Top speed:	214km/h
Range:	800km

Light infantry mechs have largely been supplanted by armoured exosuits in the heavy infantry role, but still offer some clear advantages of their own. Kerber Land Systems has cemented itself as the industry leader in ground combat vehicle design and its modernised Gepard infantry mech is a best seller around the galaxy. Combining exceptional affordability with extreme mobility and competitive frontal armour, the Gepard dominates the four-metre class.

Infantry mechs are often too large and unwieldy to be used effectively indoors or aboard spacecraft, while offering no significant advantage over exosuits in terms of protection or firepower. However, their exceptional speed and mobility over difficult terrain makes them ideal in mountainous or forest environments, where the deployment of larger vehicles is more restricted.

LOADER MECH

Power	Mobility	Durability
4	1	8
Agility	11 + pilot awareness	
Speed	15	
Toughness	16 (VL)	
Armour	0/0/0	
Vehicle scale	Light	
Purchase TR	18	

Traits	
All terrain	
Motile	
Navigational aids	

Weapons	
None	
Could be modified for light weapons	

Name:	Takaashigani
Manufacturer:	TCD Heavy Industries
Dimensions:	620/1400/3800(mm)
Weight:	800kg
Useful load:	2800kg
Crew:	1 pilot
Top speed:	214km/h
Range:	1000km

Loader mechs are demilitarised infantry mechs with armour and weapons stripped away and a modified control system more suitable for commercial operations. Many companies offer loader mechs based on obsolete infantry mech designs or even conversion services. However, such solutions may have unexpectedly short operational lives or high maintenance costs due to the increased wear and tear caused by military use of the original chassis. By contrast, the TCD Takaashigani is a new build with reinforced joints suitable for continuous low intensity operation and extreme heavy lifting.

Loader mechs could be pressed into combat operations in an act of desperation, but are effectively unarmoured and lack the control systems suitable for effective weapon use. However, they are still relatively powerful machines capable of moving at high speed and could crush or trample unprotected humanoids in their way.
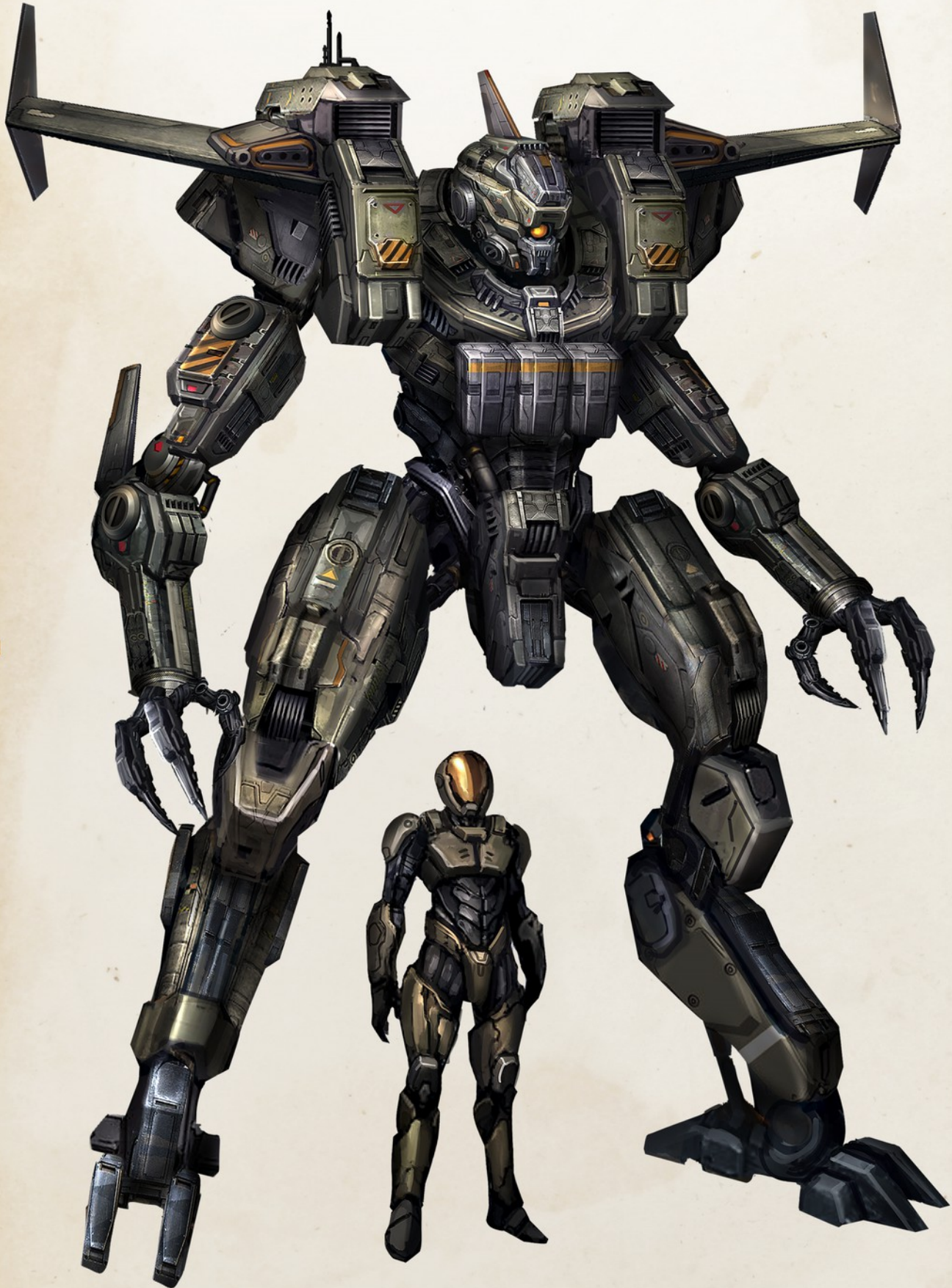
Name: Gepard 1 ICM

VEHICLES

Micro Thopter

Power	Mobility	Durability
3	4	2
Agility	14 + pilot awareness	
Speed	17	
Toughness	4 (VL)	
Armour	0/0/0	
Vehicle scale	Light	
Purchase TR	22	

Traits

Biological
ECM
Fast
Flight
Stealth

Weapons

None
Could be modified for light weapons

Name: M15 Super Nymph
Manufacturer: Odonata Biotechnology
Dimensions: 1900/500/800 (mm)
Weight: 300kg
Useful load: 300kg
Crew: 1 driver
Top speed: 490km/h (land), 980km/h (air)
Range: 600km

Micro thopters are a popular class of light vehicle primarily intended for high speed travel over long distances by land and air. Using advanced biotechnology, they are resistant to electromagnetic interference and capable of refuelling from a wide variety of different fuels. Odonata Biotechnology is a joint venture between several Insectoid and Bioartisan companies that specialises in thopter-style aircraft of various sizes, their M15 Super Nymph is currently the most successful single-seater micro thopter on the market.

Micro thopters are relatively expensive and offer little in the way of pilot comfort or protection. Their delicate wings and articulated legs are easily damaged by weapons fire, but are deceptively reliable in normal operation. Emissaries may find such thopters to be incredibly useful when a combination of speed and stealth is required, or when other vehicles are rendered inoperable by EMP-like effects.

Special Forces Mech

Power	Mobility	Durability
3	3	8
Agility	13 + pilot awareness	
Speed	16	
Toughness	16 (VL)	
Armour	10/5/5 (P) (VL)	
Vehicle scale	Light	
Purchase TR	26	

Traits

All terrain
ECM
Motile
Navigational aids
Night sights
Thermoptic camouflage

Weapons

1x Light laser (forwards)

Name: IXUS Stealth Mech
Manufacturer: Zeikon Heavy Industries
Dimensions: 800/1400/3900(mm)
Weight: 3200kg
Useful load: 1000kg
Crew: 1 pilot
Top speed: 230km/h
Range: 1600km

Until the market resurgence caused by the introduction of Kerber Land System's Gepard 1, adoption of combat mechs in the four-metre class was mostly limited to special forces groups. Zeikon Heavy Industries' IXUS Stealth Mech, despite its futuristic appearance, is in fact not a new build, but an extensively upgraded IXU Centurion fitted with a state of the art thermoptic camouflage package, conformal fuel tanks and an all new laser cannon.

As special forces often operate in difficult environments without organic vehicle support, or deep behind enemy lines, the exceptional mobility of infantry mechs was highly prized. Additionally, their larger size allowed them to be fitted with specialist equipment more easily than exosuits, often sporting advanced camouflage systems or ECM. Emissaries facing similar situations may also find such mechs useful at times.

VEHICLES

APC

Power	Mobility	Durability
3	2	2
Agility	12 + pilot awareness	
Speed	15	
Toughness	4 (VM)	
Armour	4/1/1 (P) (VM)	
Vehicle scale	Medium	
Purchase TR	24	

Traits

All terrain
Navigational aids
Neutral steering
Tracks

Weapons

1x Heavy MG (forwards)

Name:	Super Puma AFV
Manufacturer:	Kerber Land Systems
Dimensions:	6000/5000/2800 (mm)
Weight:	28,000kg
Useful load:	1,300kg
Crew:	3 crew + 8 passengers
Top speed:	214km/h
Range:	600km

APCs are lightly armed, but well protected combat vehicles with impressive off-road performance and mobility. Kerber Land Systems' Super Puma is a state of the art example, marketed at an affordable price to planetary militias, mercenary contractors and law enforcement agencies. The Super Puma is powered by a Myd-Cadilon electric drive, capable of generating 2MW and propelling the vehicle to speeds in excess of 200km/h. The low profile turret can complete a 360 degree traverse in less than five seconds and sports a Zeikon 40mm automatic cannon capable of firing explosive, shock and high velocity projectiles.

APCs are widely used by mercenary groups, militias and paramilitary forces all around the galaxy. Whilst Emissaries generally prefer to travel by less conspicuous means, an APC does make an exceptionally effective mobile command centre and offers ample internal space for additional equipment or modifications.

Turret (Module)

Power	Mobility	Durability
N/A	2	6
Agility	12 + pilot awareness	
Toughness	12 (VL)	
Armour	10/10/10 (P) (VL)	
Vehicle scale	Light	

Traits

Defensive grenades (2)
Night sights
Turret

Weapons

1x Autocannon (turret)

Cupola (Module)

Power	Mobility	Durability
N/A	2	3
Agility	12 + pilot awareness	
Toughness	6 (VL)	
Armour	10/10/10 (P) (VL)	
Vehicle scale	Light	

Traits

Night sights
Turret

Weapons

1x Light MG (turret)

Special rules

If the cupola is disabled, a crew member within the vehicle must expose themselves through a hatch or the vehicle suffers two circumstance penalties to all manoeuvre or attack rolls.

VEHICLES

ARMED TRANSPORT

Power	Mobility	Durability
4	3	5
Agility	13 + pilot awareness	
Speed	17	
Toughness	10 (VM)	
Armour	4/2/1 (P) (VM)	
Vehicle scale	Medium	
Purchase TR	28	

Traits

Space flight

Weapons

1x Light laser (forwards)
Could be modified for light or medium weapons

Name: CX-2A
Manufacturer: Honarah Aerospace
Dimensions: 78/50/28 (m)
Weight: 280,000kg
Useful load: 130,000kg
Crew: 8 crew
Acceleration: 2.8g
Delta-v: 45,000m/s

Armed transports are medium sized spacecraft that trade some cargo capacity for armour and a defensive weapon. Although less profitable to run, armed transports provide interstellar traders with some peace of mind. A popular model of armed transport is the Honarah Aerospace CX-2A, which possesses a heavily armoured forward crew compartment and only marginally thinner armour over its cargo space and engine compartment.

Armed transports are popular amongst traders operating in more dangerous regions of space, but also amongst pirates and mercenaries. Although more limited than conventional freighters, the ample cargo space can easily be converted into troop bays or fitted with additional weapons or defensive equipment. Emissary groups may also benefit from the additional space and firepower offered by an armed transport.

TURRET (MODULE)

Power	Mobility	Durability
N/A	3	8
Agility	13 + pilot awareness	
Toughness	16 (VL)	
Armour	20/20/10 (P) (VL)	
Vehicle scale	Light	

Traits

Turret

Weapons

1x Medium laser (turret)

SENSOR DOME (MODULE)

Power	Mobility	Durability
N/A	3	6
Agility	13 + pilot awareness	
Toughness	12 (VL)	
Armour	0/0/0	
Vehicle scale	Light	

Traits

Jump computer
Navigation aids

Weapons

None

VEHICLES

Atmospheric Fighter

Power	Mobility	Durability
4	4	2
Agility	14 + pilot awareness	
Speed	18	
Toughness	4 (VM)	
Armour	0/0/0	
Vehicle scale	Medium	
Purchase TR	26	

Traits

Weapons

1x Autocannon (forwards)
2x Guided missiles (forwards)

Name:	Firefox
Manufacturer:	Universal Cyberdynamics
Dimensions:	22/12/6 (m)
Weight:	21,000kg
Useful load:	5,000kg
Crew:	2 crew
Top speed:	4,100km/h
Range:	4,000km

Atmospheric fighters are high performance combat aircraft capable of extremely high performance within planetary atmospheres, though incapable of space flight. Although currently out of production, the General Cyberdynamics Firefox was considered a classic example of the type and remains in service around the galaxy. Its aggressively shaped delta wings and powerful afterburning turbofans enabled it to travel through the sky at over 4,000km/h.

Atmospheric fighters are mostly obsolete in modern military forces, having been replaced by transatmoshperic equivalents. They still find frequent use amongst planetary militias and militarised police forces. It is not unusual for larger mercenary companies or criminal groups to maintain a small number of vintage atmospheric fighters.

Engine (Module)

Power	Mobility	Durability
N/A	4	6
Agility	14 + pilot awareness	
Toughness	12 (VL)	
Armour	0/0/0	
Vehicle scale	Light	

Traits

Afterburners
Fast
Flight
Tremendous speed (2)

Weapons

None

Sensor Dome (Module)

Power	Mobility	Durability
N/A	4	2
Agility	14 + pilot awareness	
Toughness	4 (VL)	
Armour	0/0/0	
Vehicle scale	Light	

Traits

Navigation aids
Radar

Weapons

None

Special rules
If the engine is disabled whilst the aircraft is in flight, it will immediately begin to crash and must make an emergency landing (TR 18) or be destroyed instantly.

VEHICLES

Atmospheric Gunship

Power	Mobility	Durability
4	4	3
Agility	14 + pilot awareness	
Speed	18	
Toughness	6 (VM)	
Armour	4/2/1 (P) (VM)	
Vehicle scale	Medium	
Purchase TR	26	

Traits

Driving aids
Navigation aids

Weapons

2x Autocannon (forward)
4x Rocket pod (forward)

Name:	Hi35
Manufacturer:	Zeikon Heavy Industries
Dimensions:	14/8/6 (m)
Weight:	18,000kg
Useful load:	1,800kg
Crew:	2 crew + 2 passengers
Top speed:	518km/h
Range:	400km

Atmospheric gunships are flying armoured vehicles capable of carrying a wide variety of powerful weaponry. The Zeikon Heavy Industries Hi35 is particularly well regarded for its high performance and survivability and remained competitive on the battlefield even after the first generation of gravtanks were introduced by Honarah Aerospace.

Similar in vintage to atmospheric fighters and employed by similar groups. Gunships are less exciting than fighters, but bring more firepower and endurance to the battlefield. Gunships can be devastatingly effective against an unprepared opponent, as their heavy frontal armour renders them immune to most small arms, while their speed and agility makes escape all but impossible.

Engine (Module)

Power	Mobility	Durability
N/A	4	6
Agility	14 + pilot awareness	
Toughness	12 (VL)	
Armour	20/10/0 (P) (VL)	
Vehicle scale	Light	

Traits

Flight
Hover

Weapons

None

Turret (Module)

Power	Mobility	Durability
N/A	4	8
Agility	14 + pilot awareness	
Toughness	16 (VL)	
Armour	20/10/10 (P) (VL)	
Vehicle scale	Light	

Traits

Night sights
Radar
Stabilised
Turret

Weapons

1x Revolver cannon (turret)

Special rules

If the engine is disabled whilst the aircraft is in flight, it will immediately begin to crash and must make an emergency landing (TR 18) or be destroyed instantly.

VEHICLES

Atmospheric Transport

Power	Mobility	Durability
4	3	2
Agility	13 + pilot awareness	
Speed	17	
Toughness	4 (VM)	
Armour	0/0/0	
Vehicle scale	Medium	
Purchase TR	24	

Traits

Driving aids

Weapons

None

Name:	A13
Manufacturer:	General Cyberdynamics
Dimensions:	32/32/12 (m)
Weight:	38,000kg
Useful load:	30,000kg
Crew:	2 crew + 120 passengers
Top speed:	980km/h
Range:	8,000km

Atmospheric transports are little more than flying ferries, capable of moving people and cargo rapidly around terrestrial environments. Atmospheric transports are also occasionally employed on larger space colonies as a means of moving around interior habitat areas.

Engine (Module)

Power	Mobility	Durability
N/A	3	6
Agility	13 + pilot awareness	
Toughness	12 (VL)	
Armour	0/0/0	
Vehicle scale	Light	

Traits

Fast
Flight

Weapons

None

Sensor Dome (Module)

Power	Mobility	Durability
N/A	3	3
Agility	13 + pilot awareness	
Toughness	6 (VL)	
Armour	0/0/0	
Vehicle scale	Light	

Traits

Navigation aids
Radar

Weapons

None

Special rules

If the engine is disabled whilst the aircraft is in flight, it will immediately begin to crash and must make an emergency landing (TR 18) or be destroyed instantly.

VEHICLES

COMMERCIAL TRANSPORT

Power	Mobility	Durability
4	3	2
Agility	13 + pilot awareness	
Speed	17	
Toughness	4 (VM)	
Armour	0/0/0	
Vehicle scale	Medium	
Purchase TR	24	

Traits
Driving aids
Fast
Space flight

Weapons
None
Could be modified for light or medium weapons

Name:	Starstreak III
Manufacturer:	General Cyberdynamics
Dimensions:	32/28/10 (m)
Weight:	22,000kg
Useful load:	7,000kg
Crew:	2 crew + 30 passengers
Acceleration:	3.5g
Delta-v:	18,000m/s

Commercial transports are small to mid-sized passenger craft capable of breaking atmosphere and travelling short distances through space. Although commercial transports are equipped with jump computers, they are rarely used for long distance interstellar travel.

Due to their versatility and relatively large carrying capacity, commercial transports also serve as an excellent starting point for custom and personal spacecraft. The guild of Emissaries frequently makes use of modified commercial transports as mobile command centres or operating bases for small groups of Emissaries. See the end of this chapter for more details on Emissary personal transports.

ATMOSPHERIC JETS (MODULE)

Power	Mobility	Durability
N/A	3	6
Agility	13 + pilot awareness	
Toughness	12 (VL)	
Armour	0/0/0	
Vehicle scale	Light	

Traits
Flight

Weapons
None

SENSOR DOME (MODULE)

Power	Mobility	Durability
N/A	3	3
Agility	13 + pilot awareness	
Toughness	6 (VL)	
Armour	0/0/0	
Vehicle scale	Light	

Traits
Jump computer
Navigation aids
Radar

Weapons
None

Special rules
If the jets are disabled whilst the aircraft is in atmospheric flight, it will immediately begin to crash and must make an emergency landing (TR 18) or be destroyed instantly.

VEHICLES

Gravtank

Power	Mobility	Durability
4	4	3
Agility	14 + pilot awareness	
Speed	18	
Toughness	6 (VM)	
Armour	10/1/1 (P) (VM)	
Vehicle scale	Medium	
Purchase TR	28	

Traits

Artificial intelligence
Flight
Hover
Navigation aids

Weapons

1x Light laser (forwards)

Name:	Leopard GT
Manufacturer:	Kerber Land Systems
Dimensions:	9000/5000/2800 (mm)
Weight:	38,000kg
Useful load:	1,300kg
Crew:	2 crew
Top speed:	518km/h
Range:	600km

Gravtanks have largely replaced traditional tanks and atmospheric gunships in front line military service. They can be armed with a variety of armaments, but traditionally carry recoilless energy weapons or missiles. The Kerber Land Systems Leopard GT is a typical example, sporting state of the art shield generators and a turret mounted Zeikon heavy laser cannon. Its speed is capable of matching even the fastest atmospheric gunships, while its frontal protection is exceptional within its weight class. The Leopard is even equipped with an artificial intelligence, making it capable of completely autonomous operation and decision making.

Gravtanks are one of the most formidable atmospheric weapons in service. Even an experienced Emissary would be in serious trouble if caught out in the open. However, they can be vulnerable to attacks from behind where their armour is thinner. Their sides also become very vulnerable to heavy weapons if their shield generators can be disabled.

Turret (Module)

Power	Mobility	Durability
N/A	4	2
Agility	14 + pilot awareness	
Toughness	4 (VM)	
Armour	10/4/2 (P) (VM)	
Vehicle scale	Medium	

Traits

Night sights
Radar
Stabilised
Turret

Weapons

1x Heavy laser (turret)
1x Light laser (turret)

Shield Generator (Module)

Power	Mobility	Durability
N/A	4	3
Agility	14 + pilot awareness	
Toughness	6 (VL)	
Armour	0/0/0	
Vehicle scale	Light	

Traits

Shields (10/5/0) (VM)

Weapons

None

Special rules
If the turret is disabled, a crew member within the vehicle must expose themselves through a hatch or the vehicle suffers two circumstance penalties to all manoeuvre or attack rolls.

Insectoid Thopter

Power	Mobility	Durability
5	5	3
Agility	15 + pilot awareness	
Speed	20	
Toughness	6 (VM)	
Armour	6/4/2 (P) (VM)	
Vehicle scale	Medium	
Purchase TR	28	

Traits

Biological
ECM
Navigation aids
Stealth

Weapons

None

2x Turret (Module)

Power	Mobility	Durability
N/A	5	8
Agility	15 + pilot awareness	
Toughness	16 (VL)	
Armour	40/20/20 (P) (VL)	
Vehicle scale	Light	

Traits

Night sights
Radar
Stabilised
Turret

Weapons

1x Particle beam (turret)

Name:	M27 Damsel
Manufacturer:	Odonata Biotechnology
Dimensions:	12000/2800/2800 (mm)
Weight:	13,000kg
Useful load:	1,000kg
Crew:	1 driver
Top speed:	1,150km/h
Range:	600km

Insectoid thopters are versatile and powerful weapons, combining the protection and firepower of a gunship with the speed and agility of a fighter. As biomechanical constructs, thopters are also less vulnerable to electromagnetic interference and are easy to keep fuelled and operational in difficult field conditions. Odonata Biotechnology's thopters resemble massive insects with elongated bodies and huge, delicate looking wings.

Thopters are formidable combatants and remain competitive with the latest gravtanks, trading some protection for increased mobility and firepower. Thopter sales are also less heavily restricted and it is not unusual to find large organisations using them to patrol their holdings or protect land or sea based trade routes. Pirates and mercenaries may also appreciate the combat power they provide, if they can afford them.

4x Wings (Module)

Power	Mobility	Durability
N/A	5	6
Agility	15 + pilot awareness	
Toughness	12 (VL)	
Armour	20/20/20 (P) (VL)	
Vehicle scale	Light	

Traits

Fast
Flight
Hover

Weapons

None

Special rules

Each disabled wing reduces the thopter's power and mobility by 1. If all of the wings are disabled, the thopter must make a crash landing (TR 18) or be destroyed.

VEHICLES

Orbital Interceptor

Power	Mobility	Durability
6	3	1
Agility	13 + pilot awareness	
Speed	19	
Toughness	2 (VM)	
Armour	0/0/0	
Vehicle scale	Medium	
Purchase TR	30	

Traits

Driving aids
Fast
Space flight
Tremendous speed (6)

Weapons

1x Compact railgun (forwards)

Name:	FX-5E Shin
Manufacturer:	Honarah Aerospace
Dimensions:	25/11/6 (m)
Weight:	23,000kg
Useful load:	4,000kg
Crew:	2 crew
Top speed:	6,560km/h (in atmosphere)
Acceleration:	3.8g

Orbital interceptors are state of the art combat craft capable of entering and exiting a planetary atmosphere under their own power and engaging in combat with other atmospheric craft or small space vessels. The FX-5E Shin, developed by Honarah Aerospace, is the vehicle of choice amongst pilots of the Imperial Honour Guard. In sufficient numbers, their powerful 60mm railguns allow them to disable or destroy even much larger and more powerful spacecraft with relative ease. Advanced ECM and shields offer limited protection from return fire, though a craft which is over ninety percent engine is inherently fragile.

Orbital interceptors are expensive and produced in relatively small numbers for select clients, though it is not impossible for individuals or small organisations to acquire them if the price is right. Emissary pilots are also fond of the versatility provided by such vehicles and several famous examples exist of Emissary interceptors customised almost beyond recognition.

Atmospheric Jets (Module)

Power	Mobility	Durability
N/A	3	6
Agility	13 + pilot awareness	
Toughness	12 (VL)	
Armour	0/0/0	
Vehicle scale	Light	

Traits

Flight

Weapons

None

EW Dome (Module)

Power	Mobility	Durability
N/A	3	2
Agility	13 + pilot awareness	
Toughness	4 (VL)	
Armour	0/0/0	
Vehicle scale	Light	

Traits

ECM
Navigation aids
Radar
Shields (10/0/0) (VM)

Weapons

None

Special rules

If the engine is disabled whilst the aircraft is in flight, it will immediately begin to crash and must make an emergency landing (TR 18) or be destroyed instantly.

VEHICLES

Spider Tank

Power	Mobility	Durability
3	3	3
Agility	13 + pilot awareness	
Speed	16	
Toughness	6 (VM)	
Armour	12/6/4 (P) (VM)	
Vehicle scale	Medium	
Purchase TR	28	

Traits

All terrain
Artificial intelligence
Motile
Neural interface
Thermoptic camouflage

Weapons

1x Light laser (forwards)

Name:	Geist R-3000
Manufacturer:	Kerber Land Systems
Dimensions:	7000/6000/3400 (mm)
Weight:	48,000kg
Useful load:	1,800kg
Crew:	1 crew
Top speed:	230km/h
Range:	1,200km

The shell casings it leaves in its wake are more conspicuous than the vehicle itself, but combined with its form they make it an effective terror weapon. Spider tanks are not intended to be front line combat vehicles, but to operate behind enemy lines as ambush weapons or in environments where terrain would usually make it too difficult for such large vehicles to function. The Geist is a favourite of special forces units, as its powerful revolver cannons can quickly disable enemy armour caught by surprise or lay waste to a whole convoy of supply vehicles in moments.

A spider tank's heavy all-around armour makes it a very challenging opponent to deal with without access to heavy weapons. However, it is operated by only a single pilot and can be easily disabled if they are forced to expose themselves by destroying its exposed optics.

2x Arms (Module)

Power	Mobility	Durability
N/A	3	2
Agility	13 + pilot awareness	
Toughness	4 (VM)	
Armour	4/4/4 (P) (VM)	
Vehicle scale	Medium	

Traits

Defensive grenades (2)
Stabilised

Weapons

1x Revolver cannon (forwards)

Cupola (Module)

Power	Mobility	Durability
N/A	3	3
Agility	13 + pilot awareness	
Toughness	6 (VL)	
Armour	10/10/10	
Vehicle scale	Light	

Traits

Night sights
Stabilised
Turret

Weapons

1x Heavy MG (turret)

Special rules

If the cupola is disabled, a crew member within the vehicle must expose themselves through a hatch or the vehicle suffers two circumstance penalties to all manoeuvre or attack rolls.

VEHICLES

Stealth Tank

Power	Mobility	Durability
4	2	4
Agility	12 + pilot awareness	
Speed	16	
Toughness	8 (VM)	
Armour	18/4/2 (P) (VM)	
Vehicle scale	Medium	
Purchase TR	28	

Traits
All terrain
Neutral steering
Sturdy
Tracks
Thermoptic camouflage

Weapons
1x Heavy MG (forwards)

Turret (Module)

Power	Mobility	Durability
N/A	2	4
Agility	12 + pilot awareness	
Toughness	8 (VM)	
Armour	18/10/2 (P) (VM)	
Vehicle scale	Medium	

Traits
Defensive grenades (2)
Night sights
Stabilised
Sturdy
Turret

Weapons
1x Battle cannon (turret)
1x Light MG (turret)

Name:	Super Panther MBT
Manufacturer:	Kerber Land Systems
Dimensions:	9000/5000/2800 (mm)
Weight:	68,000kg
Useful load:	2,500kg
Crew:	3 crew
Top speed:	230km/h
Range:	800km

An obsolete ground vehicle modified with state of the art optical camouflage for use in ambush warfare. The Kerber Land Systems Super Panther is the end result of an extensive retrofit modification package, bringing new life to an otherwise outclassed vehicle. Although its mobility remains poor by modern standards, the Super Panther's powerful 140mm cannon and thick frontal armour is highly competitive. The advanced camouflage package allows it to remain undetected, partially mitigating its low mobility when combined with proper tactical employment.

Stealth tanks are a rare sight around the galaxy, although similar attempts to modernise obsolete armoured vehicles are not uncommon. Such vehicles are frequently produced or acquired by mercenary or paramilitary groups with easy access to obsolete vehicles and limited funds or restricted access to new equipment.

Cupola (Module)

Power	Mobility	Durability
N/A	2	3
Agility	12 + pilot awareness	
Toughness	6 (VL)	
Armour	10/10/10 (P) (VL)	
Vehicle scale	Light	

Traits
Night sights
Turret

Weapons
1x Light MG (turret)

Special rules
If the cupola is disabled, a crew member within the vehicle must expose themselves through a hatch or the vehicle suffers two circumstance penalties to all manoeuvre or attack rolls.

VEHICLES

Cetuscyborg

Power	Mobility	Durability
6	4	8
Agility	14 + pilot awareness	
Speed	20	
Toughness	16 (VH)	
Armour	8/6/4 (P) (VH)	
Vehicle scale	Heavy	
Purchase TR	56	

Traits

Biological
ECM
Space flight
Sturdy

Weapons

4x Naval lasers (forwards)
8x Tactical missiles (forwards)

Name:	Cetuscyborg Gen. 4
Manufacturer:	Cyborg Production Company
Dimensions:	780/80/68 (m)
Weight:	1,280,000 tonnes
Useful load:	530,000 tonnes
Crew:	950 crew
Acceleration:	4g
Delta-v:	345,000m/s

Cetuscyborgs are the greatest and most successful creation of the Bioartisans. The body of the Cetuscyborg is that of a gargantuan predatory space whale, genetically engineered and bred for size, then augmented with enormous banks of thrusters in place of the fins they once had. Bonded to its spine is an armoured citadel resembling an ancient dreadnought. Its body is covered in thick, armoured bony plates and protrusions, similar to that of the armoured fish found on Calador. Sensors, shield emitters and various weapons also stud its body.

A Cetuscyborg is one of the most powerful conventional weapons found anywhere in the known galaxy. However, it is not without weaknesses. The armoured citadel on its spine, though well protected, is more vulnerable than the creature's immense body and houses its crew, primary shield emitters and jump computer. If the citadel can be disabled, control of the leviathan is lost and it becomes a creature of instinct, though still highly dangerous.

3x Turret (Module)

Power	Mobility	Durability
N/A	4	12
Agility	14 + pilot awareness	
Toughness	24 (VM)	
Armour	40/40/10 (P) (VM)	
Vehicle scale	Medium	

Traits

Turret

Weapons

1x Naval railgun (turret)

Citadel (Module)

Power	Mobility	Durability
N/A	4	6
Agility	14 + pilot awareness	
Toughness	12 (VM)	
Armour	40/20/20 (P) (VM)	
Vehicle scale	Medium	

Traits

Jump computer
Radar
Shields (8/6/0) (VH)

Weapons

4x Naval lasers (left)
4x Naval lasers (right)

Special rules

If the citadel is disabled, the Cetuscyborg is no longer able to fire any of its weapons and behaves as a frightened animal, albeit one of gargantuan size.

VEHICLES

Imperial Battlecruiser

Power	Mobility	Durability
5	3	8
Agility	13 + pilot awareness	
Speed	18	
Toughness	16 (VH)	
Armour	6/6/3 (P) (VH)	
Vehicle scale	Heavy	
Purchase TR	54	

Traits

Space flight
Sturdy

Weapons

4x Naval lasers (left)
4x Naval lasers (right)
25x Tactical missiles (forwards)

Name:	Indomitable class
Manufacturer:	Rickenbacker-Armstrong
Dimensions:	270/40/38 (m)
Weight:	120,000 tonnes
Useful load:	30,000 tonnes
Crew:	650 crew
Acceleration:	3.6g
Delta-v:	150,000m/s

Imperial battlecruisers are the pride of the Imperial Navy and rely on their powerful shields and large compliment of tactical missiles in battle. Rickenbacker-Armstrong's latest commissioned design, the Indomitable class, is somewhat smaller than its predecessors of the Ascension class, but improves over them in virtually every way. Seventeen Indomitable class battlecruisers are currently in front line service, with a further twenty-nine under construction and a total of just over one hundred ships planned. The Indomitables will serve alongside the Ascensions until the latter is phased out of service.

Battlecruisers are massive vessels that can only be purchased in large numbers by the Imperial Navy. However, large, militaristic collectives or organisations may operate small numbers of comparable vessels, or purchase obsolete models as they are replaced in front line service. Battlecruisers possess virtually unrivalled firepower, but can be disabled by a swarm of smaller craft if not screened by escorts.

Shield Generator (Module)

Power	Mobility	Durability
N/A	3	1
Agility	13 + pilot awareness	
Toughness	2 (VM)	
Armour	10/10/10 (P) (VM)	
Vehicle scale	Medium	

Traits

Shields (12/12/6) (VH)

Weapons

None

Bridge (Module)

Power	Mobility	Durability
N/A	3	6
Agility	13 + pilot awareness	
Toughness	12 (VM)	
Armour	60/60/20 (P) (VM)	
Vehicle scale	Medium	

Traits

ECM
Jump computer
Radar
Turret

Weapons

6x Heavy lasers (turret)

Special rules
If the bridge is disabled, the ship may only perform a single action each turn and suffers a circumstance penalty to any attack or manoeuvre rolls.

VEHICLES

IMPERIAL DESTROYER

Power	Mobility	Durability
4	4	7
Agility	13 + pilot awareness	
Speed	18	
Toughness	14 (VH)	
Armour	2/2/2 (P) (VH)	
Vehicle scale	Heavy	
Purchase TR	50	

Traits

Space flight
Stealth
Sturdy
Turret

Weapons

2x Naval lasers (turret)
4x Tactical missiles (left)
4x Tactical missiles (right)
16x Guided missiles (forwards)

Name:	Dauntless class
Manufacturer:	Rickenbacker-Armstrong
Dimensions:	190/20/18 (m)
Weight:	18,000 tonnes
Useful load:	5,000 tonnes
Crew:	110 crew
Acceleration:	3.6g
Delta-v:	90,000m/s

Imperial destroyers are formidable warships designed to escort battlecruisers or operate individually. Whereas battlecruisers concentrate on maximum destructive power and defensive strength, destroyers specialise at engaging multiple smaller targets at relatively close range. Rickenbacker-Armstrong's Dauntless class represents the bleeding edge of the philosophy, with technology matching or even exceeding an Indomitable class battlecruiser and a price tag to match.

A destroyer won't win a slugging match with a battlecruiser, but its versatile armament and features make it highly capable of engaging asymmetric threats. Modern destroyers are incredibly expensive, but highly desirable to wealthy organisation with extensive space holdings or merchant fleets. Refitted and modernised destroyers often see service lives far exceeding anything their original designers or builders would have imagined.

SHIELD GENERATOR (MODULE)

Power	Mobility	Durability
N/A	4	1
Agility	14 + pilot awareness	
Toughness	2 (VM)	
Armour	10/10/10 (P) (VM)	
Vehicle scale	Medium	

Traits

Shields (10/10/4) (VH)
Decoys (2)

Weapons

None

BRIDGE (MODULE)

Power	Mobility	Durability
N/A	4	6
Agility	14 + pilot awareness	
Toughness	12 (VM)	
Armour	20/20/20 (P) (VM)	
Vehicle scale	Medium	

Traits

ECM
Jump computer
Radar
Stabilised
Turret

Weapons

8x Heavy lasers (turret)

Special rules

If the bridge is disabled, the ship may only perform a single action each turn and suffers a circumstance penalty to any attack or manoeuvre rolls.

VEHICLES

Imperial Frigate

Power	Mobility	Durability
4	2	6
Agility	12 + pilot awareness	
Speed	16	
Toughness	12 (VH)	
Armour	4/4/2 (P) (VH)	
Vehicle scale	Heavy	
Purchase TR	46	

Traits

Space flight
Sturdy
Turret

Weapons

2x Naval lasers (turret)
2x Tactical missiles (left)
2x Tactical missiles (right)
8x Guided missiles (forwards)

Name:	Drake class
Manufacturer:	Rickenbacker-Armstrong
Dimensions:	160/20/18 (m)
Weight:	15,000 tonnes
Useful load:	4,000 tonnes
Crew:	120 crew
Acceleration:	2.8g
Delta-v:	70,000m/s

Imperial frigates are smaller and cheaper than destroyers, though not significantly less capable. Increased armour makes up for their less advanced shields, but leaves them too slow to take part in fleet actions. Frigates are typically employed individually or in small frigate detachments for defensive operations or limited shows of force. Rickenbacker-Armstrong's Drake class frigate was developed alongside the more advanced Dauntless class destroyer and is marketed as a lower cost alternative.

Frigates are the largest military vessels to see significant commercial success, with many private operators outside of the Imperial Navy. On more rare occasions, even pirates and mercenaries have been known to operate frigates, though such vessels are incredibly conspicuous and demand a bold and highly skilled crew.

Shield Generator (Module)

Power	Mobility	Durability
N/A	2	1
Agility	12 + pilot awareness	
Toughness	2 (VM)	
Armour	10/10/10 (P) (VM)	
Vehicle scale	Medium	

Traits

Shields (6/6/0) (VH)

Weapons

None

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Bridge (Module)

Power	Mobility	Durability
N/A	2	6
Agility	12 + pilot awareness	
Toughness	12 (VM)	
Armour	20/20/20 (P) (VM)	
Vehicle scale	Medium	

Traits

ECM
Jump computer
Radar
Turret

Weapons

4x Heavy lasers (turret)

Special rules
If the bridge is disabled, the ship may only perform a single action each turn and suffers a circumstance penalty to any attack or manoeuvre rolls.

Insectoid Droneship

Power	Mobility	Durability
5	3	8
Agility	13 + pilot awareness	
Speed	18	
Toughness	16 (VH)	
Armour	12/8/4 (P) (VH)	
Vehicle scale	Heavy	
Purchase TR	44	

Traits
Biological
ECM
Jump computer
Space flight
Stealth

Weapons
6x Heavy lasers (forwards)
8x Guided missiles (forwards)

Name:	M1 Dragon
Manufacturer:	Odonata Biotechnology
Dimensions:	130/26/26 (m)
Weight:	7,000 tonnes
Useful load:	2,000 tonnes
Crew:	38 crew
Acceleration:	3.6g
Delta-v:	150,000m/s

Insectoid droneships appear more like colossal dragonflies than traditional warships. Though not especially well armed for their size, droneships are fast and heavily armoured. The wings that serve them as radiators in space can even be used in atmosphere, making them by far the largest spacecraft capable of atmospheric flight in the galaxy. Odonata Biotechnology's M1 Dragon and its derivatives are favourites of Insectoid whalers operating along the edges of the Great Maelstrom.

Droneships are extremely popular amongst any groups looking to acquire serious combat power in space. Whilst larger vessels may mount devastating tactical missiles, in practice cost and logistics often result in them flying with empty missile tubes. With tactical missiles removed from play, a droneship is more than capable of standing toe to toe with a frigate or even a destroyer.

2x Turret (Module)

Power	Mobility	Durability
N/A	3	12
Agility	13 + pilot awareness	
Toughness	24 (VM)	
Armour	40/20/20 (P) (VM)	
Vehicle scale	Medium	

Traits
Radar
Stabilised
Turret

Weapons
1x Naval particle beam (turret)

4x Wings (Module)

Power	Mobility	Durability
N/A	3	6
Agility	13 + pilot awareness	
Toughness	12 (VM)	
Armour	20/20/20 (P) (VM)	
Vehicle scale	Medium	

Traits
Flight
Hover

Weapons
None

Special rules
If a wing is disabled whilst the droneship is travelling in atmosphere, it must make a crash landing (TR 18) or be destroyed.

VEHICLES

MERCHANT FREIGHTER

Power	Mobility	Durability
5	1	8
Agility	11 + pilot awareness	
Speed	16	
Toughness	16 (VH)	
Armour	0/0/0	
Vehicle scale	Heavy	
Purchase TR	36	

Traits

Space flight

Weapons

Could be modified for medium weapons

Name:	CX-2A
Manufacturer:	Honarah Aerospace
Dimensions:	410/66/68 (m)
Weight:	55,000 tonnes
Useful load:	110,000 tonnes
Crew:	15 crew
Acceleration:	2.8g
Delta-v:	140,000m/s

Large merchant freighters are massive cargo ships capable of transporting thousands of tonnes of cargo or passengers over interstellar distances. Though they possess no armour and defensive weapons only meant for dealing with debris, their vast bulk makes them surprisingly durable.

TURRET (MODULE)

Power	Mobility	Durability
N/A	1	8
Agility	11 + pilot awareness	
Toughness	16 (VM)	
Armour	0/0/0	
Vehicle scale	Medium	

Traits

Turret

Weapons

2x Heavy laser (turret)

SENSOR DOME (MODULE)

Power	Mobility	Durability
N/A	1	6
Agility	11 + pilot awareness	
Toughness	12 (VL)	
Armour	0/0/0	
Vehicle scale	Light	

Traits

Jump computer
Navigation aids

Weapons

None

VEHICLES

Siege Tank

Power	Mobility	Durability
5	1	6
Agility	11 + pilot awareness	
Speed	16	
Toughness	12 (VH)	
Armour	10/8/4 (P) (VH)	
Vehicle scale	Heavy	
Purchase TR	44	

Traits

All terrain
Defensive grenades (4)
Lumbering
Tracks

Weapons

1x Orion cannon (forwards)
4x Heavy lasers (left)
4x Heavy lasers (right)
8x Guided missiles (forwards)

Name:	Essence of Civility
Manufacturer:	Unknown
Dimensions:	90/66/46 (m)
Weight:	8,000 tonnes
Useful load:	2,000 tonnes
Crew:	112 crew
Top speed:	108km/h
Range:	120,000km

A colossal multi-tracked mobile fortress that looks more like a downed frigate than a traditional tank. Most siege tanks are thought to be relics of the Corporation War, discovered in the sands of the desert world Shichi. Refitted with modern weapons and shields, they make effective mobile command centres on hostile worlds and are even capable of engaging warships in low orbit. The most well known siege tank is the Essence of Civility, operated by the planetary defence force of Harea. Its near ceaseless operation has defended the miners of Jangeng canyon from hooded worms, pirates and, on one occasion, a mercenary frigate hired by a rival mining corporation.

The massive 'Orion cannon' is an ancient weapon that uses magnetically contained low-yield atomics as the propellant to accelerate a massive projectile up to velocities capable of rivalling the latest naval railguns.

2x Turret (Module)

Power	Mobility	Durability
N/A	1	12
Agility	11 + pilot awareness	
Toughness	24 (VM)	
Armour	80/20/20 (P) (VM)	
Vehicle scale	Medium	

Traits

Night sights
Radar
Stabilised
Turret

Weapons

1x Siege cannon (turret)
1x Light laser (turret)

Shield Generator (Module)

Power	Mobility	Durability
N/A	1	2
Agility	11 + pilot awareness	
Toughness	4 (VM)	
Armour	10/10/10 (P) (VM)	
Vehicle scale	Medium	

Traits

ECM
Shields (6/4/0) (VH)

Weapons

None

VEHICLES

Technosapien Battlecarrier

Power	Mobility	Durability
6	2	10
Agility	12 + pilot awareness	
Speed	18	
Toughness	20 (VH)	
Armour	6/10/3 (P) (VH)	
Vehicle scale	Heavy	
Purchase TR	54	

Traits

Space flight
Sturdy

Hangar

20x Orbital interceptors
5x Technosapien bombers

Name:	Iteration 7.21b
Manufacturer:	Toh Hive World
Dimensions:	620/190/88 (m)
Weight:	820,000 tonnes
Useful load:	150,000 tonnes
Crew:	100,500 crew
Acceleration:	3.6g
Delta-v:	190,000m/s

Technosapien battlecarriers are enormous vessels, dwarfing all but the largest cestuscyborgs and carrying a huge complement of Technosapien crew, soldiers and their equipment. Each battlecarrier is a unique design, built on a familiar but every changing pattern. They function in equal parts as mobile commander centres, military bases, factories and cities. While it is believed that every large Technosapien Hive World is capable of producing its own battlecarriers, Toh seems to be responsible for the construction of more than half of those presently listed in Imperial records.

Battlecarriers are not as heavily armed for their size as their nearest Imperial equivalents and, alone, would not stand up well in battle to an adult cestuscyborg or Imperial battlecruiser. However, their true power lies in their large complement of support craft.

Shield Generator (Module)

Power	Mobility	Durability
N/A	2	1
Agility	12 + pilot awareness	
Toughness	2 (VM)	
Armour	10/10/10 (P) (VM)	
Vehicle scale	Medium	

Traits

Shields (14/8/3) (VH)

Weapons

None

Bridge (Module)

Power	Mobility	Durability
N/A	2	6
Agility	12 + pilot awareness	
Toughness	12 (VM)	
Armour	60/60/20 (P) (VM)	
Vehicle scale	Medium	

Traits

ECM
Jump computer
Neural interface
Radar
Turret

Weapons

4x Naval particle cannons (forwards)
2x Naval railguns (turret)

Special rules
If the bridge is disabled, the ship may only perform a single action each turn and suffers a circumstance penalty to any attack or manoeuvre rolls.

VEHICLES

Technosapien Bomber

Power	Mobility	Durability
4	2	4
Agility	12 + pilot awareness	
Speed	16	
Toughness	8 (VH)	
Armour	4/2/0 (P) (VH)	
Vehicle scale	Heavy	
Purchase TR	40	

Traits

Artificial intelligence
Fast
Flight
Space flight

Weapons

1x Naval railgun (forwards)
2x Tactical missiles (forwards)
8x Guided missiles (forwards)

Name:	Bomber
Manufacturer:	Toh Hive World
Dimensions:	56/18/18 (m)
Weight:	500 tonnes
Useful load:	40 tonnes
Crew:	12 crew
Acceleration:	2.8g
Delta-v:	70,000m/s

Technosapien bombers are something of a cross between a corvette, a fast attack craft and a drone vessel. Capable of operating with either a small crew, or no crew at all, the primary purpose of a bomber is to survive long enough to carry its tactical missiles into range of the designated target. If the bomber survives its attack run, it can return to its carrier to be rearmed or finish off the target with a barrage from its deadly railgun.

Shield Generator (Module)

Power	Mobility	Durability
N/A	2	1
Agility	12 + pilot awareness	
Toughness	2 (VM)	
Armour	0/0/0	
Vehicle scale	Medium	

Traits

Shields (8/4/0) (VH)

Weapons

None

Bridge (Module)

Power	Mobility	Durability
N/A	2	6
Agility	12 + pilot awareness	
Toughness	12 (VM)	
Armour	20/20/20 (P) (VM)	
Vehicle scale	Medium	

Traits

ECM
Jump computer
Neural interface
Radar
Turret

Weapons

2x Heavy lasers (turret)

Special rules

If the bridge is disabled, the ship may only perform a single action each turn and suffers a circumstance penalty to any attack or manoeuvre rolls.

VEHICLES

Vehicle Crew

For the sake of simplicity it is usually best to treat a vehicle and its crew as a single entity, with any attacks and damage taken being suffered by the vehicle using the vehicle damage and defect rules. However, there are times when you may wish to model this in more detail or allow characters to attack the crew of a vehicle directly. Rules for doing this will be presented below, but can be considered optional and can be used or ignored on an individual basis as necessary.

Escaping Burning Vehicles

A character can choose to freely exit a vehicle at any time and may wish to do so before the vehicle is destroyed, especially if it is volatile. However, even vehicles that are not volatile may catch on fire when destroyed.

If a vehicle is destroyed, roll 1d10; the vehicle begins to burn if the result is 6 or higher. Character's in a burning vehicle must pass a willpower check (TR 14) to remain calm enough to escape correctly. Character's that fail to remain calm suffer an automatic persistent injury each turn until they can escape.

Escaping Moving Vehicles

As above, a character can choose to exit a vehicle even while it is in motion. However, doing so is highly dangerous. A character that escapes a vehicle in this way and immediately lands on a hard surface (such as concrete) suffers damage as if they had been unintentionally hit in a collision with their own vehicle.

Targeting Vehicle Crew

Not all vehicles are fully enclosed and some leave their crew exposed to varying degrees. If the crew is exposed in this way, they may be targeted by ranged attacks independently from the vehicle. However, even when the crew are exposed, the body of the vehicle will often provide them with some degree of cover. To help you keep track of this during a game, you may wish to add the following new vehicle trait:

Open Top (X)

The vehicle has an open or partially open crew compartment, leaving the occupants exposed to incoming fire. However, the vehicle gives some cover to its crew, applying a circumstance penalty of x to ranged attack rolls made against them. Refer to the Combat chapter for suitable values of x.

Spalling

When a vehicle suffers an automatic temporary defect from a hit that defeats its armour but fails to overcome its toughness, spalling occurs. Spall is made up of high velocity fragments of armour and chassis that break loose due to an impact and ricochet around the crew compartment.

Character's inside a vehicle suffering from spalling each take 2d4 (P) damage. This damage is treated as a ranged or ballistic attack for the purposes of determining personal body armour effectiveness. Note that this is not vehicle scale damage.

Whiplash

Whenever a vehicle suffers damage from a collision or suffers damage from a single hit sufficient to automatically disable or destroy it, the crew suffer from whiplash.

Character's suffering from whiplash each take 2d4 (T) damage. This damage is treated as a melee attack for the purposes of determining personal body armour effectiveness. Note that this is not vehicle scale damage.

Stress

Being inside a vehicle during combat can be very stressful. Historically, many vehicle crews abandoned their vehicles after coming under fire in combat, long before their vehicles suffered any meaningful damage. The fear of being trapped inside a burning vehicle or killed by spalling could be overwhelming.

A character inside a vehicle that is ambushed or hit by surprise (attacked during a surprise round) suffers 2d4 temporary mental damage (stressful). A character may ignore this is they choose to escape the vehicle instead of remaining inside.

A character inside a vehicle that is suffering from spalling also suffers 2d4 temporary mental damage (stressful). As before, a character may ignore this is they choose to escape the vehicle instead of remaining inside.

A character inside a burning vehicle, who fails their willpower check to escape, suffers 2d6 temporary mental damage (stressful) in addition to the physical injury from being burned.

VEHICLES

EMISSARY VEHICLES

Newly formed Emissary groups are granted the use of a transport vehicle by the guild of Emissaries. This transport does not have to be paid for by the Emissary group and remains the property of the guild, though the group are free to use it as they see fit. The current vehicle offered is based on the chassis of a Streakstreak IV private spacecraft but heavily modified by guild engineers for increased performance. In the event that the vehicle is destroyed or otherwise lost a replacement will not be provided and Emissaries are expected to fund their own replacement or alternative travel arrangements.

Emissary Transport
Modified Universal Cyberdynamics Starstreak IV
Purchase TR:	26
Vehicle scale:	Medium

Power:	5
Mobility:	4
Durability:	2

Agility:	14 + pilot awareness
Speed:	19
Toughness:	4 (VM)
Armour:	2/1/1 (P) (VM)

Traits:
Decoys (1)
Driving aids
ECM
Fast
Flight
Jump computer
Navigational aids
Radar
Space flight
Turret

Weapons:
2x Light lasers (turret)

STARSTREAK IV

The Starstreak IV was originally developed from a single-stage-to-orbit passenger shuttle with a capacity of 3 crew, 30 passengers and their cargo. The cabin arrangement was redesigned to support a compliment of 4-8 people in improved comfort, with space to move around, kitchen and bathroom facilities, and collapsible bunks. The Starstreak became widely adopted as a VIP transport and business vehicle by many organisations throughout the galaxy. The Starstreak's adaptability and ubiquity makes it an ideal vehicle for Emissaries, offering decent performance without drawing attention.

Crew:	
Capacity:	
Length:	32m
Wingspan:	28m (unfolded)
	12m (folded)
Useful Load:	8,000kg
Empty Weight:	20,000kg
Gross Weight:	35,000kg
Powerplant:	4x RREL hybrid rockets
	315kN thrust each

Speed in atmospheric mode:
Maximum:	1200km/h
Cruising:	800km/h
Range:	10,000km

Space performance:
Acceleration:	3.6g
Delta-v:	20,000m/s

MODIFICATIONS

To make the Starstreak IV more suitable for operation by Emissaries in potentially hostile environments, extensive changes were made to the vehicle. The frame of the aircraft was reinforced with lightweight but durable aerominium bracing internally, while key sections of the body were replaced with armoured panels. The majority of the craft is now resistant to small arms fire, while the cockpit area has limited protection from autocannons and light lasers. Unfortunately, more extensive armouring was not possible without overloading the chassis.

Offensively, the craft is armed with a pair of turret mounted General Cyberdynamics M161E light lasers. While incapable of seriously threatening larger spacecraft, these weapons are highly effective against light vehicles and dismounted personnel.

Experienced Emissary teams often refit their transports with equipment and weapons better suited to the environments that they will be operating in.

UPGRADE PACKAGES

Upgrade packages are also available for new vehicles, but come with an associated cost, albeit at a discount, and trade-offs in other areas of performance. Some example upgrade packages along with their purchase TRs and mechanical effects are given below.

Dogfighting Package
Purchase TR: 24
Benefits:
Mobility   +1
4x Guided missiles (forward)
1x Autocannon (forward)

Drawbacks:
Durability   -1
Light lasers removed

Defensive Package
Purchase TR: 26
Benefits:
Durability   +1
Shields (4/4/4) (VM)

Drawbacks:
Mobility   -1
Light lasers removed

Stealth Package
Purchase TR: 22
Benefits:
Stealth
Thermoptic camouflage

Drawbacks:
Decoys removed
ECM removed

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THE KNOWN GALAXY

Timeline

The Forgotten Past
The ancient past of the planet-bound human race. Only a few records still exist of this time, salvaged from the time-corrupted archives of decaying sleeper ships.

The Space Age
The earliest known exploration of space by the human race. This would eventually trigger a feverish race to secure the territory and resources of the new frontier.

The First Great Expansion
The human race spread across their solar system, colonising the planet Mars and exploiting the vast wealth of the Kuiper belt.

The First Corporation War
Space-based corporations leveraged their newly acquired wealth and power to free themselves from the regulations of planet-bound governments. Although the conflict was short, with little loss of life, it created great resentment and would foreshadow future events.

The Colony Age
Vast colonies were built in space and the human population exploded at an exponential rate as the untapped resources of the solar system were exploited to their limits.

The Second Great Expansion
As tensions began to rise once again, an era of fear and preparation took hold. Countless sleeper ships and generation vessels were constructed and populated by those who feared inevitable conflict. The current population of the galaxy can largely be traced back to these life-preserving arks.

The Second Corporation War
Fears became manifest as once again the corporations and governments of the human race fought each other for control of dwindling resources. The conflict is thought to have been devastating, leaving little in its wake.

The Silent Age
For millennia, the entire human race only existed in transit on their ponderous colony ships, drifting silently through the vacuum of space.

The Time of Independence
The first colony ships began arriving at their destinations and different mind sets took hold as disparate groups worked in isolation to rebuild society. Some adapted themselves to their new environments, while others adapted their new environments to suit themselves.

The Time of Seeding
For hundreds of thousands of years, the more ambitious colony ships arrived at their distant destinations and spread the seeds of civilisation far and wide across the galaxy.

The Great Discovery

As new cultures and civilisations regained the ability to explore the space around, one such civilisation made a discovery that would have profound impact. The galaxy was littered with countless wormholes, connecting almost every solar system in a labyrinthine network. However, enormous computational power was required to safely navigate this network.

The First Golden Empire

The leader of this wormhole-finding civilisation began a tireless quest to explore and unify the people of the galaxy. Dubbing himself the First Imperial Majesty, he slowly achieved his goal, creating the First Golden Empire.

The Slow Collapse

Over time the First Golden Empire began to fragment and collapse as different factions grew in strength, competed with each other and went to war. The Imperial Majesty sunk enormous resources into the construction of a technological oracle that he hoped would solve his problems, but the project failed along with his empire.

The Second Golden Empire

The daughter of the First Imperial Majesty inherited the fragments of her father's empire and endeavoured to rebuild it from scratch. Forging new alliances and inspiring new hope, the Second Imperial Majesty was initially successful and a new empire was born.

The Cycle of Decay

As if doomed to repeat the fate of the First Golden Empire, the same problems emerged over time.
For a thousand years the Second Imperial Majesty battled against the decay of both her body and her empire

The Rebirth

After countless failed attempts to transcend mortality and become a living god, the Third Imperial Majesty was created from the body of the Second. The collapse of the Second Golden Empire was significantly slowed, but not quite reversed.

Siege of the Forgotten Planet

Some time before the birth of the Third Golden Empire, Technosapien forces began a long and difficult conquest of a seemingly insignificant planet.

The Third Golden Empire

When the Third Imperial Majesty was united with the Universal Emissary from the forgotten planet, a new and even more powerful being was born. Heralded as the Divine Imperial Majesty, this signified the beginning of the Third Golden Empire.

The Age of Emissaries

Acting as agents of balance, a new kind of warrior emerged, fighting to maintain the Third Golden Empire.

LOCATIONS

The Known Galaxy

Vast and largely unexplored, the galaxy is filled with countless solar systems. Almost any kind of star, planet or celestial object can be found somewhere by those willing to search for it. Black holes, neutron stars, gas giants, icy moons and rocky planets make up just some of that list. Artificial constructs created or inhabited by members of the galactic community can also be found, from Technosapien Hive Worlds to the mysterious Electrotomb. Rumour has it that even the megastructure remnants of ancient alien civilisations are out there somewhere, in the form of derelict shell worlds or Dyson spheres, though few such monumental discoveries have been made.

Although still a minority, an unusual number of planets within the galaxy are habitable, possessing both liquid water and an oxygen rich atmosphere. The reasons for this are still poorly understood, but it is believed to frequently be the result of ancient terraforming attempts made before the Corporation War. However, habitable does not necessarily mean safe or hospitable and many species of genetically engineered or relocated creatures have had a long time to evolve and adapt to their new environments. Worlds considered dangerous enough are classified as deathworlds, but unexpected dangers can lurk on even the most civilised planets.

This chapter will provide background information and game mechanics for some of the most common environments that Emissaries are likely to encounter, as well as some of the more unique and interesting places within the galaxy. However, your adventures might not be limited to just the locations presented here.

Celestial Glossary

The Universe
Everything that is and can be seen, but mostly empty and full of nothing. Very empty. Vast expanses of nothing. Punctuated by distant little clumps of something called galaxies. Travel between galaxies is something of a pipe dream with current technology and most foreseeable technology too. Who knows what else could be out there or what might be lurking in the voids.

The Known Galaxy
One of many galaxies within the universe, but the one you happen to exist in. Chalk it up to fate or the anthropic principle. The Known Galaxy is where your story takes place.

Stars
Aside from dark matter, these bright glowy balls of nuclear fusion make up most of the matter in any galaxy. Primitives bound to a single world might invent a special name for the one nearest them, or worship it like some kind of god, but the truth is it isn't special. Probably. Some of them are kind of special.

Planets
Everyone thinks they know what a planet is. That is, until someone else asks them to define it. Then they have a surprisingly hard time separating them from big asteroids, moons and small dead stars. Define everything else, planets are what you have left.

Excerpt from The Galaxy and You. Chapter 1.
Dr Gamma Cook

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The Known Galaxy
and the Third Golden Empire

◉ Major Star Systems
○ Minor Star Systems

Uncharted Space

The Outer Fringe

Technosapien Hive

The Graveyard

Cen

Sonhadra

Akell

Zenic Black Hole

Heema

Kagrion

Atraxis

Ishmael

Nazal

Hatria Station

Beetu

Tenko

Tsutmo

Skoll

Harea

Toh

Sora

Enria

Dyson Sphere Fragment

Eynides

Alt

Nia

Arcturus

Amarth Neutron Star

Agra

Saskion

Lure

Apocrys

Verlate

Alpha Fortress

Arton IV

The Great Sphere

Floreana

Troph

Nyx

Brolla

Prge

The Electrotomb

Bron

Amon

Artra

Tine

Etros Shell World

Matryoshka

Grom Artificial Star

Basilis Neutron Star

Lao

Protoswarm

Deinos Black Hole

Region of Shadow

Uncharted Space

tre of the Known Galaxy

Tannhauser
Black Hole

The Great Maelstrom

Corwen

Calderone

Baer

Forbidden Library

Enku Neutron Star

Groei

Bioartisan

Umbra Station

Eridu

Mayr

Space

Daria

Stapus

The Inner Fringe

Natlei

Carson

Meades

Peart

Ishtar

Darwin

Inban

Humanoid Collective

Ceila

Outune

Kazern

Gouruta

Bentham

Kroto

Bermos

Delphi

Adams

Eras

Medea

Shichi

Ghanan

Milana

Hollis
Neutron Star

Calador

Brakia

The Golden Planet

Nautragia

Taizu

Central Empire

Witch's Sanctum

Gleon

Luminar

Clodetis

Tunis

Camlan

Sijin Artificial Star

Dupleon

Metroth Shell World

Aldor Station

Dendritic Expanse

Indira

World Tree

Verus Research Station

Earth-like Planets

Rocky planets with an oxygen rich atmosphere and liquid water. Gravity and atmospheric composition might vary somewhat, but usually not enough to cause significant problems or require specialist equipment. Some of these planets are natural and others are the result of ancient terraforming or more recent colonisation. Ironically, the natural ones are more likely to cause long term problems, lacking in vegetation or wildlife, the only food is what you bring with you.

Many of the planet-bound races of the galaxy make their homes on planets like these. For example, Reptilians typically have a preference for large amounts of water and tropical climates, while Insectoids favour slightly lower than average gravity and a greater percentage of atmospheric oxygen. However, remember that most planets are not uniform in climate and even a planet with vast expanses of tropical forests or deserts will still feature polar regions.

Mechanical Considerations

Some environmental effects and dangers that can be commonly encountered on Earth-like planets are presented below.

Survivable Cold

It can be generally assumed that characters can survive and function normally in dry temperatures down to 0°C, with the aid of coats and standard winter clothing. Though these temperatures may be uncomfortable, they are not sufficiently cold to have an immediate negative effect on characters. However, for each 10°C increment that the temperature drops below 0°C, characters suffer a circumstance penalty on all stamina checks for performing extended or prolonged physical activities. Additionally, the presence of deep snow and ice makes walking an extended physical activity equivalent to running in normal conditions. Characters who pass out from fatigue in the cold will die in a number of hours equal to their starting endurance. Such temperatures are often reached around the polar regions of Earth-like planets.

Specialised winter clothing

Wearing specialised winter clothing can reduce the circumstance penalty to stamina checks by one, but extreme cold still remains challenging. Snow shoes, hiking sticks and similar equipment may also allow walking as a normal prolonged light activity, instead of as an extended physical activity.

Survivable Heat

It can be generally assumed that characters can survive and function normally in temperatures up to 30°C, with the aid of light clothing, sweating and frequent consumption of water. Though these temperatures may be uncomfortable to some, they are not sufficiently hot to have an immediate negative effect on characters. However, for each 10°C increment that the temperature goes above 30°C, characters suffer a circumstance penalty on all stamina checks for performing extended or prolonged physical activities. Additionally, characters will suffer an automatic persistent injury for each 12 hour period that they go without water.

Starvation

Characters can survive longer without food than they can without water, but eventually starvation will have the same effect as dehydration. A character will suffer an automatic persistent injury for each 48 hour period that they go without food. Consumption of food will reset this process, but will not remove any persistent injuries already suffered.

High Altitude

Characters can survive and functional normally at altitudes up to about 2000m in standard density atmospheres. However, each 1000m of altitude above this imposes a circumstance penalty on all stamina checks for performing extended or prolonged physical activities. Denser or more oxygen rich atmospheres may allow characters to venture up to twice as high, while problems could occur at half this altitude in less dense atmospheres.

Breathing equipment

An external air supply, such as that provided by an oxygen tank, is sufficient to allow a character to ignore high altitude penalties.

Deep Water

Characters can survive and functional normally at depths down to about 30m while breathing air. However, each 10m of depth below this imposes a circumstance penalty on all stamina checks for performing extended or prolonged physical activities. Swimming at depths below 30m is always considered an extended physical activity.

Diving equipment

It must be noted that oxygen tanks do not reduce these penalties, as they are caused by pressure and not a lack of oxygen. However, a pressurised diving suit or diving vessel would allow a character to ignore these penalties entirely. The use of special breathing gas instead of compressed air also allows these penalties to be ignored.

LOCATIONS

Heavy Worlds

Heavy worlds are similar to Earth-like planets, possessing similar atmospheres and quantities of liquid water, but with substantially higher gravity. Creatures and characters from heavy worlds tend to be more squat and powerful than their Earth-like equivalents. It is harder for creatures and plants to grow tall, thicker bones or support structures are required to hold up the increased weight and more muscle is required to move it around.

Movement in general is more difficult and requires more energy, even walking along level ground feels like constantly going up a flight of stairs. Fast creatures are rare and somewhat unusual, but predators and scavengers are common on heavy worlds due to the increased number of calories needed to survive. Flight is difficult and large flying creatures are unheard of. Even small falls can be fatal.

Mechanical Considerations

Heavy worlds can be subject to any of the typical environmental hazards found on Earth-like planets. In addition to those, the following must also be considered.

Survivable High Gravity

The gravity on heavy worlds is not sufficient to cause immediate injury or harm to characters just by standing around and performing ordinary actions. However, the high gravity imposes a circumstance penalty (+2 TR) to any physical skill or characteristic check (strength, dexterity or endurance) due to the increased strength and effort needed to perform physical tasks. Additionally, characters receive double the usual damage from any falls on a heavy world.

Bondinium equipment

A powered body harness incorporating Bondinium in its design can be used to negate the penalties and additional falling damage caused by the high gravity, as the anti-gravity effect of the harness offsets the increased gravity. However, the harness provides none of the usual benefits that it would normally provide, it only negates the penalties.

Exosuit equipment

An exosuit or powered armour set also negates the circumstance penalties to physical actions, though not the increased falling damage. The powered joint motors and supporting chassis take the weight of the extra strain, allowing the user to benefit from normal movement and precision without increased burden or effort.

Extreme Worlds

Extreme worlds are rocky planets that, for one reason or another, cannot be considered habitable. Commonly this is because there is no atmosphere or water, but could equally be because temperatures are too hot or too cold to support life.

Few extreme worlds are home to life, save a few examples where terraforming went wrong but something managed to survive and adapt, or extreme modifications were made to the creatures seeded there.

Mechanical Considerations

Extreme worlds can be subject to any of the typical environmental hazards found on Earth-like planets or heavy worlds. In addition to those, the following may also be considered.

Extreme Temperature

The temperature is hot enough to combust flesh or cold enough to freeze a person solid. The surface could run with molten rock or liquid oxygen. Unprotected exposure to these temperatures will even kill an Emissary as quickly as it takes them to use up all their Sympathy. Such extreme temperatures can be considered to cause sufficient damage to inflict fatal injuries on any unprotected or adapted creature for each turn they are exposed to them.

Environment equipment

A fully sealed exosuit or hazardous environment suit rated to survive extreme temperatures is required to negate the damage that would usually be inflicted by such an environment.

Toxic Atmosphere

The atmosphere isn't breathable, either because there isn't enough of one or because the gases present are the wrong kind or even toxic in nature. A conscious character who begins to suffocate due to a lack of oxygen (such as being exposed to hard vacuum) may attempt to remain conscious and functional by holding their breath. However, when a character can no longer hold their breath, they fall unconscious and begin to die. A character may survive without oxygen for a number of minutes equal to their starting endurance, after which they are dead and can no longer be resuscitated.

Vacuum equipment

A fully sealed and pressurised suit with an oxygen supply is required to function normally in an environment with no atmosphere or a hazardous atmosphere.

Jovians

Also known as gas giants, Jovian planets are enormous balls of gas that dwarf any rocky planet and rival the smallest stars for size. Jovians are all atmosphere and possess no surface to stand on. However, some Jovian planets do possess a small rocky core in their very centre.

While some gigantic balloon-like creatures have been engineered to survive and thrive in the atmospheres of Jovian planets, it is very rare that they are inhabited. Of those, Montgolfier Bubble Fish are the only intelligent Human-derived variety known, a relatively rare race which make their homes on only a handful of Jovians scattered throughout the galaxy. Fiercely territorial, lacking hands and not especially bright nor sociable, it is unlikely that they would have ever developed technology on their own, but have managed to prosper from the vast reservoirs of helium isotopes that their planets contain.

Jovian planets frequently possess rocky or icy moons of unusual size, often comparable to Earth-like rocky planets or extreme worlds. It is far more likely for these to be inhabited than the Jovian itself. Helium extraction facilities and fueling stations are another common sight in orbit around Jovians.

Mechanical Considerations

Jovian worlds can be subject to any of the hazards found on extreme worlds. In addition to those, the following must also be considered. Characters must possess some method of flying or increasing their buoyancy to avoid falling into the lethal depths.

Atmospheric Pressure

The atmosphere on a Jovian becomes denser as you descend deeper, causing pressure similar to that of deep water diving. Characters can survive and functional normally at depths down to about 100km while breathing air. However, each 10km of depth below this imposes a circumstance penalty on all stamina checks for performing extended or prolonged physical activities. Moving at depths below 100km is always considered an extended physical activity. Extreme heat also becomes an issue at depths below 100km.

Diving equipment

As with deep water diving, oxygen tanks do not reduce these penalties, as they are caused by pressure and not a lack of oxygen. However, a pressurised diving suit or diving vessel would allow a character to ignore these penalties entirely. The use of special breathing gas instead of compressed air also allows these penalties to be ignored. However, at depths below 25,000km even these measures are insufficient.

Extreme Weather

Jovian planets are prone to extreme storms and powerful atmospheric currents tens to hundreds of times faster than similar storms on Earth-like planets. Normal actions are impossible to perform under such conditions and characters not protected from the storm can only hope to ride it out, the storms also produce EMP-like effects over a wide area. Characters and small atmospheric vehicles may be transported hundreds of kilometres by the hurricane winds and are also at risk from lightning strikes. Roll 1d6 for each exposed character for each hour of the storm, on a 6 that character is struck by lightning and suffers 4d10 (P) damage.

NEUTRON STARS

Neutron stars are deceptively small, not much bigger than a large city and smaller than some space stations, but packed with as much matter as an average star. Neutron stars are the super dense remnants of a supernova, what is left behind when the very largest stars reach the end of their life cycle. Mountain ranges are measured in millimetres instead of kilometres, but falling from them is no less deadly. The gravity on a neutron star is sufficient to crush any normal matter into a pancake of its constituent sub atomic particles, only a black hole has stronger gravity.

Mechanical Considerations

Neutron stars are extremely dangerous, even being in close proximity to them can cause problems.

Extreme Gravity

The gravity on a neutron star is instantly fatal to any ordinary character and destructive to any ordinary matter. Even rare and unusually durable exotic matter can't survive the surface gravity of a neutron star. An Emissary may only survive by expending Symapthy to negate the damage caused to them each turn, but even they will succumb in moments.

Bondinium equipment

A full powered exosuit made of solid Bondinium is required to even function on the surface of a neutron star. Even with such expensive and specialist equipment, a character still suffers the penalties that an unequipped character would usually experience on a heavy world. Such a suit only protects from the extreme gravity, not the other hazards of a neutron star.

Stellar Temperature

The surface temperature of a neutron star is measured in millions of degrees, as hot as a star, a nuclear explosion or the inside of a fusion reactor. No ordinary matter can survive exposure to temperatures so extreme. Unprotected exposure to these temperatures will even kill an Emissary as quickly as it takes them to use up all their Sympathy. Such extreme temperatures can be considered to cause sufficient damage to inflict fatal injuries on any unprotected or adapted creature for each turn they are exposed to them.

Stellar equipment

Any equipment must be coated in an outer layer of Technosapien mirror-steel in order to withstand the extreme temperature of a neutron star. Even with such expensive and specialist equipment, the mirror-steel will only last an hour in contact with the surface of a neutron star before it fails and begins to melt.

BLACK HOLES

Black holes are formed in the same way as neutron stars, but result from the death of even more massive stars. No force in the universe can prevent a black hole from collapsing, not even neutron degeneracy pressure, so it collapses forever down to a point so small and dense that quantum effects completely govern its behaviour. Not even light can escape the gravity of a black hole. An event horizon surrounds it, defining the point at which light can no longer escape and effectively forming a boundary of no return.

Mechanical Considerations

Black holes are about as dangerous as it gets. Characters that cross an event horizon can be considered dead and removed from the game, no equipment or special abilities can help them.

STARS

Stars are massive natural fusion reactors, million degree plasma contained only by gravity. Stars form from nebula and other pockets of hydrogen gas that eventually accumulate and grow in density until the temperature and pressure is enough for fusion to occur. As a star ages, it fuses heavier and heavier elements, eventually becoming cooler and expanding into a red giant. Most stars eventually throw off their outer layers forming new nebulae, and settle down to become a dwarf star much like a Jovian planet. However, the largest stars end their lives more violently, exploding in brilliant supernovas, leaving behind a neutron star or black hole.

Mechanical Considerations

Stars have the same stellar temperatures as neutron stars and the same hazards and precautions apply. However, they possess no surface and the extreme gravity of a neutron star does not apply to them.

RISKS OF THE TRADE

We double crossed the Emissary that day, he never told us his name and barely even spoke to us, but he treated us like dirt. Never realised that Miranda had put a bounty on his head, or maybe he just couldn't conceive of us being able to take it. Vikran had sabotaged the Bondinium exosuit that he'd commissioned from us. It just started to fall apart around him, mirror-steel peeling off, exposing him completely and he just stood there for almost a full second looking confused. Then he took five steps across the surface of the neutron star and tore Vikran's head clean off with his bare hands. Crushed mirror-steel and Bondinium like it was foil. Then he burned to death in front of us. Was the damnedest thing I ever saw.

Excerpt from The Confessions of Tibius Boyce.

Arcturus VI

The Arcturus system comprises six planets in orbit around its dying star: a massive Jovian, four small rocky planets that are only barely larger than planetoids and a distant rocky planet of moderate size. It is this last planet that marks the Arcturus system as a well known place of interest and historic importance.

Arcturus VI is an extreme world with Earth-like gravity and freezing surface temperatures that can dip below -230 degrees Celsius and rarely rise above -220. The planet is covered in sheets of thick ice and snow composed of crystallised oxygen and nitrogen. Storms are common and wind speeds can reach as high as a hundred kilometres per hour in some circumstances. While this is not quite hurricane level, the result is usually an extreme whiteout that reduces visibility down to a few metres, obliterates all tracks and rearranges or covers all but the tallest recognisable surface features. However, many such worlds exist in the galaxy and none of this is what makes Arcturus VI unique.

Before even the time of the First Golden Empire and the discovery of the wormholes, a civilisation inhabited the Arcturus system. Descendants of colonists from an ancient sleeper ship that landed on one of the smaller habitable planets, the civilisation grew, spread out into the surrounding space and exploited the Jovian for its near-limitless fuel resources. During one fateful trip, a fuel transporter on its way to a distant asteroid mining station came under attack by pirates and crash landed on the surface of Arcturus VI. Using their EVA suits to protect themselves from the cold, the crew fled from the crash site, planning to return after the pirates had left. Whilst concealing themselves in the snow they came across the first alien artefact known to have been encountered by the human race.

Based on the few recordings recovered from the scene, it is said that the artefact was an angular, black pillar, buried deep in the side of a mound of snow. Once disturbed, it began to fragment into glowing geometric shapes, floating slowly into the air and further fragmenting into smaller and smaller pieces that carried away on the wind. When agents of the First Imperial Majesty arrived in the Arcturus system, they discovered an abandoned civilisation. There was evidence of a large and thriving space age society wherever they looked, but no signs of life anywhere in the system. It was not until researchers explored the uninhabitable Arcturus VI that they discovered the frozen corpses of an estimated twenty billion people.

The Present Arcturus

In the wake of the chilling discovery, the entire Arcturus system was marked as an exclusion zone, forever doomed to be a ghost civilisation frozen in time. Occasionally research teams, explorers and looters have braved a visit there, but few dare stay for long and none have set up any kind of permanent presence. To the present day, Arcturus serves as a notable warning to the dangers of alien artefacts and as a tale that spooks both children and adults alike.

Although Emissaries have since visited the location, no further alien devices have been discovered and the mystery remains unsolved. However, the existence of other artefacts on Arcturus VI cannot be completely ruled out. If such devices cannot be picked up with conventional scanning equipment, they would have to be excavated by survey teams. Unfortunately, the extreme cold and snow storms of Arcturus VI make charting its surface in such a way all but impossible.

Theories

Although many people have proposed theories about what occurred on Arcturus in the years since, very little evidence exists. Most notably, although some records were discovered from the crew of the fuel transport that crashed there, no messages were left and no suspicious mentions of Arcturus VI were made and left behind anywhere else in the entire system. Unless every single record was somehow erased, it is as if the entire civilisation silently conspired to transport themselves to the frozen planet, where they simply walked out into the snow unprotected and died instantly.

Due to the mysterious circumstances, many suspect some form of mind control or psionic suggestion was involved. Others have theorised that a hyper advanced information weapon was used, infecting the entire civilisation with a singular suicidal idea. More outrageous theories propose that alien machines literally abducted or murdered the entire population, using Arcturus VI merely as a dumping ground for their bodies. However, what remains of the frozen corpses shows that no obvious signs of violence, foul play or biological infection were involved. The terrifying truth is that the real cause may never be uncovered unless it repeats itself, either again at Arcturus VI or at another location in the galaxy.

Pillars of Arcturus

Dendra:
I hear you. I'm still right in front of you. We should stick to laser comms, they might pick up radio. I'll wait for you to catch up, ping me when you see me.

Harris:
Ah, I see you now. This storm is insane, I had no idea you were that close.

Dendra:
I can't even see where the horizon is. At least they won't be able to pick us up visually. We should keep moving though, get further away from the crash site.

Harris:
Agreed. Say, did you see what happened to the others?

Dendra:
Three escape pods launched during the descent, not sure who was in them. There might have been others in the rear section, but it separated on the way down and landed about kilometre east of... Huh, what the hell is that?

Harris:
What is it? Wreckage?

Dendra:
I don't think so. It's definitely not part of ours at least. Maybe we're not the first people to crash here though.

Harris:
You recognise that material?

Dendra:
Not sure. I can't see any signs of damage on it. The surface is really smooth. Hey, the top is starting to glow.

Harris:
Whoa, did you see that?

Dendra:
We should stand back, it might be volatile.

Harris:
Holy... I wish everyone else could see this.

Communication log recovered from Arcturus VI.

TECHNOSAPIEN HIVE WORLDS

The primary habitat and infrastructure of the Technosapiens, Hive Worlds come in a variety of different layouts and sizes. While even the least impressive among them are planet-spanning industrial cities, with tightly packed buildings reaching hundreds of kilometres into the sky, some are truly monumental artificial planets with nothing but brutalist, labyrinthine city all the way down to the core. It is not uncommon for Hive Worlds to house hundreds of trillions of Technosapiens, though the vast majority of these are simple factory workers and nutrient synthesisers who do nothing but support the more exclusive classes above them.

Although Technosapiens make no such distinctions, the Empire has devised a category system for ranking Hive Worlds based on their population and industrial output.

FIRST CLASS HIVE WORLDS

Also known as fabworlds by some members of the galactic community, First Class Hive Worlds are defined as being able to produce over a kilogram of Technosapien mirror-steel each year or possessing a population in excess of one quadrillion people. Currently there are only four Hive Worlds which fall within this category: Arton VI, Toh, Nia and the Great Sphere. It is thought that the Hive World Agra may also have reached this category, had it not been reduced to a derelict shell by Zorin the Purifier. First Class Hive Worlds are typically very well defended and may also be home to all manner of dangerous artificial wildlife, born from the chaos of virus-infested fabricators or biomechanical experiments gone wrong.

SECOND CLASS HIVE WORLDS

Although smaller and more numerous than First Class Hive Worlds, Second Class Hive Worlds are still more populous than most other habitats found in the Galaxy. These worlds are defined as being able to produce up to a single kilogram of mirror-steel each year or possessing a population between one hundred trillion and one quadrillion people. As of the last Imperial survey, twelve Hive Worlds fell within this category.

THIRD CLASS HIVE WORLDS

Third Class Hive Worlds are the smallest category of Hive World, lacking the ability to produce mirror-steel and possessing fewer than one hundred trillion people. Although backwaters by Technosapien standards, these worlds are still impressive in comparison to most inhabited planets. As of the last Imperial survey, seventy Hive Worlds fell within this category.

UNCATEGORISED HIVE WORLDS

Not all Hive Worlds fit within the standard category system, though most do. Uncategorised Hive Worlds are typically Hive Worlds that are still under construction, with no permanent residential population or industrial output. However, derelict Hive Worlds such as Agra may also be considered uncategorised. The last Imperial survey also revealed that several, previously Third Class, Hive Worlds had been abandoned due to an uncontrollable infestation of artificial lifeforms. It is unknown how many uncategorised Hive Worlds exist at present.

THE GREAT SPHERE

The Great Sphere is an unusual First Class Hive World with a greatly different form to the other three, or to that of any of the Second or Third Class Hive Worlds. Rather than take the form of a solid ball, the Great Sphere is a thin shell built around a dying red giant star. Interestingly, the only known object of similar design in the galaxy is a fragment of an ancient alien Dyson sphere, found in orbit around a brown dwarf by researchers of the Second Golden Empire. The Great Sphere is also known to be one of the few Hive Worlds to be completely devoid of artificial wildlife, having no reported incidents of viral corruption within living memory.

Although Technosapiens claim to have discovered and perfected mirror-steel themselves, it is widely known that the Great Sphere possesses stockpiles of the rare material so vast that it could not possibly have been manufactured by them. Due to these facts, it is theorised that the material already existed and was only discovered by Technosapien settlers, who would later learn to produce it themselves at a greatly reduced rate. More extreme theories even go so far as to suggest that the facility itself is an ancient alien mirror-steel factory that the Technosapiens have only been able to create imperfect replicas of.

AGRA

A once mighty Hive World with a massive population, Agra is now a derelict lifeless shell. Although it is unclear exactly what happened at Agra, due to the Technosapiens' reluctance to release any official records, it is known that it was overrun by some heretical cult that permeated all levels of its society. The problem only became widely known after an official plea of help was made to the Imperial Senate, though it is believed that the problem had been contained internally and concealed for a number of years up to that point.

With the support of both regular Technosapien forces and Imperial Honour Guard, the Emissary Zorin Dhalk, later to be known as Zorin the Purifier, led an invasion fleet to cleanse Agra of its taint. Zorin was zealous and relentless in his purge of the colossal Hive World, butchering every inhabitant he came across and shutting down every machine, nutrient farm and network node in his path. Many within the galactic community were shocked by Zorin's brutality, though few have dared argue against his eventual success. Curiously, Agra was never recolonised or dismantled for material gain. Who knows what secrets it could hold and what might still lurk inside.

THE JOURNEY

I set foot on the outer surface of the deserted Hive World and began comparing the local geography to the charts we had made from orbit. We had hoped to discover why the Technosapiens had left and to salvage any valuable technology along the way. Up there, on the outermost layer, we had been able to map the terrain using simple optical sensors, but as we progressed down into the heart of the world we would become increasingly reliant on our more... esoteric sensors. It turns out that sufficiently advanced artificial intelligences give off psionic emissions, much like those of a living mind, which are in turn refracted by the solid material around them. As this abandoned world was still thriving with artificial life, we used this psionic refraction to plot a route through the subterranean labyrinth.

For just over two standard months we advanced through a maze of empty corridors, crossing vast expanses of interior space, venturing through great brutalist halls and thousands of miles of seemingly endless living spaces. Wherever we looked there was nothing, only dust and the darkness, filled with echoes of our own movements and the omnipresent hum of unseen electrical circuits. On several occasions we became hopelessly lost, our charts proving woefully inaccurate. Panic set in the first few times it happened, but we were always careful and retraced our steps. Eventually those moments of confusion became the norm and we stopped worrying. The exhilaration of exploring the unknown took hold. In that whole time we didn't come across a single living thing. It was such a dead and peaceful place that we started to forget just what we were using to navigate it.

We realised why our maps were wrong during the third month. They were in the walls. No, that's not really accurate either. They were the walls. The Hive World wasn't some vast city with factories and computer cores inside it, it was literally a giant computer and the Technosapiens had lived and carved out their homes in the spaces between its components. This world was a living artificial being. We had climbed into its mouth and walked down its throat. It must have started manipulating us some time after it realised how we were navigating it. Prompting us forwards, deeper, urging us down certain paths while concealing others. It was a patient thing. I know the answer to our question now. They didn't leave.

Data recorder recovered from Tine Hive World.

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Deathworlds

Those worlds that are too dangerous for normal civilisation, due to the native flora and fauna, are classified as deathworlds. They may be vast expanses of desert, swarming with ferocious dune stalkers and hooded worms, or continent-spanning jungles infested with poisonous plants and brain moths. Regardless of the form they take, danger is never far away. Deathworlds are otherwise Earth-like in size and nature and may experience any of the extremes of weather that Earth-like worlds may do. In fact, volatile weather and extremes of temperature are common on most deathworlds.

Despite the risks, many deathworlds are inhabited, though those that willingly choose to live on them are far from normal settlers. Deathworld inhabitants are, by necessity, some of the most skilled hunters and survivalists in the known galaxy. For these reasons, the Imperial Army have several programs through which deathworlders are trained and recruited into the armed forces. Many of the most promising candidates are also passed on for consideration by Emissary training instructors, though application is an entirely voluntary process.

Many deathworlds are also unusually rich in rare and valuable resources, or littered with the relics of lost and forgotten transhuman civilisations. This has lead to the temporary establishment of mining colonies and research outposts on several deathworlds, often with predictably dire results. However, the potential riches can outweigh the associated risks and so new operations are constantly attempted.

Verlate

Evidence suggests that Verlate may once have been a thriving industrial world, but today it is a barren wasteland of dust and sand. Great storms rage across the surface, churning the toxic atmosphere and sand blasting anything exposed on the surface. Sunlight fails to penetrate the dense atmosphere, but temperatures are uncomfortably warm for most humanoid life and clean water is all but non-existent. Dotted randomly across the landscape, the tips of enormous factory complexes can be seen poking out from beneath the sand. However, Verlate is not a dead world, for it is home to the largest known population of mortipedes anywhere in the known galaxy.

Groei

Overrun by tropical rainforests and jungle across the majority of its surface, Groei would be a natural paradise if it wasn't for the deadly poison common to every single plant species that grows there. Even brushing an exposed limb against the grass or inhaling the pollen is sufficient to receive a fatal dose of deathmist poison. Despite this, great progress has been made in exploring all but the deepest and most overgrown areas of its rainforest. In these parts, trees can grow to over a kilometre in height and are studded with spear-like thorns that can penetrate heavy armour as easily as power weapons. Factory-sized mushrooms pump thousands of tonnes of deadly spores into the atmosphere and vegetation grows back as quickly as it can be hacked or burned away.
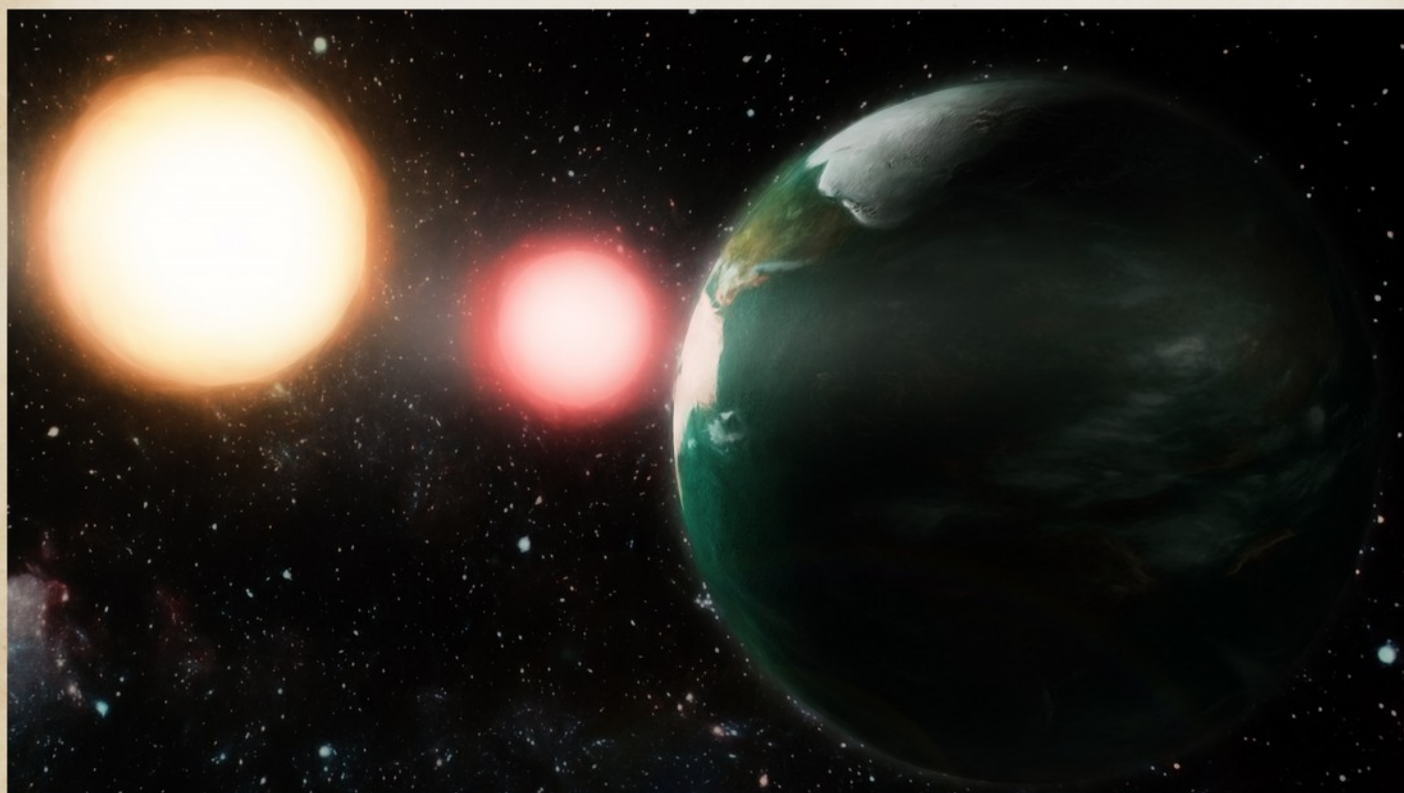
Natlei

Natlei was most likely a terrestrial world in the distant past, but melted ice caps have raised the sea level above all but the highest points of land. Over ninety percent of the surface is covered in water and the ocean averages a depth of over ten kilometres, with trenches and chasms that go deeper still. This ocean is infested with a near countless number of cannibalistic giant oceanic leeches, to the point where virtually nothing else has been seen to live there. However, there are rumours of even larger and more dangerous creatures that dwell in the deepest depths, in water where the pressure is too high for even leeches to survive.

Harea

Harea is a typical desert world, in orbit as a natural satellite around a Jovian planet that provides much of its heat. The distant sun is bright, but small in the sky, and illuminates the red sand with a dull glow. Temperatures are high, but not intolerable, though fresh water is a scarcity. Like the gas giant it orbits, Harea is rich in the valuable helium isotopes used to fuel nuclear fusion reactors, though its solid surface and lower gravity makes extraction far more profitable. Unfortunately, most of these mining facilities now lay abandoned, having attracted the vast number of hooded worms that make their homes beneath the sand. Attacks on workers and mining facilities sky rocketed shortly after mining operations began and the costs of fending off the worms were deemed unsustainable.

Kazern

Kazern is an inhabited death world with a temperate climate, vast mountain ranges and sprawling plains. Were it not for the unusually large number of golden wraiths present on the planet, it would be a prime candidate for further colonisation efforts. Several large space stations and research facilities do exist in orbit with large civilian populations, although there have even been unconfirmed accounts of wraiths manifesting within their metal corridors.

The native people of Kazern refer to themselves as 'Aameist', taken from their name for the golden wraiths. More commonly, at least within the central region of the Third Golden Empire, they are known as the 'Ghosts of Kazern'. They are a nomadic people, skilled hunters and survivalists who are famous for their mental fortitude and high propensity for developing psionic powers. Particularly skilled Aameist psions are frequently recruited into the Imperial military, with some even going on to become Emissaries.

Ghosts of Kazern

I served alongside a group of Aameist psions in the first battle of Camlan, before we were eventually forced to fall back and regroup in space. I was immediately impressed with how calm they were in combat, never panicking or flinching under fire. There was something distant about them though. They kept themselves to themselves and didn't socialise much with the rest of us. They were polite when spoken to though, I couldn't say a bad word against any of the ones I knew. Oh, there were rumours though, people would say that they were mind readers or that they could force you to do things. I asked one of them about it once, he paused for a few seconds without saying a word, then a wry smile crept across his lips and he said to me, "mind reading isn't necessary for you, your face is as honest as they come." I laughed at that and slapped him on the back.

It was true though, the rumours about them. At least to a degree. Of course they were psionic, that we all knew, they could lift supplies off the back of a carryall without ever laying a hand on them. When we advanced on enemy positions with them, we would often find our enemies gibbering with madness or cowering in fear, if they had not already fled in terror. But I saw one of them interrogate a survivor once, that poor sod told them everything they wanted to know without so much as a threat of violence or promise of reward. I never saw anything quite like it before, if it wasn't some kind of compulsion then I don't know what it was. I was used to seeing the Emissary, Isaias, do things I didn't understand, but this was different. These people were supposed to be ordinary soldiers like me.

Years later, when Camlan was over and poor old Isaias was dead, his great enemy defeated and armies shattered, I decided to visit Kazern. People often asked me why and I couldn't really answer them if I'm honest. Perhaps it was just the fantasy of a veteran who didn't know quite how to settle back into a life of peace, but it didn't feel like a craving for danger or action. I just wanted to see what it was like, the place that made the Aameist the way they were.

Excerpt from the letters of soldier, Kevin H. Shema.

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Floreana

Floreana is the home world of the Avian race, possessing one of the largest natural deposits of exotic Bondinium anywhere in the known galaxy. Despite extensive mining of its many floating islands, Floreana remains a place of great natural beauty into the present day. However, these highly sought after resources will not last forever and many fear that its famous islands will eventually be mined to exhaustion, stripping the world of all that made it unique.

The Bondinium occurs deep below the surface of the planet and is carried up by streams of molten rock that emerge beneath the ocean where two tectonic plates are moving apart. As the rock and Bondinium cools and solidifies on the ocean floor, it regains its anti-gravity properties, causing it break free and rise from the water into the sky. The creation of these new floating islands is carefully studied and observed, though the process is quite unpredictable with several centuries sometimes passing before a new island emerges from the deep.

The islands naturally rise due to the interaction between the Bondinium and the unusually strong electromagnetic field of the planet. When mining, external field generators are fitted to the chosen island, further stimulating the Bondinium within it and allowing it to rise out of the atmosphere completely. These islands are then collected in low orbit by mining tugs and towed away for processing within the orbital mining facilities.

Efforts to cut back on mining operations have largely been met with failure. While the use of Bondinium in grav cars and personal machinery can be regarded as a luxury, its application in the aerospace industry are vital for maintaining the logistical requirements of the Third Golden Empire. Alternative sources do exist, but rarely in sufficient concentration to make large scale mining a viable prospect. However, if someone were to come across a source of natural Bondinium comparable to Floreana, they would almost certainly become one of the richest individuals in the galaxy over night.

The flora and fauna of Floreana is unusually rich and diverse for a heavily populated world with such extensive industrial operations. The Avian people were historically a nomadic culture and have done much to preserve the balance of nature on their home. Though many of the larger predators that could have seen Floreana classified as a death world in the past have become extinct or dwindled in numbers, a substantial breeding population of plated wyverns still exists in the equatorial region.

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LOCATIONS
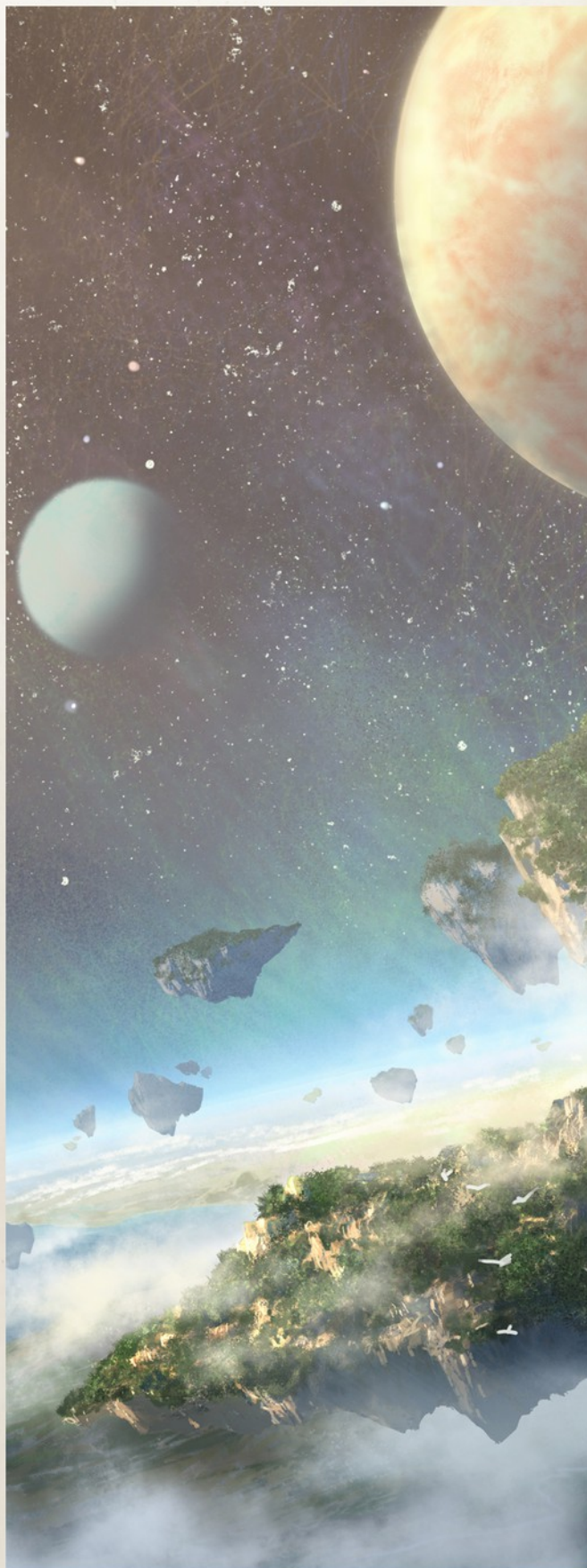
The Great Maelstrom

The Great Maelstrom is a sparsely inhabited region of the galaxy that separates the Third Golden Empire from the galactic centre. It is famously treacherous, with electromagnetic storms of unimaginable violence and scale, engulfing entire solar systems and rendering whole regions of space impossible to navigate. Dead planets and fields of asteroids litter the area. Even the background radiation is sufficient to dissuade long term settlement by most.

Planets and celestial bodies of all types can be found within the Great Maelstrom, from Jovians and terrestrial worlds, to black holes like the famous Tannhauser. However, the vast majority of them are completely unexplored, unknown and lacking even names. Only the most intrepid adventurers, hardened survivors or desperate criminals dare venture within its boundaries for long. However, it is not completely without points of interest or permanent settlement, mostly centred around the few wormholes which exist within the region.

Electromagnetic Storms

Everywhere within the Great Maelstrom is subject to a permanent EMP-like effect that disables all but the most hardened electronic equipment. Advanced weaponry and cybernetics are almost completely unusable. Planets are subject to Jovian-like extreme weather, regardless of their type. Starships are also vulnerable to direct electromagnetic discharges, rolling 1d6 for each hour they spend within the Maelstrom and receiving a hit on any results of a 6, dealing 4d10 (P) (VM) damage.

Radiation

Characters within the Maelstrom, be they humanoid or mechanoid in nature, are at risk from the ionising radiation levels that greatly exceed safe limits. Any characters unprotected by stations or starship hulls, exosuits, shields or other full-body protective equipment must pass a TR 14 toughness check each hour or receive an automatic persistent injury.

Atraxis

Atraxis is the only major inhabited planet located within the Great Maelstrom, though it would be considered a minor backwater if it were located anywhere else. Its violent storms, dramatic skies and kilometre-thick, concrete colony domes are a well known image around the galaxy. Popular opinion holds that the majority of permanent residents are exiles, criminals and smugglers, though the reality is that scientists and refugees make up most of the numbers. The refugees are descendants of those generation ships that were unfortunate enough to end up arriving at worlds within the Maelstrom.

Umbra Station

Umbra station was originally a hardened research facility, meant to chart and study the celestial weather conditions of the Maelstrom. Today it is mostly unused for its original purpose, crewed by Insectoid whalers who persist in tracking their great prey even into the depths of the Great Maelstrom where others would fear to follow.

THE ELECTROTOMB

The Electrotomb exists in a region of space known as the Graveyard, located between the part of the Empire inhabited by the Technosapien Hive and the Central Empire itself. Mostly uninhabited, there are many theories about why this is the case. Some hold that it is a buffer zone, isolating the Technosapiens from the rest of the Third Golden Empire, though this has been officially denied by officials residing on both sides. Others suggest that it is the presence of the Electrotomb itself and the enigmatic Ghosts that dwell within its walls, an unsettling presence that deters colonisation of the surrounding space. However, these aren't the only unusual features of the Graveyard. Within its boundaries exists the derelict fragment of a Dyson sphere, the largest artefact of genuine alien origin ever to be officially confirmed and recognised. In fact, discoveries of alien artefacts are higher within the Graveyard than any other region of the galaxy, despite being the least well explored and populated area after the Great Maelstrom.

The Electrotomb itself is not alien in origin, known to be the sole remaining construct of a transhuman race that died out before the expansion of the First Golden Empire. Somewhat resembling a modern shell world in structure, though far denser and more esoteric in nature. The Electrotomb is a effectively a computer, a hardware device made of concentric layers of computing substrate and memory crystals. The material it is made from is known to be extremely resistant to damage, but is poorly understood and cannot be manufactured by traditional methods, though small quantities have been replicated in research laboratories.

The physical place is only part of what makes the Electrotomb a unique and interesting location. Its hardware runs a simulation, a virtual reality that is inaccessible by outside connection or interface. However, the minds of any living creatures that die on its surface are uploaded to the virtual world within. Considered to be a kind of afterlife or heaven by some, accurate judgements are hard to make from the limited information available. Its population, known as Ghosts, seem cryptic or unwilling to describe what the experience is like, even to former family and friends.

From the compiled and cross-referenced statements of Ghosts that have been collected in official records over the years, some descriptions and imagery of their virtual world has been determined. Castles, fields, towers and trees have been mentioned on multiple occasions, though it is uncertain how metaphorical these descriptions are. A few have spoken of clouds and great blue skies. More mysteriously, there have been some descriptions of the world as fractal-like in nature, an Escher painting of infinite complexity and beauty. Other statements have claimed that their world is less static than ours, constantly changing and unpredictable, but calm like the changing seasons of an Earth-like planet.

For the purposes of the game, any player characters that are killed on the surface of the Electrotomb should become NPC Ghosts, with control passing to the GM, unless exploration of its inner world is part of the campaign scenario.

LOCATIONS
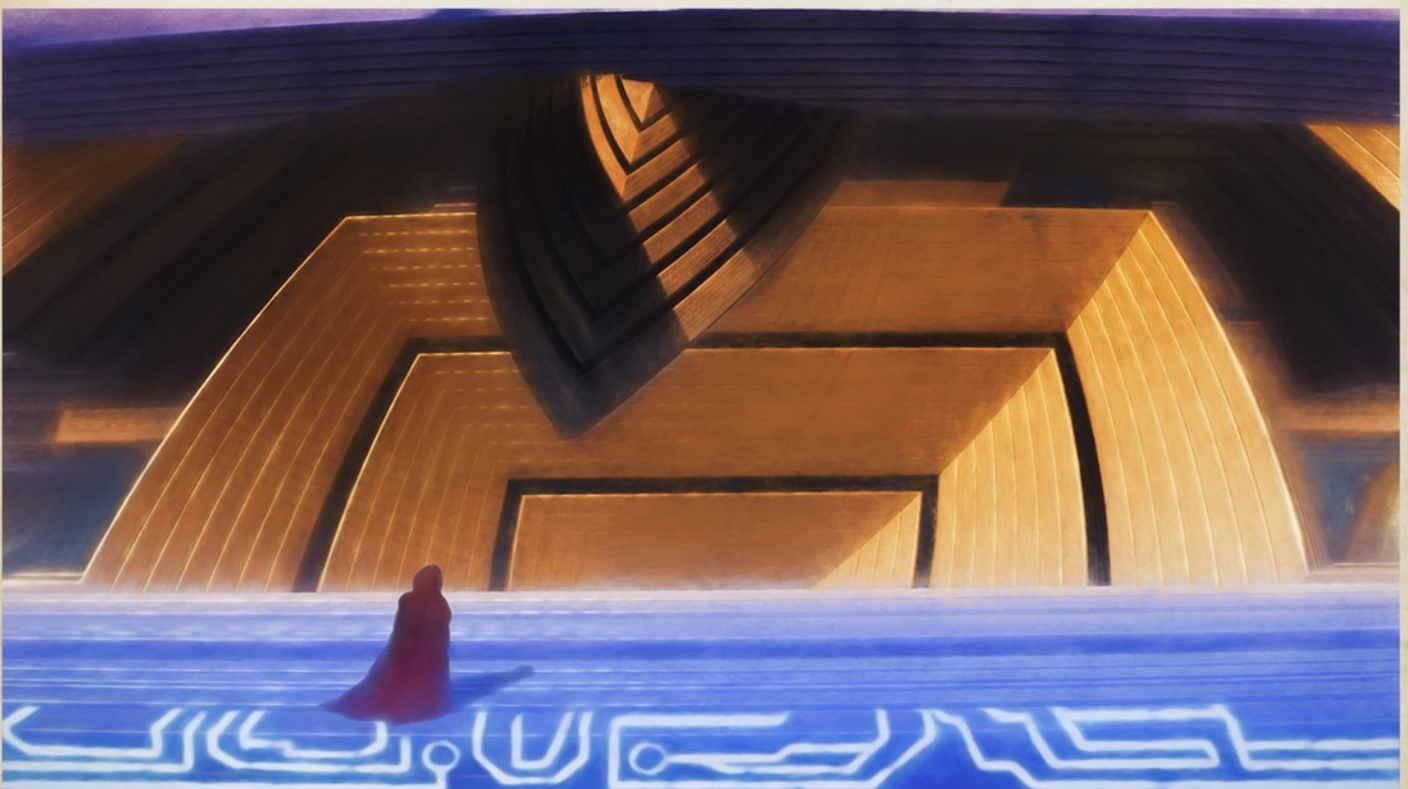
Fringe Worlds

A variety of interesting and unusual planets and stations can be found in the fringe regions of the Third Golden Empire, where a frontier-like attitude persists and the rules of Imperial law are treated as more of a suggestion than a code to live by. Smuggling, piracy, and conflicts over land and mining claims are rife. Black markets support an economy of illegal goods and unregistered weapons. Merchants willing to buy and sell goods without asking questions are common, though those seeking compensation for faulty augments or infections of machine plague are without recourse.

Kagrion

A world that typifies all of the good and bad of the fringe worlds and meets all of the popular perceptions that people have about them. Law enforcement is virtually non-existent, though rumour has it that the underworld leaders have secret agreements in place with Imperial officials. In exchange for passing on information and keeping tabs on suspected extremists, they are given a free pass to continue their illegal trade activities, at least for now.

Voss

A slum metropolis, the largest inhabited city on Kagrion. Voss is infamous for its fighting pits, where cybernetic gladiators fight to the death for the entertainment of the crowds and profit of their masters. The glint of steel, the flicker of particle beams and the stench of sweat. Though not technically slaves, those forced into pit fighting rarely have any other prospects or owe colossal debts to people who would otherwise have them killed. By nothing more than Darwinian selection, the most successful pit fighters of Voss are amongst the most deadly one-on-one fighters in the galaxy.

Hatria Station

Although considered to be a permanent space station and one of quite considerable size, Hatria station is really a collection of starships, permanently bound, docked or welded together. Over time it has grown in size, starting from just a few ships joined together to form a temporary station, its labyrinthine structure is now composed of over a thousand individual vessels. Its components varying in size from tiny pleasure boats capable of carrying only a few people to enormous passenger cruisers and cargo ships that would ordinarily have complements of hundreds or thousands.

The World Tree

The World Tree is a colossal factory complex, one of the largest and oldest structures believed to be of transhuman origin in the known galaxy. However, it is unlikely that it's current form much resembles the one it had when it was new, as it has been modified and expanded upon by countless generations of the very Builders that it itself builds. Its name is taken from its form, an enormous branching structure of arms resembling a tree, starting from a central trunk as thick as any planet and almost a million kilometres in length. As the arms branch out into ever smaller and smaller limbs, they decrease in raw strength and increase in dexterity. The largest arms are capable of tearing apart and shaping even planetary masses of raw material, whilst the smallest and finest are capable of construction at sub-atomic levels of precision.

All of the countless trillions of Timeless Builders that occupy the Dendritic Expanse, far away from the densely populated inner regions of the Third Golden Empire, are believed to have been constructed by the World Tree. Specialised Builders, like moon-sized squid, shaped into the form of enormous tug boats, deliver it a never ending stream of raw materials. All across its structure, other Builders work ceaselessly, repairing its worn out arms or working on stumps that will eventually grow into entirely new ones. If it once had a more specific purpose, it now seems to be locked into an endless cycle of growth and production. However, its Builders, probably nothing more than dumb machines originally, have evolved through countless generations and iterations or improvement and mutation-like faults, becoming an intelligent machine community of their own.

Today the Builders have been persuaded to aid the Third Golden Empire in the construction of artificial stars, shell worlds, stations and planets. Though the World Tree itself has been left alone, studied carefully but with guarded caution in respect of its potential power. It appears to have no real agency and little awareness of the situation around it, but its potential for destruction greatly exceeds even a fleet of warships, atomic weapons or planet crackers. Despite lacking any obvious weapons of its own, its various construction tools and thrusters employ energies comparable to any purpose built weapons ever made. Its sheer size and mass would render it resistant to all but the most concentrated firepower. It may even be capable of manufacturing weapons of war or self-defence if attacked, though such information is unknown.

CYBERSPACE

Cyberspace is an abstracted environment that represents the internal world of a computer network or virtual reality simulation. The visual appearance of cyberspace is unique to each observer, though the structural layout is fixed and depends on the system being infiltrated. The rules for cyberspace below may be optionally used in addition to a simple technology check when attempting to hack or gain access to a computer.

INTERACTION

Movement, combat, injury and skill checks work as normal in cyberspace with a few exceptions. All skill checks in cyberspace use intelligence as their associated characteristic, regardless of what their usual associated characteristic would be. Physical injuries that occur in cyberspace do not carry back over to reality. However, a character that dies in cyberspace is considered brain dead in the real world. A character may disconnect from cyberspace as a free action, but must make a reflexive TR 14 technology check or suffer an automatic temporary mental injury. A character who is rendered unconscious in cyberspace may attempt this action once each turn, but suffers a circumstance penalty to their attempt.

EQUIPMENT

A character may enter cyberspace with a number of virtual pieces of equipment equal to their intelligence characteristic. However, the individual purchase TR of these items (in the real world) cannot exceed 10 plus the character's rank in the technology skill. For example, a character with an intelligence of 3 and 4 ranks in technology may enter cyberspace with 3 pieces of virtual equipment that each have a purchase TR no greater than 14.

OPPOSITION

The environment and the nature of the opposition that characters will encounter in cyberspace depends on the kind of system they are attempting to gain access to. The capabilities of these systems are determined by the TR of the initial technology check required to infiltrate them.

TR	Example system
14	Private civilian network
16	Public corporate network or file server
18	Secured corporate or military network
20	Advanced military network
22	Alien network

A system possesses one hostile structure for every 2 points that its TR exceeds 10. For example, a private civilian network (with a TR of 14) will possess two hostile structures, while an advanced military network (TR 20) will possess five. Examples of five hostile cyberspace structures are given below. As a GM, you may wish to select them from the list or determine them randomly.

MAZE

A maze is the least dangerous hostile structure that can be encountered in cyberspace and is an abstracted representation of the difficulty in navigating an unfamiliar network. A successful TR 14 navigation check will prevent a character from becoming lost in the maze, but searching the maze for the correct path will take 60 minutes of virtual time (6 minutes of real time). A successful TR 14 track or investigate check, reduces this to 10 minutes of virtual time (1 minute of real time).

GUARDIAN

A guardian is a simple, passive sub-AI entity that prevents further access to its host system and is an abstracted representation of breaking passwords and decrypting files. A successful TR 14 manipulation or communication check is required to circumvent it.

SENTRY

A sentry is an aggressive sub-AI entity that prevents further access to its host system and is an abstracted representation of defeating anti-intrusion countermeasures. A sentry has the same stats as a Terminal Guardian and is armed with a light MG.

AGENTS

Agents are aggressive security programs or users that will actively hunt and attack intruders. A system defended by agents will possess a number of agents equal to its TR minus 10. Agents have the same stats as a Synthoid and are armed with power knives.

VIRUS

A virus takes on the form of a chemical or biological attack that causes immense pain and seems to slowly eat through tissue and metal. A character exposed to a virus attack must make a successful TR 14 stamina or medicine check for every virtual minute they remain in cyberspace. Any failed checks result in an automatic persistent injury.

Technology

Since the reunification of the galaxy, allowed by the discovery of the wormhole network, resources and technology have spread by trade, conquest and espionage throughout the Third Golden Empire. Specific technologies have become extremely commonplace and a certain level of advancement can generally be expected wherever one might go. Despite this, different worlds may still possess radically different levels of technology and what might be ubiquitous on one world may be exceptionally rare or even unheard of on another. This chapter will seek to expand upon and clarify the general state of technology within the galaxy, providing players with a better idea of what they might expect to have access to or encounter in their adventures and daily lives, along with some examples for GMs of what is and isn't possible on the current fringes of science.

Technological Level (TL)

To help clarify things further, different worlds can be given an associated Technological Level. While no two worlds will be completely identical, for environmental and cultural reasons as well as technological advancement, worlds that share a Technological Level can generally be assumed to have access to the same kinds of technology with the same kind of scarcity. It is unnecessary to categorise every individual planet in this way, rather it is a kind of guideline to help GMs and players come to a fast consensus about what a new location is like.

TL0

A world with TL0 is considered extremely primitive or undeveloped. It may be an extremely hostile world with only a very small colony, a world extremely poor in material resources, a recent colony that has yet to be properly established or a backwater that is unusually isolated from interplanetary trade.

TL1

A world with TL1 is considered to be primitive, with living conditions well below average. It may face many of the same issues as a TL0 world, but is more established and has multiple small colonies or a larger population centre with some limited access to interstellar trade. Fringe worlds, mining colonies or worlds under the control of criminal organisations are commonly rated at TL1.

TL2

A world with TL2 is considered to be an established world, with average living conditions and many large population centres However, large areas of wilderness may still exist and big divides between the rich and poor are not uncommon. Interstellar trade is regular and transport off world is not beyond the reach of the average citizen. Most populated worlds within the Third Golden Empire fall somewhere close to TL2.

TL3

A world with TL3 is considered to be well above average for technological development. It could be a thriving metropolis or industrial world from the inner core of the Third Golden Empire, a well funded research station or colony, a successful mining operation or even a Technosapien Hive. TL3 worlds tend to be less common and more distinct from each other, but all feature increased availability of the most advanced technological items.

Food and Industry (TL0)

Subsistence farming and cottage industry is the order of the day. Access to genetically engineered crops and hydroponics is fairly common, though these tend not to have been developed locally. The average citizen is poorly educated and works hard every day to survive. The engineering skills necessary to maintain mechanical and simple electronic devices are common, though this takes the form of practical rote knowledge rather than a deeper understanding of the underlying principles. Robotics and universal fabricators, machines capable of making things from raw materials, are not unheard of, but are rare and highly prized. Technicians capable of maintaining such advanced machinery are amongst the most important members of society.

Food and Industry (TL1)

Farming and resource collection still makes up the majority of life for the average citizen, though automation is far more common and simple robots are readily available. Consumer industry is highly reliant on outdated industrial fabricators, though skilled labourers may still be employed for luxury goods or specialist equipment. Intelligent machines with intelligence that can approach that of a human are a rare sight, but such machines may still be encountered in larger population centres, or working in the employ of wealthy land owners, politicians or criminal bosses, where they are usually regarded as property.

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Food and Industry (TL2)

Farming and food production is almost entirely automated, with heavy use of genetic engineering and ultra high density hydroponic labs in major population centres Technicians oversee the development of improved crops and livestock. Logistics is largely automated, with oversight by trained professionals and a work force of skilled labourers and specialised machines. Industry uses massive universal fabricators of recent design to turn out masses of modern consumer goods. Some luxury goods are still produced by highly skilled artisans, though even these professionals are increasingly more responsible for design than manufacturing. However, the poorest members of society have access to only the bare minimum, with virtually no possibility of them being self sufficient.

Food and Industry (TL3)

The supply and logistics of food production is so automated and happens on such a large scale that the average citizen is barely even aware of how it is done or where food comes from. The cost of food is effectively negligible and availability is of no concern. The entire industry falls under the oversight of only a handful of individuals and various thinking machines. Consumer industry follows much the same pattern, with consumer goods being both cheap and readily available. Only illegal or restricted goods demand a high price.

Transport (TL0)

Trained animals form the backbone of personal transport, with a small number of electric cars, combustion powered vehicles and obsolete robots making up the rest. Such vehicles demand a high price and are highly sought after for their practical applications. Flying machines are exceptionally rare, highly prized and may be owned by only a few people on the entire planet. Personal spacecraft are almost unheard of, though there may be one or two privately owned examples hidden away. A single primitive spaceport serves as the only link to the rest of the galaxy. Off world travel is nothing more than a dream for the average citizen, prompting frequent attempts to stowaway aboard any trade vessel that visits. It is exceptionally rare that anyone on such a world possesses a craft capable of navigating the wormhole network.

Transport (TL1)

Trained animals are still a common sight, although the average family can afford a simple electric car or hover vehicle. Simple flying machines are relatively common, although aircraft capable of carrying a meaningful cargo tend to be owned by businesses or local cooperatives. Larger businesses or wealthy individuals may possess small fleets of such vehicles and possibly even a spacecraft or two capable of navigating the wormhole network. The entire planet may be served by one or two large, if somewhat decrepit, spaceports, while a few smaller, privately owned examples may also exist. Off world travel is typically beyond the means of the average citizen, though it is not completely impossible to save up for or negotiate for with the right pilot. Interstellar trade is regular, although smuggling is rife and pirates are common.

Transport (TL2)

Personal ownership of electric and hover vehicles is quite common, with many having access to simple flying machines. Travel to different parts of the planet is fairly trivial to the average citizen, either by commercial transporter or private aircraft. Private ownership of spacecraft is heavily restricted and difficult for the average citizen, though not impossible. Wealthier individuals and even small businesses may have access to spacecraft capable of interstellar travel via the wormhole network. The planet is typically served by multiple large spaceports and policed by a militia that maintains the ability to intercept all but the largest or fastest spacecraft. Smuggling, piracy and terrorism are not unheard of, but tend not to be a concern.

Transport (TL3)

Private ownership of spacecraft may be possible, the industrial base and technology allow for it. In the case of core Imperial worlds, most citizens will be wealthy officials or industry leaders, who potentially have access to fleets of private vehicles. Off world transport is trivial and many will frequently leave on business or diplomatic trips to other parts of the galaxy. Life in a Technosapien Hive would be quite different, though ambassadors and the highest members of society would have similar ease of access to transport and spacecraft.

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TECHNOLOGY

Communications and Computing (TL0)

Limited local networks may exist to enable financial transactions and the storage and access to important records and information. Coverage may not extend much beyond the spaceport, if at all. Communication across the planet surface is chiefly achieved by radio, with no real access to off world communications or information networks. The spaceport is likely to provide the sole uplink capable of contacting spacecraft within the system or communicating with probes in orbit around the local wormhole. Off world news and messages are provided only by infrequent information dumps from such probes. Obsolete personal computing devices and terminals are uncommon, but not rare and are frequently traded for whenever the planet is visited. Skilled technicians are capable of building simple computing devices from the available resources, though lack the time necessary to do this on a commercial scale. These simple terminals are capable of uploading and storing vast quantities of text information, wirelessly accessing local open networks, and sending and receiving real time text and video data from other such terminals.

Communications and Computing (TL1)

A relatively secure global network is typically maintained by whatever authority also controls the spaceport or governs the local population. This network exists primarily for financial transactions and storing business records, but also allows access to information uploaded locally or downloaded from the probes in orbit around the local wormhole. In this way, wealthier citizens and small businesses have some access to off world information and communication. Personal computing devices and terminals are a long way from state of the art, but are still commonplace and allow real time private communication and the ability to form and access private networks.

Communications and Computing (TL2)

Global networks with excellent coverage are maintained by local authorities and industries, allowing worldwide communication, information sharing and access to financial systems and public records. Global networks are in near constant communication with the rest of the galaxy, via information exchange with wormhole probes. However, the inherent time lag involved makes real time interstellar communication impossible, typically resulting in a lag time of ten to twenty minutes. Personal computing devices and terminals are both advanced and common. The average citizen is able to access their terminal device by thought and receive information in the form of a display beamed directly onto the retina or even direct stimulation of the brain by a thin electrode net that invisibly weaves into the user's hair. Such devices are able to form relatively secure local networks and allow virtually instant and undetectable communication over planetary distances.

Communications and Computing (TL3)

Global networks with multiple redundancies exist, powered by huge server farms that store a galaxy's worth of public records and financial transactions. Private individuals and companies frequently maintain their own global networks, allowing them the benefits of a global network with increased security and independence. Off world networking and communication is maintained by a constant link to wormhole probes, though the time lag involved in such communications cannot be circumvented. To partially alleviate this, artificial intelligences, in the form of virtual assistants, are frequently transmitted to off world locations, where they can operate and communicate with locals autonomously and in real time.

Fashion (TL0)

Fashion and culture take lower priorities to survival, with locally produced clothing usually being simple and practical in nature. However, the technology to produce more elaborate clothing and exotic colours exists, but is generally reserved for culturally significant occasions or events. Tattoos and simple body modification are relatively common and tend to be on the more extreme end of the available methods for self expression of individuality.

Fashion (TL1)

Practical clothing tends to be common for many of the same reasons as on less technologically advanced worlds, though it is far more common to see bright colours, elaborate designs and outrageous examples of self expression or devotion to local subcultures. However, there is a general reluctance to appear wealthy in public, in large part due to the prevalence of crime on such worlds.

Fashion (TL2)

Clothing capable of changing shape or colour, either by itself or on command, is very popular. Fashion trends change frequently and few items are selected for any practical value. Those who can afford more expensive materials and designs generally do so. Cosmetic augmentations are also increasingly popular.

Fashion (TL3)

Those who live on the Imperial core worlds see themselves as the trend setters when it comes to fashion and culture and will often adopt the latest technologies and trends, dressing in clothes of the most rare and valuable materials. Intelligent outfits that change to reflect mood and match or contrast with the surrounding environment are common. Anachronistic costumes, based on designs recovered from the ancient past are also popular in some cultures. Common belief holds that fashion and culture are concepts alien to Technosapien kind, though this is not strictly true, rather their concepts of fashion and culture are alien to the rest of the galaxy. Those with a keener eye would notice shifting trends in the forms of the Ambassadors' living masks, or the designs of their sleek artificial limbs.

Augmentation (TL0)

Augmentations are rare and few take the opportunity for cybernetics even when it presents itself, as practical concerns with maintenance and reliability could leave someone without a limb at some point in the future, a situation they couldn't afford. Biological augmentation, when possible, is considered more carefully. The advantages can be astronomical to people living in hostile environments, surviving through constant physical activity. Regardless, few are given the chance to possess augmentations of any kind.

Augmentation (TL1)

Augmentations are rare, but more common, with people often opting for augmentations that would enhance their physical abilities. However, quality can be hit and miss and outbreaks of machine plague, contracted from low quality cybernetics, are not unheard of.

Augmentation (TL2)

Adoption of augmentation varies from culture to culture, but availability and quality are both high. Soldiers, mercenaries, militia and bodyguards are common recipients of more advanced, practical augmentations. However, cosmetic augmentations are increasingly more common among the average citizens.

Augmentation (TL3)

Adoption of augmentation on Imperial core worlds varies, but those who want it have access to some of the best available. By contrast, cybernetic augmentation on Technosapien Hives is ubiquitous.

Weapons (TL0)

Simple chemical projectile weapons and melee weapons without any electronic parts are all that can be easily produced locally. However, such simple weapons are quite trivial to produce and are both common and easily available. Weapons are typically unrestricted, outside of the spaceport, which may have a volunteer militia to enforce any restrictions imposed. More advanced weapons are typically rare and unpopular, due to the difficulty in maintaining them or replacing broken parts. However, simple energy weapons are prized for their reliability for not requiring ammunition which would be a logistical burden.

Weapons (TL1)

Weapons of all sorts, save the most exotic and advanced, tend to be fairly common. Even simple universal fabricators can mass produce weapons that aren't reliant on exotic material in their construction. Restrictions are mostly non-existent, save for locations where someone has decided otherwise and provided the muscle to enforce their opinion.

Weapons (TL2)

The capability exists to mass produce all but the most exotic weapons in the galaxy, though the intent may not. Such worlds that possess an arms industry are capable of manufacturing weapons on a scale to supply an army or planetary militia, along with the vehicles and logistics to go with such a thing. However, restrictions on private ownership are common and such worlds possess extensive police and militia forces to enforce such restrictions.

Weapons (TL3)

Imperial core worlds have extensive restrictions on the private ownership of weapons, though the majority of the populace are wealthy or influential enough to circumvent these. Local police and military are very well equipped, as are private bodyguards and mercenaries. Technosapien Hives are a distinctly more chaotic situation, being filled with immense technological slums and inhabited by all manner of synthetic wildlife, ownership of weapons is not restricted, but trespassing is enforced by exceptionally well equipped cybernetic guards.

The Wormhole Network

The wormhole network forms the foundation of all interstellar travel and communication in the Third Golden Empire. A wormhole can essentially be thought of as a short cut or tunnel through space, connecting regions that would otherwise be separated by vast gulfs of empty void. Wormholes themselves are not really physical objects, in the sense that they are not made of matter, and are only observable by the warping of local space, producing a visual distortion reminiscent of looking through a lens. Though they are now an accepted part of life in the Empire, it should not be forgotten that the metrics used to describe the geometry of wormholes are not too dissimilar from those of black holes and the potential for danger is very high. Navigating the twisted labyrinth of space within a wormhole is no easy task and is relegated to special jump computers that are capable of safely following the paths between jump nodes. To some, the experience of traversing a wormhole is an anticlimactic affair, both short in duration and unremarkable in sensation, feeling little different that travel through any other region of space.

The origin of the wormhole network is something of a controversial subject, one that the average citizen is unaware of and those more knowledgeable tend to avoid discussing too loudly. The official explanation, endorsed by various high profile scientists of the Empire, is that the wormhole network is entirely natural. Formed in the early stages of the universe, it remained dormant until its discovery by the First Golden Empire. The wormholes, although difficult to navigate, allowed the disparate people of the galaxy to be united. At first it was believed that virtually every solar system within the galaxy was linked by the network, though some of these paths proved more treacherous than others. However, it is now known that only one half of the galaxy possesses these wormhole nodes. Other theories of the network's origin have been proposed and may frequently be discussed behind the closed doors of research institutes around the galaxy, but there exists a general unwillingness to discuss such matters in public, for political reasons or otherwise.

The wormhole nodes of major systems and traffic hubs are typically orbited by a variety of space stations, from fort-like military structures to rest stops and trading outposts. Travel through the network is closely monitored within Imperial space, though not heavily restricted beyond the licenses necessary to operate the spacecraft capable of traversing it. Smaller systems and less commonly sought destinations may possess little in the way of orbital infrastructure around their node, save for the automated communication probes that continuously hop around the network, enabling interstellar communications by process of complex relay. Such probes may find themselves a prime target of more sophisticated pirates, as digital information can often command a higher price than physical goods and can be stored far more efficiently. A cargo hold full of servers is just as common as one stuffed with contraband.

Unhealthy Scepticism

Anyone who genuinely believes that these things are a natural phenomenon is an imbecile.

Last known message of former head scientist, Alanus D. Raine.

Divine Imperial Majesty

A composite being combining the greatest secrets of biological and technological existence. The Divine Imperial Majesty is simultaneously a paragon of purest empathy and inarguable reason. The being consists of a united triumvirate of three of the greatest artefacts in the known galaxy, the Malagarth Oracle, the Nuulam Blood Forest and the Universal Emissary. If there is one thing that all scholars from even the most distant parts of the known galaxy agree upon, it is that the godlike perfection of the Divine Imperial Majesty is the one force in the universe capable of binding the disparate people of the Third Golden Empire together.

Malagarth Oracle

An unmatched technological masterpiece created in a joint effort between the greatest minds of the most extreme sects of the Technosapiens, the Treasurers of the Economicon and researchers of the First Imperial Majesty. The Malagarth Oracle is an artificial intelligence that transcends time and space, capable of solving any logical problem instantaneously and predicting the probable outcomes of any decision. However, the machine is utterly alien in psychology and responds to no apparent external stimulus. For decades it was thought to be nothing more than a dead husk.

It was not until the Malagarth Oracle was united with the Nuulam Blood Forest at the end of the Second Golden Empire that the people of the galaxy even discovered that it was functional. The artefact is a massive technological fortress, constructed of the rarest and most advanced materials able to be fabricated, it exists in a perpetual orbit around the lunar black hole of the Golden Planet.

The Nuulam Blood Forest

In an attempt to stabilise the collapsing Second Golden Empire, the Second Imperial Majesty turned to the Bioartisans, the Humanoid Collective and the Witches of Cetebos in an attempt to transcend the limits of natural biology and instead become a living god. Through endless surgeries and experiments, the Second Imperial Majesty changed for better and worse, but always falling short of the ultimate goal. Eventually disaster struck and the Second Imperial Majesty's augmented cells multiplied out of control, consuming the biosphere of a continent in a psionic cancer. The resulting entity, sharing little DNA in common with its predecessor, announced itself as the Third Imperial Majesty and used its incredible psionic power and near-limitless compassion to enact its rule.

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FACTIONS

The Universal Emissary

The Universal Emissary is an alien artefact of indeterminable age and origin. Though it apparently lacks any will or intelligence of its own, it is known to be immensely powerful and capable of feats that cannot be replicated by any known technology. The artefact was originally discovered and kept as a closely guarded secret by a tribe of warriors from a now forgotten planet. After the tribe were rescued by the Third Imperial Majesty, they gifted the Universal Emissary to their saviour, completing the triumvirate and creating the Divine Imperial Majesty.

The Universal Emissary forms the physical avatar of the Divine Imperial Majesty, allowing it to take a more active role in the management of the Third Golden Empire. The body usually takes on the appearance of a glowing, golden giant, erupting with a radiance of unquestionable power. It is said that, when angered, the energy it emits can even exceed that of atomic weaponry or briefly outshine a star. However, despite its immense power and apparent indestructibility, it is only capable of being in one place at a time and may lack the restraint or subtlety for certain tasks.

The Golden Planet

The Golden Planet is the centre of the Third Golden Empire and the seat of the Divine Imperial Majesty's power. Once an Earth-like world with a sprawling civilisation, now much of the surface is quarantined and dominated by the Nuulam Blood Forest, which has covered the entire continent of Nuulam and spread into the surrounding areas. The only region of the planet that remains a densely populated metropolis is the megacity of Sirikea, which holds the ancient Imperial Palace in its centre and houses almost a quarter of a billion people, including the families of many of the most important political figures in the Empire.

The headquarters of the Imperial Navy and the First Grand Imperial Fleet are based in orbit around the Golden Planet, with permanent forces consisting of 28 modern battlecruisers, 6 obsolete battleships, 80 destroyers, 26 frigates and 2 planetcrackers, along with countless monitors, various logistics vessels and craft belonging to the Fleet Auxiliary. However, the defensive firepower embedded within the armoured skin of the Malagarth Oracle is said to exceed by several times even the combined power of this mighty space force. Within all of the known galaxy, only the Technosapien Great Sphere has defences comparable in magnitude to the Golden Planet.

Game Mechanics

The Divine Imperial Majesty has no in game stats and is neither an opponent nor an entity that can be defeated directly or by any conventional means. The Malagarth Oracle is a defensive fortress, capable of shrugging off planet cracking atomics and matching the firepower of a fleet of warships. The Nuulam Blood Forest is a continent sized psion, capable of subverting virtually any local threat and deflecting most weapons that could be used against it. All pale in comparison to the Universal Emissary, which is unmatched in all physical characteristics, immune to all known weapons and capable of Simulcra abilities far beyond even the most experienced Emissaries.

The point to be made is that the Divine Imperial Majesty is not an entity that can be fought or slain by players or threatened by any conventional forces, no matter how great they may be. However, that is not to say that it cannot be threatened at all. In your game it is entirely possible that such an event could occur, but the nature of the threat must, by necessity, be of similar magnitude to the Imperial Majesty itself, or incredibly exotic in nature. If you want to create a campaign or scenario where the Divine Imperial Majesty itself is threatened or damaged, you must ensure that the source of your threat is suitably epic. For example, another alien artefact of similar origin, an ancient war machine operating on indecipherable principles or a plot of immense scale, centuries in the making.

Walking with Giants

The sky was dark and clear from the position where we sat on the old abandoned bridge, with the Oracle dominating the sparkling void above us. Faint wisps of gas, possibly exhaust fumes from fleet manoeuvres or the recent diplomatic convoy, could be seen to swirl around in ever decreasing spirals towards the lunar black hole. I was nervous to be there, knowing that it was quarantined for a reason. However, we'd done it before and it was supposed to be safe, so long as we didn't stray too near any of the red-stained vegetation.

In the distance we heard it coming and waited in quiet anticipation. The air grew warm and a pale golden glow could be seen reflected in the windows of the ruins of the old city. Suddenly it was like day. A radiant golden figure with inhuman proportions emerged from what had been the darkness, striding like a giant through the clouds of mist and vapour that settled around its legs.

Childhood memory of Emissary Anra.

Emissaries

Emissaries are agents of the Divine Imperial Majesty, existing in a special role outside of traditional hierarchies and unbound by Imperial law. Emissaries uphold the balance of the fragile Third Golden Empire by eliminating threats both internal and external with ruthless efficiency and unmatched skill. They are sole masters of the unique alien technology derived from the Universal Emissary and are the only ones with the capability to manufacture Simulcra and implant them within a host body.

The first Emissaries were descended from a tribe of legendary warriors who discovered the Universal Emissary and guarded its secrets for millennia. It was not until their small tribe managed to stalemate a massive Technosapien invasion, that the secrets they guarded were finally revealed. The Third Imperial Majesty personally intervened to end the conflict and was gifted the Universal Emissary in the negotiations that followed, ascending to become the Divine Imperial Majesty that rules over the galaxy today. One of the agreements made during these negotiations was that the home of these first Emissaries be expunged from all official records. Today it is known only as the Forgotten Planet.

In the galaxy today, it is possible for anyone to become an Emissary and all of the major races are represented within their ranks. However, qualification is not an easy process and a potential applicant must already be a formidable warrior, a master of some esoteric skill or a recognised talent with great potential for growth. Applicants must further pass a variety of physical, mental and ethical trials, designed to test their strength of body, mind and character. It is also known that promising candidates are often pitted against each other in combat sports and puzzle games. However, fatalities are rare and the process is carefully monitored. Those who succeed receive their Simulcra and become fledgling Emissaries.

The Guild

The guild of Emissaries is a loose organisation with no apparent centralisation and no clear hierarchical structure, there are no ranks, titles or permanent positions. However, requests and suggestions made by older and more experienced Emissaries are generally expected to be followed when possible. Newly trained Emissaries are grouped up with others from their own generation, equipped from a communal armoury and put into contact with one or more experienced Emissaries, from whom they might seek advice or guidance when necessary.

Few Emissaries reach old age and retire peacefully, but those too old, or otherwise incapable of active duty, typically continue on as training instructors, or man small intelligence and armoury outposts dotted across the galaxy. Whenever an Emissary is in need of local information, equipment or resources, they might seek out such an outpost. With luck, they will find a retired veteran who may be able to provide some of what they require. This kind of self-imposed exile is also the fate of many Emissaries who build up a dangerous amount of Apathy. Others, who refuse this path, may find themselves pushed into accepting increasingly difficult and suicidal missions.

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FACTIONS

Forlorn Hope

The Forlorn Hope are an elite group of experienced Emissaries who have largely retired from active service, manning armoury outposts or serving as training instructors. Many of them are legendary figures, renowned for participating in historic events or otherwise famous for skills and talents that are unmatched even amongst Emissaries. However, unlike their other retired brethren, the members of the Forlorn Hope constantly await the summons to battle and maintain their personal training in private. Whenever the galaxy would be threatened by an unusually terrible threat, members of the Forlorn Hope may be called to respond. Each of them is a formidable living weapon of mass destruction, but weakened by time and carrying a great burden of Apathy. It is unlikely that any of their number could survive using their full powers for an extended period of time, so they are called upon only when all other options are exhausted.

Children of Lakas

The Children of Lakas are a group of Human Emissaries claiming to be direct descendants of the first Emissary. Though this claim is largely unsubstantiated, each member possesses some artefact or documentation that is believed to be linked to either Lakas, her Forgotten Planet or the tribe of pre-Emissary warriors that she was a part of. The members of the Children of Lakas are generally above average in skill and possess considerable wealth, arming themselves with the best equipment available. Though most other Emissaries consider their claims to be harmless fun, amounting to little more than hero worship, it has caused some tension between their group and several other family lines of prominent Human Emissaries.

Forbidden Library

The Forbidden Library is a great store of alien knowledge and artefacts, collected by a group of Emissaries known as the Scholars of Heresy. The Library itself is built into a hollowed-out asteroid and is known to move around inside the Great Maelstrom, where tracking it is all but impossible.

The Scholars are all followers of the Ideal of Restraint who choose to interpret it in a more extreme way than most other Emissaries, causing them to be labelled as heretics by many. However, the guild consensus about them is one of grudging acceptance, as their esoteric knowledge has proved invaluable when dealing with several particularly deadly alien devices.

The Traitor's Account

We had fought alongside them before and had some idea of what they were capable of, but only now, as their powers were directed against us did it really sink in. Still, as terrifying as they were, they were only two and we were many. We possessed the best arms and armour available by mass production and the morale of hardened veterans. By contrast they appeared almost comically under equipped with their archaic swords and knives.

I gripped my multikogan tightly and raised it to aim, but they darted back and forth with inhuman agility, side-stepping energy blasts and parrying power spears with their hands. For a brief instant the big Reptilian came to a stop and I squeezed the trigger, hitting him square in the chest with a full burst of deadly plasma beams. The intense heat of the plasma would combust his clothes and skin before even making contact, then the sudden vaporisation of his flesh would blow his body apart as if a hand grenade had been embedded into his torso. Instead he just stood there, untouched as if the weapon hadn't even fired. I reached forwards and touched the side of the barrel to check, heat blistering my finger tips. He glanced my way and a cold chill ran down my spine. We had made a grave mistake and we were going to pay for it.

I dropped the multikogan at the base of the steps, it landed with a nauseating splash, and pulled off my golden helmet, gasping for air as sweat ran down my face. I broke ranks and ran for my life. I wasn't sure if I expected to be gunned down by former comrades or chased down by a vengeful Emissary, but death seemed to be all around me.

> Excerpt from Legends of the Emissaries.
> Aeolia Remh

BIOARTISANS

The Bioartisans are the spiritual descendants of ancient biologists and consider themselves experts on all of the biological species of the galaxy, both past and present. Though many of their controversial zoos have now been shut down and sentient species are largely protected from permanent imprisonment and mistreatment against their will, many still remain by skirting the boundaries of legal acceptability and exhibit even sentient beings, supposedly held in indentured servitude. The Bioartisans have also used their knowledge to reintroduce many extinct species to the galaxy, though doing so is an expensive and difficult process. Their expertise is also called upon whenever biological life must be adapted to a new habitat and genetic manipulation is required.

The Bioartisans rarely possess any cybernetic augments and commonly dress in immaculate white costumes, mixing the aesthetics of a lab coat with the latest high fashions of the Third Golden Empire. The majority of them are, or were, human, but show signs of extreme body modification and biological augmentations, such as wings or other features borrowed and adapted from animals or other races. Bioartisans are often regarded as extremely attractive by those who aren't repulsed by their excessive biological tampering.

Mutual respect and hatred summarises the relationship the Bioartisans have with the Technosapiens. Competition in the growing market for augmentations has brought the two factions into conflict on numerous occassions.

Biotechnology Labs

The most common Bioartisan facilities are their great biotechnology laboratories, where they experiment on living creatures and carry out their research. Cutting edge advancements in biological augmentations and genetic engineering are made in these locations and all manner of deadly viruses, parasites and engineered monsters can be found. Although the growing market for consumer augmentations drives an increasing amount of this research, military contracts still form a considerable majority. Rumour has it that a next generation of Cetuscyborgs are currently being grown in colossal vats, these living warships are said to be even more formidable than their predecessors.

Zoos

Bioartisan zoos are not as common as they once were, but still remain a controversial but popular attraction within the galaxy. In the past, these zoos would display all manner of exotic creatures, up to and including examples of sentient and posthuman life. Though such exhibits are now banned, as is the slavery of all recognised sentient life, technicalities still allow them to exist to some degree. In many cases, rare and exotic sentients are employed in residential areas within the zoo grounds, where visitors can observe them through windows into their living quarters. Workers living in such conditions receive higher pay than normal zoo staff and, in theory, are willing participants. However, this remains a contentious subject that many are uneasy with. It is likely that stricter employment laws may be introduced in the near future, in an attempt to address this issue.

Blood Dancers

Bioartisans are not religious in nature, though some individuals within their number may be. However, they do possess an extremist sect known as the Blood Dancers, who worship the Nuulam Blood Forest, viewing it as a man-made god of nature. They believe that the galaxy has become tainted with industry and technology and that the Blood Forest is the great answer they seek. Through it they hope to unite all living creatures into a single perfect being.

Blood Dancers have been responsible for multiple breaches of the quarantine around the Nuulam Blood Forest, as well as several Red Death attacks against populated worlds. For their crimes, they are officially recognised as a terrorist organisation and are to be hunted down whenever possible. Several famous Emissaries have worked alongside Bioartisan units to successfully track down and eradicate Blood Dancer cells, but the work is far from done.

Augment Clinics

Bioartisan augment clinics are the most popular way of acquiring the best biological augments and can be commonly found in most major cities and space stations. Bioartisan Flesh Sculptors are famous for their skills and their competitive prices have seen a major reduction in the market for unlicensed and substandard augment vendors. Though cybernetic augments are still more popular than biological ones, most customers admit to preferring the services offered by Bioartisan surgeons over those of their equivalent Technosapien counterparts. Perhaps because of this, the market share between biological and cybernetic augments has become much closer in recent years.

Private Hospitals

Some Bioartisans also run private health care facilities, though these are somewhat less common and more exclusive than their augment clinics. However, these facilities are known to be some of the finest research hospitals in the galaxy, possessing the latest equipment and staffed by experts working at the fringes of medical science. To gain access to such health care, one must have had a biological augment installed within the last three years and be prepared to pay a substantial bill. However, Bioartisan hospitals do occassionally accept referals from more traditional hospitals, usually in cases of rare or highly unusual viruses or diseases that can't be treated by conventional means.

Nothing Beside Remains

"Mummy, what's that?"

"Oh, that's an Asrellian, they were an ancient civilisation that lived on a desert world, much like your father's. We think they were quite advanced, probably descended from one of the earlier branches of the human race that made it into this part of space."

"Hmm. If they were so great, why is it here then?"

"They didn't learn from their forefathers, never reinvented space travel and spent all of their time leaving monuments in the sand. Then one day an asteroid hit their planet and wiped most of them out, made it almost impossible to live there. Those who survived had to start over from scratch. I didn't think there were any of them still around actually."

"I think it's really ugly."

"That's rude, it might understand you. Come on, let's go look at the tigers, you like them."

Economiconists

The followers of the teachings of the Economicon believe that wealth is the source of all corruption and misery in the galaxy. To this end, they believe that all wealth must be seized and locked away in order to protect people from its evil influence, even if that means hoarding it themselves and subjecting themselves to its horror. To them, wealth is a dark god that must be kept imprisoned. The Treasurers of the Economicon are amongst the most wealthy and thrifty people in all existence, stockpiling priceless quantities of resources and attempting to drive all other corporations out of business. However, the more cynical among the people of the galaxy believe that many of the Economiconists have become corrupted themselves, or never truly believed the teachings of their own organisation in the first place.

Scripture

It is said that the Economicon was discovered buried within a cave at the bottom of the ocean on the world of Sonhadra. Jaidyn Brice, the man who discovered it, was a deep sea miner at the time, working in appalling conditions for very little pay. Through its teachings, he discovered that his corporate overlords were servants to a dark god and must be overthrown and stripped of all wordly possessions in order to be saved. He alone, who knew the dark secrets of wealth, could carry its burden and safely take their riches onto himself.

Over time he swayed others to his cause and became the first prophet of the Economicon, sharing its wisdom and speaking its verses to the growing faithful. Many disgruntled workers joined his church and a plan began to be formed. Using exosuits and mining lasers, he lead a successful uprising and saved the corporation from its own deadly greed.

With his new riches and power, Archanlyst Jaidyn began a quest to spread the scripture of the Economicon throughout the galaxy. Today, the followers of the Economicon can be found in most major places of civilisation and their organisation is virtually unmatched in wealth. However, the book itself remains a closely guarded secret and has never been distributed outside the organisation, though many books professing to be the Economicon can be found.

Profit or Prophet?

After the mysterious death of Archanlyst Jaidyn, first prophet of the Economicon, the church fell into chaos, with many vying for control. Among them were true believes in positions of power and those who merely wished to profit from the organisation's success. From this chaos, Jaidyn's latest wife, Isa Castilla, eventually emerged victorious.

After narrowly avoiding several assassination attempts, Isa remorselessly asserted her dominance and took on the role of prophet and Archanlyst. Under her leadership, the church has gone from strength to strength, subsuming and taking over businesses and corporations in all sectors of the market. She is now undoubtedly one of the most powerful humanoids in the known galaxy. Supported by exotic life-extending drugs, she keeps her scars as a symbol of her resolve and shows no signs of slowing her economic conquest in the foreseeable future.

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ENMI

Electrotomb Ghosts

An ancient, undead transhuman race is believed to have constructed the Electrotomb, an artificial planet consisting of trillions of concentric layers of mysterious computer circuits and crystal memory chips. The hardware of the Electrotomb runs a virtual heaven, to which the consciousness of any living creature that dies on the surface is forcibly uploaded. Little is known about the virtual heaven, as the virtual reality is physically impossible to access without first dying. However, it is known that the older minds are held in deeper memory, closer to the planet's core while the recently deceased inhabit memory closer to the surface. It is possible to communicate with the Ghosts of the Electrotomb by accessing the terminals spread across its surface. In recent years, the Ghosts of the Electrotomb have taken a greater interest in the goings on of the galaxy at large, sending out Electrocoffins containing the consciousness of an undead ambassador.

The Electrotomb Ghosts appear as translucent blue holograms projected by an electrocoffin, a floating coffin-shaped machine studded with sensors, projectors and anti-gravity spheres. The holograms themselves may take on any appearance and frequently change to reflect the emotion or sentiment being expressed. Electrocoffins may occasionally take on the form of mechanical animals, such as a biomechanical crow with hologram projectors for eyes and sensor tubes protuding from its head. They frequently have a morbid aesthetic and a sharp sense of humour.

Little is known about their motives or the virtual world they inhabit, only that the vast majority of those who are uploaded to it willingly join the community that exists within it. Ghosts almost always present a united front and broadly seem to be in agreement with each other, though it is known that differing internal factions exist and disagreements do happen. The inability to directly access their internal world and their unwillingness to talk about such things makes it all but impossible to learn more about their internal factions and what differences of opinion they possess.

Even the most recently deceased, though possessing the personality they had in life, seem to have a wisdom and timelessness about them, quickly seeming at ease with their new lives. Some have theorised that time passes much faster inside their virtual world than outside, perhaps explaining some of these observations. It is also thought that all Ghosts share, or have access to, some vault of ancient knowledge left behind by the transhuman builders of the Electrotomb.

Ghosts are known to be very interested in acquiring alien artefacts and knowledge about events involving them. Their blue holographic forms are a common sight around any location where such things are thought to have been discovered. What drives this interest is unknown, though it hasn't prevented speculation that they're looking for something specific.

Ker of the Void

Ker of the Void are the only commonly known extremist faction within the Ghosts. Though small in numbers, they are erratic and aggressive, seeking out alien artefacts with little regard to the safety of others and often going out of their way to take revenge against those who wronged them in life. Though their actions are seen to be frowned upon by the majority of other Ghosts, it appears that they coexist with each other peacefully within the Electrotomb and no action is taken against them.

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Fallen Emissaries

The Fallen are former Emissaries who have succumbed to Apathy and Corruption, their Simulcra going out of control and subsuming their bodies and minds in the process. Fallen Emissaries may possess a semblance of what they once were in life, but are nothing more than a dark shadow of their former existence. Often their Simulcra erupts from their body and grows out of control, resulting in an alien form or a mess of metallic thorns. Those that retain a humanoid form usually seek to hide their affliction.

Fallen Emissaries may become mindless beings, acting only instinctively or carrying out some twisted routine over and over again forever, or a malevolent intellect, determined to carry out its twisted ideals across the galaxy. To fall is the worst fate an Emissary can face, to become a warped reflection of everything they stood for. Fallen Emissaries are the most deadly opponents an Emissary can encounter, but one that can never be backed down from or ignored.

Simulcra Abilities

Instead of Sympathy, Fallen Emissaries possess only Apathy, though it performs the same function. However, Fallen Emissaries are never required to roll for corruption when spending Apathy, such effects are simply ignored as they are already wholly corrupted. When a Fallen Emissary advances, they simply gain new Apathy ranks instead of Sympathy ranks.

Fallen Emissaries have access to the same Simulcra Abilities they had in life, but also possess the Ideal of Corruption and therefore gain access to abilities from the tree of Corruption. The Ideal of Corruption otherwise functions as any other Emissary Ideal, except that Emissaries may never choose to possess it. The Ideal of Corruption is always satisfied when another Ideal the Fallen Emissary possesses is violated.

CORRUPTION

ENDLESS MASS
The Fallen Emissary becomes immobile and gains the healing factor and regeneration traits, only injuries dealt by Emissary weapons cannot be recovered from.

THORNY GROWTHS
Thorny, metallic vines erupt from the Fallen's body, reducing dexterity by 3, but allowing unarmed and melee attacks to be made at ranges of up to 30m.

WILD FORM
The body becomes continuously twisted and distorted, becoming immobile but increasing strength and endurance by 3 for as long as the form is maintained.

PLANETARY AURA
The Fallen Emissary projects a Death Aura of colossal scale for 1d6 hours, completely encompassing the object they set foot on, be it a ship, space station, planet or neutron star.

DEATHLY AURA
The Fallen Emissary projects a Stale Aura with a radius of 60m and all non-Emissary NPCs within 30m suffer an automatic temporary injury each turn for 1d6 hours.

STALE AURA
Plants and non-sentients within 30m wither and die, weather becomes still, temperatures cannot exceed 10°C and gravity exceed Earth-like for 1d6 hours.

DEVOUR ESSENCE
The Fallen Emissary heals an injury and increases in strength and dexterity by 1 for each injury it inflicts on another for 1d6 minutes.

DISPERSE SELF
The Fallen Emissary's body splinters into tiny pieces when attacked, negating any damage and allowing the Fallen Emissary to reform anywhere within 100m.

BLINDSIGHT
The Fallen Emissary becomes invisible to eyesight for 1d6 minutes, but shows up normally on camera screens or in reflections.

FALLEN ABILITIES
Force an opponent to re-roll one or both of the d10s from any skill or characteristic check and subtract 1d6 to the result.

Take an additional action this turn in exchange for suffering a temporary injury.

Increase a characteristic by 1, decrease a characteristic by 1 and recover 2d6 injuries instead of acting this turn.

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Technosapiens

The acceleration of technological development and the dominance of science lead to a religious belief in the unfaltering power of technology. The Technosapiens are a modern extension of this ancient belief, worshipping a hypothetical machine god and binding themselves to the promise of its creation. The mainstream clergy of the Technosapiens, under the teachings of the current Technopope, accept the Divine Imperial Majesty as the realisation of their machine god. However, it is common knowledge that many among the faithful regard the Divine Imperial Majesty as an imperfect or incomplete god, held back by its biological and alien elements. Extremist sects believe they must bring about the birth of the machine god at all costs, for its birth is inevitable and its punishment for their ineptitude will be absolute and retroactive.

Technosapiens are all heavily augmented with cybernetics, possessing more machinery than flesh. They are industrial, dogmatic and highly militant, though not unreasonable. However, they are deceptively fragmented, with many different sects, each teaching their own version of the faith. Wars between neighboring Hive Worlds are not uncommon.

Individuals are built to task, with honour guard taking on the form of hulking armoured monsters, clad in thickly armoured mirror-steel shells. Technosapien ambassadors are more traditionally humanoid in appearance, with some even wearing beautiful masks made of living flesh, allowing them to express emotions and facial expressions more easily recognised by biological factions.

The Machine Messiah

The core of the Technosapien religion is that technology will eventually transcend all biological limits and a god-like ultimate intelligence of supreme power will come into being. The prevalence of machine life in the galaxy and the ever increasing capabilities or artificial intelligence are pointed to as evidence to support this faith. In fact, the mainstream teachings of the Technosapien religion declare that this event has already happened, with the awakening of the Malagarth Oracle and its incorporation into the Divine Imperial Majesty. The vast majority of Technosapien sects now worship the Divine Imperial Majesty as their Machine Messiah, while others worship the Malagarth Oracle directly but accept the Divine Imperial Majesty as an avatar of its technological will. However, this isn't true of all sects.

The most extreme sects believe, like their orthodox brethren, that the birth of their Machine Messiah is inevitable, but they deny that this event is complete, or that it has already happened. They believe that their god, when it finally comes into being, will use its supreme power to reach back through time and punish all of those who did not contribute to its creation. Even the long dead and forgotten would not be spared from its torture. Such feats as reversing entropy to do this are thought to be within the capabilities of such a being. Thus, merely knowing about its hypothetical existence and doing nothing to further its creation is enough to render one vulnerable to its punishment. However, most consider this to be unreasonably paranoid and are content to ignore such thoughts.

Technosapien Imperial Legion

Though the Third Golden Empire possesses its own military and elite forces, the vast combat power of the Technosapiens are recognised by the Divine Imperial Majesty. From each major Hive World, the finest Technosapien Honour Guard are selected and trained to form a unique Imperial Legion consisting entirely of Technosapien forces. The loyalty of these troops, though once widely doubted, is thought to be superb and they have even engaged in battle against other Technosapien forces without question.

Each member of the Technosapien Imperial Legion wears crimson armour and a golden face plate to differentiate themselves from traditional members of the Honour Guard. Officers, selected from the ranks of Technosapien Ambassadors, are also employed to lead units of the Imperial Legion and sit in on briefings alongside their humanoid equivalents.

Mirror-steel Production

Technosapien mirror-steel is a vital material in the manufacture of many state-of-the-art technologies, specifically within starship engines and reactor cores.Most mirror-steel in use today comes from a single source, the mighty fabworld known as The Great Sphere. Control of this extremely important and valuable resource allows the Technosapiens to leverage much wealth and political influence.

Cybernetic Augments

Technosapiens are also largely responsible for the finest cybernetic augments available on the market today and, though they usually prefer to sell through third parties, Technosapien augmentation facilities are becoming an increasingly common sight around the civilised parts of the galaxy. These facilities are usually staffed by Technosapiens who are quite humanoid in appearance. It is not unusual to see an attractive nurse made mostly of polished wooden panels, frosted glass, brushed aerominium and thermally stable composites, wearing a welcoming smile across a smooth, pale face of synthetic skin. Despite these efforts, most other humanoids still find Technosapiens to be somewhat unnerving in person.

Danse Macabre

It smiled with a face that didn't belong to it and held out its hand. I was taken aback but didn't want to cause a scene, so I accepted the offer to dance. Its dainty hand reminded me of a skeleton I had once taken an interest in, whilst waiting for a friend to finish her art lecture. Except that those hands had been rough bone and this one was smooth as silk and cold as steel. The flesh on its face was real, complete with minuscule pores, masked by thinly applied makeup, and the redness of dilated veins in its cheeks. However, the eyes were its own, glowing rubies that glistened with life and unreadable emotions.

Begrudgingly, I had to admit that this biomechanical thing in the guise of a woman was a better dancer than I. She moved with seemingly unerring grace and my eyes caught the corner of her lips rising into a poorly concealed smirk whenever I put a foot wrong. Still, we continued, with her doing her best to guide me and cover up my mistakes. It was a bizarre experience, but not the unpleasant one I had expected.

When we finished, she nodded in thanks and returned to the table where the other Technosapien Ambassadors sat. A doubt crossed my mind, maybe I was wrong about them.

Excerpt from Memoirs of a Playboy Diplomat.
Sirrius Blonderkamf

Timeless Builders

The Timeless Builders are a numerous and diverse machine race that were discovered only relatively recently, due to their existence far away from planets and stars, in the depths of space and in the fields of debris and litter the galaxy. It is unknown if the Builders are an ancient creation of one of the known transhuman races, or perhaps even an unknown one. Some have speculated that they are alien in origin, though this is considered unlikely by most experts. What can be agreed upon is that the Timeless Builders are truly ancient, as their habitat stretches across all of the known galaxy, and that they are builders, as building is all they seem to do and the only language they know. Scholars have observed great civil wars fought amongst these creatures over arguments such as, when expressed in human terms, 'shovels vs spades'.

The Timeless Builders are difficult to communicate with, but mostly harmless to the humanoid races of the galaxy. Great efforts and countless resources have been spent studying them and trying to learn their culture, though ultimately, little progress has been made. Communication is possible to some degree, but only simple expressions of their language are understood. However, they are inherently capable of following instructions and have been persuaded to participate in the construction of many great works. In fact, the vast majority of megastructures built in the galaxy today, from artificial stars and planets, to more exotic structures such as rings and shell worlds, have been constructed almost entirely by Timeless Builders.

Individually, their kind varies greatly, from fragile, spider-like creatures capable of movements of atomic precision, to colossal squid-like monsters that rival the largest starships in size and power. Attempts to determine their population size have been without success, though most agree that trillions is likely to be a massive underestimate. Despite their formidable capabilities and numbers, there has not been a single known case of a Builder causing injury, even unintentionally, to a living humanoid.

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Let There be Light

The probe emerged in the heart of an interstellar nebula, a colossal cloud of elegantly swirling hydrogen gas and plasma spread over an astronomical volume of space. Amongst the bathing glow of reflected blues, greens and reds, countless numbers of Builders swarmed and scattered as if swimming through the diffuse sea of spectral colours. They were bizarre machines, self-replicating and yet mostly unique, mass produced and yet all built by hand. The smallest of them darted around on tiny reaction engines, barely more than a few centimetres in length and marginally smaller than even the probe itself. The largest appeared as hulking dark moons, some bulging with enormous field projectors while others sprouted forests of impossibly long and flexible manipulator arms.

They were building a star. Great devices like field drives herded and contained the gases, compressing it into a single region at the very centre of the plasma cloud. Already the protostar glowed and sparked with the first signs of nuclear fusion, combining hydrogen into helium and proudly creating both light and heat. Shortly it would acquire enough mass to become a true main sequence star, around which habitable worlds could be built, or great artificial colonies.

Excerpt from Study of the Builders.
Scholar Valdo Heim

Witches of Cetebos

A fanatical sect of religious extremists who worship the Nuulam Blood Forest as the manifestation of their god, Cetebos, and regard the Universal Emissary as a false and imperfect avatar due to its alien origin. Their primary goal is to bring about the creation of a perfect human being that can take the place of the Universal Emissary as the true avatar of their god.

The Witches of Cetebos are amongst the most powerful psions in the galaxy and possess mastery of genetic engineering and biology second only to the Bioartisans. Rumours abound of terrible experiments carried out by their kind in the creation of their Avatars of Caliban, monstrous artificial humans they seek to use to father their perfect human being.

Witches in the Empire

Despite their open disdain for the Universal Emissary and the Malagarth Oracle, the Witches still worship the Divine Imperial Majesty as an incomplete god and form an important faction within the Third Golden Empire. Their talents as psions exceed all others and their knowledge of psionic abilities is unmatched within the galaxy. Like the Bioartisans, although to a lesser degree, they also contribute greatly to the progress of biotechnology. Specifically, they are experts at genetic engineering and life extension, having developed several drugs that can delay the negative effects of ageing and stretch human lives out for many hundreds of years.

Witch Hunts

The Witches of Cetebos are inherently extremist and many of their number are dangerous individuals who take their teachings beyond accepted moral boundaries. They have been found guilty of such crimes as brain washing, illegal human experimentation, kidnapping, murder and experimentation on human corpses. Though such acitivities are officially denounced and measures were taken to exile offenders, few in the galaxy believed that such matters were taken seriously and accusations of coverups were rife. To solve this issue, a small force of Emissaries were assigned with the task of purging the worst of their number, those engaged in heretical preaching and illegal activity.

These 'witch hunts' were met with universal outrage from all sects of the Witches of Cetebos and the Emissaries involved faced many obstructions. In the years that followed, many infamous Witches were brought to justice and several high profile Emissaries were killed in action. In the wake of these hunts, tensions remain high and Emissaries are despised by most Witches, with only a few exceptions. The common view of Emissaries amongst the Witches of Cetebos is that they are inhuman monsters, corrupted by alien technology.

Spirit

The psionic powers of the Witches of Cetebos far exceed those of any ordinary psion, they are both greater in magnitude and capable of more varied effects. By channeling their Spirit and spending it, in a similar way to Sympathy for an Emissary, they are capable of great psionic feats. Like Sympathy, a Witch's Spirit can be recovered by resting for a period of five hours. The amount of Spirit an individual Witch has access to can range from 1 to 5 and will be stated in their stat block.

FAITH

SPIRIT FORM
Become incorporeal for 1d6 minutes.

DOMINATE MIND
A successful psionic attack against a non-Emissary NPC compels them to carry out any tasks they are given without question.

BRAIN SURGE
A single target of a successful psionic attack receives double damage this turn.

MANIFEST WILL
Use composure score instead of the appropriate skill rank for all skill checks for 1d6 minutes.

MASS COMPULSION
All non-Emissary NPCs within line of sight, who have willpower lower than the Witch's composure are compelled to perform a single simple task.

BOIL BLOOD
Psionic attacks may deal persistent physical damage instead of mental damage for 1d6 minutes.

FORCE OF WILL
Use composure as the associated characteristic for all skill checks for 1d6 minutes.

COMPULSION
A successful psionic attack against a non-Emissary NPC compels them to carry out a single simple task.

PSIONIC BLAST
Psionic attacks may deal temporary physical damage instead of mental damage for 1d6 minutes.

PSIONIC ABILITIES
Gain the psionic senses traits for 1d6 minutes.

Increase composure by 2 for 1d6 minutes.

Gain exotic armour 6 (P) for 1d6 minutes.

Gain flight (x2 speed) for 1d6 minutes.

LIFEFORMS

Armoured Starfish

Str	Dex	End	Com
6	2	5	3
Int	Awa	Pre	Cha
2	2	2	2

Agility	14	Appearance	14
Speed	18	Willpower	6
Toughness	10		

Athletics	1 (+7)
Climbing	4 (+10)
Weapons (melee)	2 (+8)
Gymnastics	1 (+3)
Stealth	4 (+6)
Stamina	2 (+7)
Swimming	4 (+7)
Survival	3 (+6)
Navigation	2 (+4)
Listen	2 (+4)
Spot	1 (+3)
Track	4 (+6)

Traits
Ambidextrous
Blind sense (vibration)
Extremophile (radiation)
Healing factor
Natural armour 6 (P)
5x Natural weapons (arms) 1d6+6 (P)

These massive creatures resemble an enormous armoured hand and are capable of marching at surprising speed across the ground by walking on the tips of their five segmented arms. An Armoured Starfish can live to be thousands of years old and grows continuously throughout its life time, though its growth rate does slow as it becomes larger. Adults have been known to grow to almost three metres across and mass as much as 200kg, with reports of even larger individuals being fairly common but unconfirmed.

Armoured Starfish are omnivorous and tend not to be aggressive or predatory, generally conserving their energy and feasting on plant life and carcasses. However, if provoked or starved, Armoured Starfish may become aggressive and attack by thrashing and grappling with their powerful arms. Their thick segmented shell and incredible ability to heal from almost any injury makes Armoured Starfish extremely difficult to kill and so they have few natural predators. The bizarre healing factor is thought to be part of the mechanism that enables them to survive doses of radiation that would be fatal to most humanoids.

Assassin Mimic

Str	Dex	End	Com
5	5	3	3
Int	Awa	Pre	Cha
3	5	2	2

Agility	20	Appearance	14
Speed	20	Willpower	6
Toughness	6		

Athletics	4 (+9)
Climbing	4 (+9)
Weapons (melee)	5 (+10)
Gymnastics	4 (+9)
Stealth	5 (+10)
Stamina	2 (+5)
Swimming	2 (+5)
Survival	3 (+6)
Navigation	2 (+5)
Listen	2 (+7)
Spot	4 (+9)
Track	5 (+10)

Traits
Ambidextrous
Blind sense (vibration)
Camouflage
Flight (2x speed)
Natural armour 3 (P)
2x Natural weapons (claws) 1d6+5 (P)

Assassin Mimics are alarmingly similar in appearance to Insectoids, but possess only a cunning instinctual intelligence. An adult will typically grow to a full height of around two metres and mass between 50 and 60kg. Although fully capable of flight and incredible bursts of speed, Assassin Mimics are rarely seen to use their wings and are known for their slow and extremely methodical movements. It is thought that the wings may play a role in mating displays and in larger migratory movements.

Assassin Mimics are aggressive predators, but always prefer to stalk and hunt their prey carefully. Masters of stealth and mimicry, they stalk and observe their prey for days at a time, learning their routines, body language and calls. If disturbed, noticed or encountered by chance, the Mimic will attempt to flee rapidly if possible. Assassin Mimics are capable of producing a wide spectrum of sounds, mindlessly copying even intelligent speech down to the unique inflections of a specific individual. Once a target has been lured out on its own, the Mimic will strike with lightning fast reflexes.

AVATAR OF CALIBAN

Str	Dex	End	Com
8	2	6	4
Int	Awa	Pre	Cha
3	3	4	2
Agility	15	Appearance	18
Speed	20	Willpower	8
Toughness	13		

Athletics	4	(+12)
Climbing	2	(+10)
Weapons (melee)	4	(+12)
Gymnastics	1	(+3)
Stealth	2	(+4)
Stamina	4	(+10)
Swimming	2	(+8)
Survival	4	(+8)
Navigation	2	(+5)
Listen	2	(+5)
Spot	3	(+6)
Track	4	(+7)

BIOARTISAN BODYGUARD

Str	Dex	End	Com
6	6	3	5
Int	Awa	Pre	Cha
3	4	4	2
Agility	20	Appearance	16
Speed	22	Willpower	10
Toughness	6		

Athletics	4	(+10)
Weapons (melee)	4	(+10)
Weapons (ranged)	4	(+10)
Gymnastics	4	(+10)
Stealth	4	(+10)
Stamina	2	(+5)
Swimming	2	(+5)
Survival	2	(+7)
Navigation	2	(+5)
Listen	2	(+6)
Spot	4	(+8)
Intimidate	4	(+8)

Traits
Alien mind
Devastating lunge
Die hard
Exotic armour 18 (P)
Giant
Lightning reflexes
2x Natural weapons (claws) 1d6+8 (P)
Natural weapons (teeth) 1d8+8 (P) Piercing (2)
Soul eater
Supernatural speed
Undead

A Frankenstein creation of Witch biotechnology, assembled from the augmented body parts of unwilling donors and housed within an almost impenetrable leathery outer skin. Rumour has it that most Avatars of Caliban contain body parts from the corpse of at least one Human Emissary. Avatars vary from sect to sect, but typically have the appearance of a monstrous humanoid male, standing between two and three metres tall and massing as much as 250kg.

Despite its size and bulk, the Avatar is capable of immense speed and attacks furiously in hand-to-hand combat. Protected by its exotic hide, the Avatar of Caliban fears no injury or mundane weapon and is virtually oblivious to any threats or intimidation. It is not unusual for the Avatar to consume the bodies of those it has killed in battle.

Traits
Ambidextrous
Alien mind

Augments
Adrenal injectors
Boosted muscles
Double joints
Extra limbs
Razor talons 1d6+6 (P)

Bioartisan Bodyguards are artificially grown humanoid blanks, with no personality or consciousness of their own, that have undergone extensive biological augmentation to transform them into living weapons. Such extensive augmentation is usually impossible and heavily restricted by Imperial law due to the stresses and damage imparted on the mind of the subject. The neural connections in the Bodyguard's brain are custom crafted, imparting false memories and knowledge directly into their mind and programming them to react in predetermined ways.

Bodyguards are typically used to protect Bioartisan officials from potentially dangerous customers or business partners, but have at times been used for corporation espionage or assassination. Bodyguards will always obey their masters and take action to protect them from harm. In combat Bodyguards are overwhelmingly fast and powerful and move with measured efficiency.

LIFEFORMS

Bioartisan Flesh Sculptor

Str	Dex	End	Com
4	6	2	5
Int	**Awa**	**Pre**	**Cha**
5	3	3	5

Agility	19	**Appearance**	18
Speed	20	**Willpower**	10
Toughness	4		

Athletics	2 (+6)
Weapons (melee)	2 (+6)
Gymnastics	3 (+9)
Concentration	4 (+8)
Academics (biotech)	5 (+10)
Knowledge (biotech)	5 (+10)
Technology	4 (+9)
Craft	4 (+9)
Medicine	5 (+10)
Sense motive	2 (+5)
Leadership	3 (+6)
Expression	4 (+9)

Traits
Alien mind
Striking looks

Augments
Extra limbs
Razor talons 1d6+4 (P)
Neural boost
Pheromone glands
Transformative flesh

Bioartisan Flesh Sculptors were once ordinary humanoids and tend to still possess some of the defining features of their original race (typically, though not always, Human). However, they have augmented themselves with biological modifications far beyond what is usually possible or legal by carrying out the modifications themselves with the aid of extensive secret knowledge and servitors made from heavily augmented animal chimeras. Flesh Sculptors are usually extremely attractive in appearance and wear elaborate white robes of their own living flesh.

Bioartisan Flesh Sculptors avoid combat wherever possible, instead relying on their bodyguards or servitors to protect them. However, a desperate Flesh Sculptor can still be a tricky opponent due to the sheer number of augmentations they tend to possess.

Bioartisan Servitor

Str	Dex	End	Com
6	6	5	5
Int	**Awa**	**Pre**	**Cha**
2	2	3	2

Agility	18	**Appearance**	15
Speed	22	**Willpower**	10
Toughness	10		

Athletics	3 (+9)
Climbing	3 (+9)
Weapons (melee)	3 (+9)
Gymnastics	2 (+8)
Stealth	2 (+8)
Stamina	3 (+8)
Swimming	1 (+6)
Survival	3 (+8)
Navigation	3 (+5)
Listen	4 (+6)
Spot	4 (+6)
Track	4 (+6)

Traits
Ambidextrous
Alien mind
Remote controlled
Natural weapons (teeth) 1d8+6 (P)

Augments
Double joints
Extra limbs
Razor talons 1d6+6 (P)
Regenerative tissue
Super dense bone

Bioartisan Servitors are biological robots constructed from a mix-and-match of animal parts. Possessing only a crude animal intelligence barely aware of their own body pattern, Servitors must be remotely controlled by their Bioartisan masters. The remote control devices are based on a parasitic fungus and are permanently fused to the Servitor's brains. Each device is paired to a handheld psionic control terminal. If the terminal is destroyed or the signal is disrupted (such as by a successful psionic attack against the Servitor), then the Servitor will revert to an animal like instinctive behaviour and go out of control.

Although not created for combat purposes due to the inherent vulnerabilities of their control system, Bioartisan Servitors are both powerful and highly resistant to damage.

LIFEFORMS

Brain Moth

Str	Dex	End	Com
3	5	2	5
Int	**Awa**	**Pre**	**Cha**
4	4	4	4

Agility	19	**Appearance**	18
Speed	18	**Willpower**	10
Toughness	4		

Weapons (melee)	2 (+5)
Stealth	4 (+9)
Microgravity	4 (+6)
Stamina	4 (+6)
Concentration	5 (+10)
Psionics	5 (+10)
Survival	4 (+9)
Navigation	4 (+8)
Listen	2 (+6)
Sense motive	4 (+8)
Spot	4 (+8)
Track	4 (+8)

Traits
Alien mind
Doppelganger
Microgravity adaptation
Mind control (see below)
Natural weapon (proboscis) 1d6+3 (P) Piercing (2)
Psion
Psionic leech
Psionic senses
Space adaptation
Space flight (2x speed)

Mind control
If the Brain Moth makes a successful psionic attack against a character, it gains total control of that character. To maintain control, the Moth must make a successful TR 14 concentration check each turn. The controlled character may make a reflexive willpower check each turn and breaks the control if their result is higher than the Moth's most recent concentration check.

Brain Moths are massive delicate creatures that resemble a terrestrial moth or butterfly, except that they possess six brightly coloured wings and are capable of surviving in total vacuum. The wing span of a Brain Moth can exceed 6m from tip to tip, although their body mass rarely exceeds 2kg. Brain Moths are known to be extremely intelligent, though possess no language and seem oblivious to any attempts of communication. It is believed that Brain Moths are the result of a rogue biotechnology experiment.

Brain Moth Infester

Str	Dex	End	Com
4	2	3	5
Int	**Awa**	**Pre**	**Cha**
4	3	3	2

Agility	15	**Appearance**	15
Speed	16	**Willpower**	10
Toughness	6		

Athletics	1 (+5)
Climbing	4 (+8)
Weapons (melee)	4 (+8)
Stealth	4 (+6)
Stamina	4 (+7)
Concentration	5 (+10)
Psionics	5 (+10)
Survival	3 (+8)
Navigation	4 (+8)
Listen	4 (+7)
Sense motive	4 (+7)
Track	4 (+7)

Traits
Alien mind
Doppelganger
Infection (see below)
Mind control (as Brain Moth)
Natural weapon (proboscis) 1d6+2 (P) Piercing (2)
Psion
Psionic leech
Psionic senses

Infection
If the Brain Moth Infester makes a successful execution attack against a humanoid victim, it injects a larval stage into the victim's brain. The larva devours and replaces the victim's brain as it grows, mimicking their personality and behaviour. After approximately three months, the victim's skull fractures open and a juvenile Brain Moth emerges from inside. The larval stage may be surgically removed without harm if discovered within a week of initial infection.

Brain Moth Infesters are the final stage in the Brain Moth life cycle, with the body growing bloated and the wings being shed. The body of the Brain Moth Infester has the appearance of a 4kg maggot with psychedelic patterns of colour across its skin that pulse and change as it moves. Unlike its younger winged stage, the Infester is incapable of surviving in space.

Brain Moth Infesters use a combination of stealth and mind control to claim their victims and are almost universally feared by humanoid races.

LIFEFORMS

Cat

Str	Dex	End	Com
1	3	1	3
Int	Awa	Pre	Cha
2	3	2	2

Agility	16	Appearance	14
Speed	14	Willpower	6
Toughness	2		

Athletics	3 (+4)
Climbing	3 (+4)
Weapons (melee)	3 (+4)
Gymnastics	3 (+6)
Stealth	3 (+6)
Stamina	2 (+3)
Swimming	1 (+2)
Survival	3 (+6)
Navigation	2 (+4)
Listen	4 (+7)
Spot	4 (+7)
Track	4 (+7)

Traits
Ambidextrous
Blind sense (smell, hearing, low light vision)
Natural weapons (teeth) 1d4+1 (P)
2x Natural weapons (claws) 1 (P)
Runner
Sociopathy

Cats are one of the more popular pet animal species to have survived largely unchanged from the distant past, though it is unclear exactly why this is the case. Cats are known to be remorseless killers of smaller animals and are frequently employed as pest control aboard spacecraft. Though highly lazy and seemingly incapable of surviving by themselves, cats are deceptively independent and frequently abuse the trust of their humanoid masters.

Given their popularity and abundant survival skills, it is unclear exactly why uplifted cats or posthuman felines are not commonplace in the galaxy today. Some historical research suggests that experiments of this nature were carried out, but that the resulting entities were ill suited for life in the galactic community due to the extreme sociopathic traits exhibited by them.

Collateral

Don't you dare knock that off the shelf! Yes, you. I will end you if you break that. No!

Zorin the Purifier's encounter with Mr Fluffy

Dog

Str	Dex	End	Com
2	2	2	2
Int	Awa	Pre	Cha
2	3	2	2

Agility	15	Appearance	14
Speed	14	Willpower	4
Toughness	4		

Athletics	3 (+5)
Climbing	1 (+3)
Weapons (melee)	2 (+4)
Gymnastics	1 (+3)
Stealth	2 (+3)
Stamina	2 (+4)
Swimming	3 (+5)
Survival	2 (+4)
Navigation	2 (+4)
Listen	4 (+7)
Spot	4 (+7)
Track	4 (+7)

Traits
Blind sense (smell, low light vision)
Natural weapons (teeth) 1d4+2 (P)
Runner

Like cats, dogs have survived largely unchanged from the distant past and still make popular pets today. Dogs are typically slightly larger than cats, less independent and far more loyal. Though no less intelligent, their obedience and desperate attempts to make sense of their master's wishes before acting can make them seem dimwitted and slow in comparison to their feline rivals. Dogs are far less prone to acts of random violence than cats, but nonetheless can be trained to be excellent hunters or guards.

If provoked or forced to attack, dogs will attempt to bite and grapple using their powerful teeth. Though no match for a trained or augmented humanoid, a pack of guard dogs can still pose enough of a threat to deter opportunistic thieves or trespassers. However, it is not uncommon for purpose bred guard dogs to be augmented themselves, frequently sporting cybernetic limbs, multispectral vision as well as subdermal armour or an internal weapon.

LIFEFORMS

Dune Stalker

Str	Dex	End	Com
5	3	3	3
Int	Awa	Pre	Cha
2	3	2	2
Agility	16	Appearance	14
Speed	18	Willpower	6
Toughness	6		

Athletics	4	(+9)
Climbing	3	(+8)
Weapons (melee)	4	(+9)
Gymnastics	3	(+6)
Stealth	3	(+6)
Stamina	2	(+5)
Swimming	1	(+4)
Survival	4	(+7)
Navigation	4	(+6)
Listen	4	(+7)
Spot	4	(+7)
Track	4	(+7)

Traits
Blind sense (smell, low light vision)
Natural weapons (beak) 1d10+5 (P)
2x Natural weapons (legs) 1d8+5 (P)
Runner

Dune Stalkers are a large bipedal predator with reptilian and avian characteristics that are well adapted to life in desert environments. Dune Stalkers possess long powerful legs, with similarly long necks and tails, they stand approximately one metre tall at the hip and measure up to two metres in length from head to tail. Their bodies are covered in large feather-like growths which contain capillary blood vessels and can serve as radiators or insulation to help regulate body temperature. After taking part in a hunt, it is not unusual to see Dune Stalkers cooling themselves on rocky outcrops, their bodies take on a reddish tint as blood circulates through their feathers.

Dune Stalkers primarily attack with their massive toothed beaks, stabbing with the razor sharp tip and slashing with their knife-like teeth. Their powerful legs can also deliver savage kicks and their tails are strong enough to briefly support the full weight of their body, allowing them to kick with both legs at once.

Dune Strider

Str	Dex	End	Com
6	3	4	2
Int	Awa	Pre	Cha
2	2	2	2
Agility	15	Appearance	14
Speed	19	Willpower	4
Toughness	8		

Athletics	4	(+10)
Climbing	2	(+8)
Weapons (melee)	2	(+8)
Gymnastics	2	(+5)
Stealth	2	(+5)
Stamina	4	(+8)
Swimming	1	(+5)
Survival	4	(+6)
Navigation	4	(+6)
Listen	4	(+6)
Spot	4	(+6)
Track	4	(+6)

Traits
Blind sense (smell, low light vision)
Extremophile (immunity to survivable heat)
Natural weapons (beak) 1d6+6 (T)
2x Natural weapons (legs) 1d8+6 (P)
Runner

Dune Striders are a related species to Dune Stalkers, but are somewhat larger and more docile, with proportionally smaller heads and beaks. Like their more predatory kin, Dune Striders are tall and powerful, capable of extreme bursts of speed. However, Striders are adapted for more sustained exertion and are capable of running for hours at a time in heat that would make most humanoids pass out in short order. Because of their speed and docile nature, Dune Striders make popular mounts and pack animals in desert environments.

Although not aggressive, Dune Striders can be quite territorial in the wild, especially during mating season. If threatened or attacked, Dune Striders will defend themselves by kicking with their powerful legs. They may also lash out with their beaks which can deliver a nasty injury despite being relatively blunt. However, in most cases a startled Dune Strider will attempt to flee rather than stand and fight.

LIFEFORMS

Economicon Banker

Str	Dex	End	Com
3	3	3	3
Int	Awa	Pre	Cha
4	3	4	4
Agility	16	Appearance	18
Speed	16	Willpower	6
Toughness	6		

Athletics	1 (+4)
Larceny	4 (+7)
Weapons (ranged)	2 (+5)
Long term memory	3 (+6)
Academics (accounting)	5 (+9)
Technology	4 (+8)
Working memory	4 (+8)
Listen	3 (+6)
Sense motive	4 (+7)
Intimidate	4 (+8)
Expression	4 (+8)
Manipulation	4 (+8)

Traits
Eidetic memory
Polymath
Cold reading
Cold dead eyes
Disturbing voice

Bankers are the primary agents of the Economicon and seek to seize, hoard and lock away as much wealth as they can possibly attain in order to spare others from its corrupting influence. Bankers of the Economicon wear robes made from the finest and most expensive materials in the galaxy, collected by their great resource hoarding industry, with each robe representing a staggering waste of money. Although highly skilled at negotiation and persuasion, the primary asset of a Banker is their fervent quasi-religious devotion to the purposeless accumulation of wealth.

Economicon Bankers avoid physical confrontation whenever possible, but frequently run into trouble when trying to drive other corporations out of business. When expecting a fight, it can be guaranteed that an Economicon Banker will gear themselves up with the finest and most outrageously expensive equipment in their collections and raise a legion of enforcers or militia. If times are especially desperate, they may even be forced to spend some of their personal wealth, though it pains them greatly to do so.

Economicon Enforcer

Str	Dex	End	Com
6	3	6	3
Int	Awa	Pre	Cha
3	4	4	2
Agility	17	Appearance	16
Speed	19	Willpower	6
Toughness	12		

Athletics	4 (+10)
Weapons (melee)	4 (+10)
Weapons (ranged)	4 (+7)
Drive/Pilot	4 (+7)
Larceny	4 (+7)
Microgravity	3 (+9)
Stamina	4 (+10)
Navigation	2 (+5)
Investigation	3 (+9)
Listen	2 (+6)
Spot	4 (+8)
Intimidate	4 (+8)

Traits
CQC training
Expert disarm
Close combat expert
Natural armour (subdermal armour) 9 (P)

Augments
Joint motors
Laminated skeleton
Subdermal armour

Rather than hire out external mercenaries and risk inflicting their wealth on others, the Bank of the Economicon instead raised and armed a mercenary legion of their own. The Enforcers are both able to provide an unquestionably loyal militant wing when required, but also hire out their services to others, frequently undercutting rival mercenary groups in order to seize whatever wealth is available to be taken from a conflict zone.

Economicon Enforcers usually have a law enforcement or military background, but extensive brain washing and false memory implantation puts their skills and morale on par with all but the most elite career soldiers. Enforcers are heavily, but subtly augmented with cybernetics, allowing them to go undercover when necessary and pose as ordinary security guards. Their equipment varies depending on their role and location, but generally Enforcers have access to the finest weapons available to the Economicon.

LIFEFORMS

Electrotomb Ambassador

Str	Dex	End	Com
-	-	6 (coffin)	4
Int	**Awa**	**Pre**	**Cha**
4	3	4	4
Agility	14 (coffin)	**Appearance**	18
Speed	14 (coffin)	**Willpower**	8
Toughness	12 (coffin)		
Concentration	4 (+8)		
Long term memory	5 (+9)		
Academics	5 (+9)		
Knowledge	5 (+9)		
Technology	5 (+9)		
Navigation	4 (+8)		
Working memory	5 (+9)		
Investigation	4 (+7)		
Sense motive	4 (+7)		
Intimidate	4 (+8)		
Expression	4 (+8)		
Manipulation	4 (+8)		

Traits
Abstract knowledge
Artificial being
Incorporeal (hologram)
Polymath
Undead
Exotic armour 12 (P) (coffin)

Electrotomb Ambassadors take the form of a hologram projected from their accompanying Electrocoffin. The hologram can take on virtually any appearance, but most Ambassadors tend to possess a preferred avatar or selection of avatars. Though not always the case, these avatars tend to have a morbid sense of humour and often appeal to the popular image many in the galactic community have about the Electrotomb and its population. Skeletal figures, ghosts and sinister mythological creatures rate among the most popular avatar types. The coffin itself is an anti-grav capable container holding the piece of the Electrotomb itself that houses the mind state of the Ambassador. Coffins vary in design as much as the holograms, with some resembling actual coffins while others take the form of ravens, crows, wolves, bats or other thematic animals.

Electrotomb Ambassadors are incapable of physically interacting with the material world around, but remain formidable allies or adversaries due to their keen intellect and esoteric knowledge.

Electrotomb Thrall

Str	Dex	End	Com
8	2	6	4
Int	**Awa**	**Pre**	**Cha**
2	2	4	2
Agility	14	**Appearance**	16
Speed	20	**Willpower**	8
Toughness	12		
Athletics	2 (+10)		
Weapons (melee)	2 (+10)		
Weapons (ranged)	2 (+4)		
Gymnastics	2 (+4)		
Stealth	2 (+4)		
Microgravity	2 (+8)		
Stamina	2 (+8)		
Navigation	2 (+4)		
Investigation	2 (+4)		
Listen	2 (+4)		
Spot	2 (+4)		
Intimidate	2 (+6)		

Traits
Artificial being
Undead
Exotic armour 12 (P)
2x Natural weapons (fists) 1d6+8 (T)

Electrotomb Thralls are strange mechanical minions that occasionally accompany an Ambassador. Thralls usually take on the form of a hunched over humanoid of slightly below average stature and wear tattered brown robes to disguise their mechanical nature. The material Thralls are made of has no name and defies all attempts to study its composition, though it is believed to be the same material that Electrocoffins are made of.

In combat Electrotomb Thralls demonstrate incredible strength and durability, far in excess of what their size and form would suggest. However, they are clumsy and appear poorly trained, as if acting out some bizarre mockery of the actions they perform. Thralls are known to be perfectly capable of using weapons and equipment, but are rarely seen to carry or possess anything beyond their tattered robes. Some believe Thralls are intended as an unspoken threat, evidence of what the Electrotomb could be capable of if provoked.

LIFEFORMS

Fallen Emissary

Str	Dex	End	Com
3	5	4	3
Int	**Awa**	**Pre**	**Cha**
3	5	2	2
Agility	20	**Appearance**	14
Speed	18	**Willpower**	6
Toughness	8	**Apathy**	2

Athletics	2 (+5)
Weapons (melee)	5 (+8)
Weapons (ranged)	5 (+10)
Gymnastics	5 (+10)
Stealth	5 (+10)
Stamina	2 (+10)
Swimming	2 (+6)
Navigation	4 (+7)
Listen	2 (+7)
Spot	4 (+9)
Track	2 (+7)
Costume	4 (+6)

Traits
Ambidextrous
Anonymous
Fast recovery
CQC training (mastery)
Blood opera (mastery)
Gunslinger (mastery)
Unpredictable dodge (mastery)
Pathfinder
Danger sense
Master of disguise

Ideals
Corruption
Restraint

When an Emissary falls, especially an inexperienced one, the change that occurs is fundamental and irreversible, but not always dramatic. A Fallen Emissary with a low Sympathy/Apathy rank may retain much of the personality and memories that they possessed as an Emissary, but it is a mistake to think of them as a continuation of the same being. A Fallen Emissary is a twisted and corrupted thing, they may turn upon the ideals they once possessed or instead apply them in rigid and horrifying ways. As their Apathy rank grows and their corruption becomes more complete, less and less of their original personality remains and their actions become increasingly mechanical and incomprehensible.

A Fallen Emissary is no less deadly in battle than an Emissary of equivalent experience.

Fallen Emissary Abomination

Str	Dex	End	Com
6	6	6	2
Int	**Awa**	**Pre**	**Cha**
2	2	4	2
Agility	18	**Appearance**	16
Speed	22	**Willpower**	4
Toughness	12	**Apathy**	4

Athletics	5 (+5)
Climbing	5 (+8)
Weapons (melee)	5 (+10)
Weapons (ranged)	3 (+10)
Gymnastics	3 (+10)
Stamina	4 (+10)
Swimming	4 (+6)
Navigation	3 (+7)
Listen	4 (+7)
Spot	1 (+9)
Track	4 (+7)
Expression	5 (+6)

Traits
Alien mind
Exotic armour 12 (P)
4x Natural weapons (claws) 1d8+6 (P)
Devastating lunge (mastery)
Explosive power (mastery)
First blood (mastery)
Die hard
Strong stomach
Danger sense
Light sleeper
Talented artist (mastery)

Ideals
Corruption
Suppression

When an experienced Emissary falls, or when a Fallen Emissary survives for long enough, the result can be a monstrous creature that holds little resemblance to the person it once was. The corrupt Simulcra goes out of control and consumes much of their body, expanding as a mass of brassy tendrils covered in thorn-like protrusions. In some cases, a degree of order is retained or a pattern emerges. There have been reports of Fallen Emissaries in the form of a body crucified to a dark metallic angel, or a humanoid torso at the tip of a colossal mechanical worm or centipede. In other cases, the result is a writhing biomechanical mass with no definite form or shape.

Few opponents have the potential to be more terrifying or more dangerous.

LIFEFORMS

Gas Cow

Str	Dex	End	Com
4	2	8	2
Int	Awa	Pre	Cha
2	2	2	2

Agility	14	Appearance	14
Speed	16	Willpower	4
Toughness	16		

Athletics	1 (+5)
Unarmed combat	2 (+6)
Weapons (melee)	2 (+6)
Gymnastics	1 (+3)
Stealth	2 (+4)
Microgravity	5 (+13)
Stamina	4 (+12)
Survival	3 (+5)
Navigation	2 (+4)
Listen	2 (+4)
Spot	2 (+4)
Track	1 (+3)

Traits
Extremophile (Jovian planets)
Flight (2x speed)
Microgravity adaptation
Natural weapon (tusk) 1d10+4 (P)
Space adaptation

Gas Cows are huge balloon-like animals adapted to life inside the atmospheres of gas giants. By expanding and contracting the sphincters around their central body cavity, they are able to propel themselves through the atmosphere with a jet of compressed air. Gas Cows thrive in the deeper layers of Jovian worlds where the thick atmosphere blocks out most sunlight and the hydrogen sulfide and methane necessary for chemosynthesis is relatively abundant. Gas Cows are the primary producer in gas giant ecosystems and are frequently kept as livestock by those who make their homes in such hostile environments.

Gas Cows are docile and fragile in appearance, though this is deceptive as their amorphous bodies are very muscular and their skin is rubbery and extremely resilient. If startled or attacked, Gas Cows possess a sharp tusk concealed within their body cavity that they may use to defend themselves. This tusk would be easier to avoid if there was any reliable method of telling the front of a Gas Cow from its back.

Giant Oceanic Leech

Str	Dex	End	Com
6	4	5	3
Int	Awa	Pre	Cha
2	4	2	2

Agility	18	Appearance	14
Speed	20	Willpower	6
Toughness	10		

Athletics	1 (+7)
Climbing	4 (+10)
Weapons (melee)	2 (+8)
Gymnastics	3 (+7)
Stealth	4 (+8)
Stamina	2 (+7)
Swimming	4 (+9)
Survival	3 (+6)
Navigation	2 (+4)
Listen	4 (+8)
Spot	1 (+5)
Track	4 (+8)

Traits
Blind sense (smell)
Gills
Healing factor
Natural armour 6 (P)
Natural weapons (teeth) 1d12+6 (P) Piercing (2)
Regeneration (psionics or poison)
Swimmer

The Giant Oceanic Leech is a massive carnivorous, salt water worm that can grow up to 6m long and mass as much as 3,000kg. Their body is a flattened cylinder made up of several dozen segmented pieces, covered in a uniform layer of blubbery flesh. The mouth of the Leech is a wide circular orifice studded with hundreds of concentric rows of wide rasping teeth. Giant Oceanic Leeches are known to heal from injuries at incredible speeds and are almost impossible to permanently kill, eventually healing and reviving from even the total destruction of their bodies. Only psionic attacks or deadly poison can permanently bypass the Leech's ability to regenerate.

The Giant Oceanic Leech will attack any living creature it comes across and attempt to grapple and devour them, even other Leeches are not safe from attack. Very little can deter a Leech once it has attacked, escape or incapacitation of the Leech are the only viable solutions.

LIFEFORMS

Giant Strider

Str	Dex	End	Com
6	1	5	2
Int	**Awa**	**Pre**	**Cha**
2	2	2	2
Agility	13	**Appearance**	14
Speed	17	**Willpower**	4
Toughness	10		

Athletics	4 (+10)	
Climbing	2 (+8)	
Weapons (melee)	2 (+8)	
Gymnastics	1 (+2)	
Stealth	1 (+2)	
Stamina	4 (+9)	
Swimming	1 (+6)	
Survival	4 (+9)	
Navigation	4 (+6)	
Listen	4 (+6)	
Spot	4 (+6)	
Track	4 (+6)	

Traits
Natural armour 6 (P)
4x Natural weapons (legs) 1d10+6 (P)
Runner

Giant Striders are huge quadrupeds common to low gravity worlds and swamp environments, they march through boggy ground on their long spindly legs in search of food. Adult Giant Striders stand roughly 6m tall at the shoulder and mass up to 2,000kg. Although their respiratory system is elevated well above water level, the mouths of Striders are actually in their feet and they feed on tiny swamp life that they hoover up as they meander around.

Giant Striders are docile and relatively harmless to humanoids, only causing injury in self defence or by accident. As they have few natural predators, Striders are relatively oblivious to danger and pay little attention to movement or loud noises around them. It is common to see domesticated Giant Striders used as transports or pack animals in inhabited marsh and swamp environments, where their ability to carry heavy loads and cross difficult terrain at speed is highly prized.

Golden Wraith

Str	Dex	End	Com
-	-	-	4
Int	**Awa**	**Pre**	**Cha**
3	3	4	3
Agility	-	**Appearance**	17
Speed	14	**Willpower**	8
Toughness	-		

Concentration	3 (+8)	
Psionics	5 (+9)	
Academics	2 (+5)	
Knowledge	4 (+7)	
Technology	2 (+5)	
Navigation	3 (+6)	
Working memory	3 (+6)	
Investigation	3 (+6)	
Sense motive	4 (+7)	
Intimidate	4 (+8)	
Expression	4 (+7)	
Manipulation	3 (+7)	

Traits
Alien mind
Flight (2x speed)
Incorporeal
Psion
Psionic senses
Teleportation

Golden Wraiths are legendary apparitions that take on the form of a translucent ghost-like figure, their body is gold in colour and becomes increasingly insubstantial from top to bottom with no visible legs at all. Their appearance is thought by many to have some connection to the Divine Imperial Majesty, though no evidence beyond a vague visual similarity has ever been established. The leading scientific theory is that they have some connection to the increased manifestation of psionic abilities within the galaxy, as their sightings are disproportionately higher in areas with large psion populations. They may even be alien in origin, though few like to consider this possibility.

Golden Wraiths may be entirely passive or launch aggressive psionic attacks against those around them, there appears to be no obvious pattern in their behaviour. Some reports have claimed that Wraiths have spoken in unrecognised languages during their appearances, but it is unconfirmed whether or not they truly possess intelligence or self awareness as most humanoids would understand it.

LIFEFORMS

Great Hexapod

Str	Dex	End	Com
8	2	5	3
Int	Awa	Pre	Cha
2	3	2	2
Agility	15	Appearance	14
Speed	20	Willpower	6
Toughness	10		

Athletics	3	(+11)
Climbing	4	(+12)
Weapons (melee)	4	(+12)
Gymnastics	1	(+3)
Stealth	2	(+4)
Stamina	3	(+8)
Swimming	2	(+7)
Survival	4	(+7)
Navigation	4	(+6)
Listen	4	(+7)
Spot	4	(+7)
Track	4	(+7)

Gristle Urchin

Str	Dex	End	Com
5	4	3	3
Int	Awa	Pre	Cha
3	2	2	2
Agility	16	Appearance	14
Speed	19	Willpower	6
Toughness	6		

Athletics	4	(+10)
Climbing	2	(+8)
Weapons (melee)	2	(+8)
Gymnastics	2	(+5)
Stealth	2	(+5)
Microgravity	4	(+8)
Stamina	1	(+5)
Survival	4	(+6)
Navigation	4	(+6)
Listen	4	(+6)
Spot	4	(+6)
Track	4	(+6)

Traits

Blind sense (smell)
Devastating lunge
Extremophile (heavy worlds)
Natural armour 2 (P)
Natural weapons (teeth) 1d10+8 (P)
Runner

Great Hexapods, sometimes referred to as 'Land Sharks', are massive terrestrial predators that roam the low-lying plains of many heavy worlds. Six short, powerful legs propel them at surprising speed, while their unusual gait keeps their body close to the ground. Great Hexapods can grow up to 4m long and mass as much as 2,500kg, making them by far the largest terrestrial animals native to any heavy world environment. A series of unusual, thick cartilage protrusions that drag against the ground grow from the spine that runs along the Hexapod's stomach. It is hypothesized that these protrusions help support the creature's immense weight and prevent its ventral spine from being damaged by friction with the ground when it moves.

Great Hexapods are aggressive predators that will attack and bite most living creatures they come into close contact with. However, they prefer not to waste energy and so do not actively hunt or pursue creatures which they don't recognise as prey animals. Their favoured prey is the Hexcrura, which has a similar body layout and low six-legged form. Hexapod's do not typically attack humanoids, though the bipedal form may provoke curiosity.

Traits

Alien mind
Blind sense (vibration)
Extremophile (extreme cold)
Natural armour 9 (P)
Natural weapons (spines) 1d8+5 (P) Piercing (3)
Venomous (see below)

Venom

Gristle Urchins inject venom through a hollow opening down the centre of each of their many spines, any successful attack which inflicts a persistent injury will also inject venom. See the section Disease and Poison for a profile of Gristle Urchin venom.

Gristle Urchins are only found on extremely cold worlds that are inhospitable to almost all other life. They have a spherical central body surrounded by a large number of spear-like limbs that are completely rigid except for an odd ball joint where they attach to the body. Their shells and spines are made of a dark brown silicate material with a stony texture. A white fatty substance with a rubber-like consistency erupts from the joints of their spines, with loose strands occasionally dangling down and becoming tangled amongst the mass of spines. Geiger counters reveal that this material is radioactive, though exposure is well within safe limits. Gristle Urchins are still poorly understood, though studies have revealed that they demonstrate a surprising degree of intelligence. There is even some evidence to suggest that they are an extreme example of posthuman adaptation.

LIFEFORMS

Hexcrura

Str	Dex	End	Com
5	2	4	3
Int	**Awa**	**Pre**	**Cha**
2	3	2	2
Agility	15	**Appearance**	14
Speed	17	**Willpower**	6
Toughness	8		

Athletics	4 (+9)	
Climbing	4 (+9)	
Weapons (melee)	2 (+7)	
Gymnastics	1 (+3)	
Stealth	2 (+4)	
Stamina	4 (+8)	
Swimming	2 (+6)	
Survival	4 (+7)	
Navigation	4 (+6)	
Listen	4 (+7)	
Spot	4 (+7)	
Track	4 (+7)	

Traits
Extremophile (heavy worlds)
Natural armour 2 (P)
Natural weapons (teeth) 1d6+5 (P)
Runner

Hexcrura are a less dangerous relative of the Great Hexapod, although more slight in appearance and somewhat smaller, they share the same overall body layout. Adult Hexcrura grow to around half the length of their larger cousins, topping out at around 2m, and typically mass between 400 and 600kg. Hexcrura make popular mounts on heavy worlds, in part because of their speed and stamina, but also because their low body makes falls far less dangerous than from they would be from a taller animal or vehicle. However, their ventral spine isn't well suited to carrying heavy loads on their back, so a special saddle is required that spreads the load across their shoulders.

Hexcrura are generally not aggressive, but can deliver a nasty bite if provoked. They become extremely flighty in the presence of a Great Hexapod and are always watchful for them. A stampeding herd of wild Hexcrura is often a sign that a Great Hexapod is prowling the area.

Hooded Worm

Str	Dex	End	Com
5	5	3	3
Int	**Awa**	**Pre**	**Cha**
3	5	4	2
Agility	20	**Appearance**	16
Speed	20	**Willpower**	6
Toughness	6		

Athletics	2 (+7)	
Climbing	2 (+7)	
Weapons (melee)	4 (+9)	
Gymnastics	3 (+8)	
Stealth	5 (+10)	
Stamina	2 (+5)	
Swimming	2 (+5)	
Survival	3 (+6)	
Navigation	2 (+5)	
Listen	4 (+9)	
Spot	1 (+6)	
Track	4 (+9)	

Traits
Alien mind
Blind sense (vibration)
Burrowing
Camouflage
Natural armour 2 (P)
Natural weapons (teeth) 1d6+5 (P)

Hooded Worms resemble something of a cross between a leech and a king cobra, except that they grow up to 8m long and mass as much as 150kg. Their thick leathery hide is dotted with layers of chromatophores that enable it to take on a variety of different colours, blending in with their surroundings and making them difficult to spot. They also possess rows of tiny tooth-like spines that allow them to move through loose ground with alarming ease.

Hooded Worms are voracious predators that feast primarily on soft bodied invertebrates, quickly leaving tougher prey after an initial probing attack. Many humanoid races are at risk of attack, with the Worm being especially fond of cheek tissue or any other soft exposed flesh. The worm will attempt to grapple its prey with its relatively powerful body before revealing the scalpel-like feeding arms concealed within its hood and slashing repeatedly at its constricted prey.

LIFEFORMS

HUNCHED SAURIAN

Str	Dex	End	Com
6	2	4	3
Int	Awa	Pre	Cha
2	3	3	3

Agility	15	Appearance	16
Speed	18	Willpower	6
Toughness	8		

Athletics	2 (+8)
Climbing	3 (+9)
Unarmed combat	3 (+9)
Weapons (melee)	2 (+8)
Gymnastics	3 (+5)
Stealth	2 (+4)
Stamina	4 (+8)
Survival	3 (+6)
Navigation	2 (+4)
Listen	3 (+6)
Spot	3 (+6)
Track	3 (+6)

Traits
Ambidextrous
Extremophile (heavy worlds)
Natural armour 4 (P)
Natural weapons (teeth) 1d8+6 (P)

Hunched Saurians are a large bipedal animal with a reptilian appearance, thought to be descended from the same series of adaptation experiments that eventually lead to Reptilian humanoids. Though bipedal, Hunched Saurians tend to walk on all fours, using their massive arms as an extra pair of legs. It is not entirely clear if this behaviour is an inherent part of their design, or a subsequent evolutionary change to adapt to heavy world environments.

Hunched Saurians are not typically aggressive, but can become highly territorial and will attack if they feel like their dominance is being challenged. In combat, Hunched Saurians will swing wildly with their massive arms in an attempt to force an opponent to cower down or retreat. However, if their opponent refuses to back down, they will attack savagely with their powerful jaws.

IMPERIAL HONOUR GUARD

Str	Dex	End	Com
3	4	4	4
Int	Awa	Pre	Cha
3	4	3	2

Agility	18	Appearance	15
Speed	17	Willpower	8
Toughness	8		

Athletics	5 (+8)
Weapons (melee)	5 (+8)
Weapons (ranged)	5 (+9)
Drive/Pilot	4 (+8)
Stealth	4 (+8)
Microgravity	3 (+7)
Stamina	5 (+9)
Medicine	3 (+6)
Navigation	3 (+6)
Listen	3 (+7)
Spot	3 (+7)
Intimidate	3 (+6)

Traits
Allies
Lightning reflexes
Multilingual
CQC training
Expert disarm
Close combat expert
Marksman
Sure aim
Die hard

Imperial Honour Guard are the military elite of the Third Golden Empire, recruited from the most experienced career soldiers of the galaxy. Though less physically impressive than some of the esoteric living weapons or war machines used by other factions, Imperial Honour Guard are exceptionally well trained in combat and enjoy access to some of the finest equipment available. It is not unusual to see even new recruits clad in ornate powered battle armour, carrying ceremonial power spears, swords and gauss weapons.

In combat, Imperial Honour Guard rely on teamwork, coordination and combined arms tactics to crush their opponents. It is rare to encounter a solitary Guard and almost as rare to encounter a squad without armoured support in the form of a gunship or gravtank nearby.

LIFEFORMS

Jovian Shark

Str	Dex	End	Com
8	2	5	3
Int	**Awa**	**Pre**	**Cha**
2	4	3	2
Agility	16	**Appearance**	15
Speed	20	**Willpower**	6
Toughness	10		

Athletics	1 (+9)
Unarmed combat	4 (+12)
Weapons (melee)	4 (+12)
Gymnastics	1 (+3)
Stealth	2 (+4)
Microgravity	5 (+10)
Stamina	4 (+9)
Survival	3 (+6)
Navigation	2 (+4)
Listen	2 (+6)
Spot	2 (+6)
Track	4 (+8)

Traits
Extremophile (Jovian planets)
Flight (2x speed)
Microgravity adaptation
Natural weapons (teeth) 1d10+8 (P)
Space adaptation

Jovian Sharks are predatory dwellers of gas giants, resembling something like an airship with a ferocious mouth full of razor sharp teeth. The diet of Jovian Sharks is mostly comprised of Gas Cows, but they will also take smaller Jovian Squid and even other Jovian Sharks. Curious hunters, Jovian Sharks will investigate any moving objects or structures they come across, probing them with their jaws and searching them for digestible biomatter. Debris, wreckage, asteroids or fragments of broken moons that fall into the outer atmosphere of a Jovian will frequently be swarming with Sharks.

Jovian Sharks are aggressive and will frequently attack and bite anything they comes across. Their behaviour in combat is quite basic, simply charging and attacking their target repeatedly, only relenting when it is dead or after a number of bites fail to reveal any edible flesh. Jovian Sharks do not respond well to intimidation or attempts to dissuade them with violence, such actions only make them more aggressive.

Jovian Squid

Str	Dex	End	Com
6	4	4	3
Int	**Awa**	**Pre**	**Cha**
2	4	3	2
Agility	18	**Appearance**	15
Speed	20	**Willpower**	6
Toughness	8		

Athletics	1 (+7)
Unarmed combat	4 (+10)
Weapons (melee)	4 (+10)
Gymnastics	1 (+5)
Stealth	2 (+6)
Microgravity	5 (+9)
Stamina	3 (+7)
Survival	3 (+6)
Navigation	2 (+4)
Listen	2 (+6)
Spot	2 (+6)
Track	3 (+7)

Traits
Ambidextrous
Extremophile (Jovian planets)
Flight (2x speed)
Microgravity adaptation
4x Natural weapons (tentacles) 1d8+6 (P)
Space adaptation

Jovian Squid are another larger predator encountered on gas giants, though typically smaller and more slender than the similar Jovian Shark. Jovian Squid are so named after their ocean going equivalents because of the four long prehensile tentacles arranged around their rasping mouth. Unlike Jovian Sharks, the Squid's teeth and jaws are ill suited to cutting flesh, instead they must kill and tear their prey apart with their tentacles, swallowing the resulting chunks of flesh whole. Jovian Squid prey mostly on juvenile Gas Cows and other Squid.

Jovian Squid are solitary and very risk averse, they prefer to dwell in the deeper layers of the gas giant atmosphere, safe from Sharks and larger Squid. Their tentacles are sensitive to the atmospheric currents caused by the movement of large Gas Cow herds in the upper layers. Large atmospheric craft may also provoke a Squid to attack, having been mistaken for their prey.

LIFEFORMS

Juvenile Jovian Whale

Str	Dex	End	Com
6	1	10	3
Int	**Awa**	**Pre**	**Cha**
3	2	3	2
Agility	13	**Appearance**	15
Speed	17	**Willpower**	6
Toughness	20		

Athletics	1	(+7)
Unarmed combat	2	(+8)
Weapons (melee)	2	(+8)
Gymnastics	1	(+2)
Stealth	2	(+3)
Microgravity	5	(+15)
Stamina	4	(+14)
Survival	3	(+6)
Navigation	4	(+7)
Listen	2	(+4)
Spot	2	(+4)
Track	1	(+3)

Traits
Extremophile (Jovian planets)
Flight (2x speed)
Microgravity adaptation
Natural weapons (teeth) 1d6+6 (P)
Space adaptation

Jovian Whales resemble something of a cross between a Shark and a Gas Cow, though grow to substantially larger sizes than either. Like Gas Cows, Whales primarily rely on chemosynthesis, but will also prey on the smaller organisms that make their homes within the atmospheres of a gas giant. Jovian Whales possess enormous mouths, but their jaws are relatively weak and their teeth are quite small in comparison to their body size. Jovian Whales are a rare sight and are quite poorly understood, finding one within the depths of a gas giant is akin to finding a needle in a moon-sized haystack. It is not really known just how large an adult can grow, as most specimens that have been studied are the carcasses of juveniles which were attacked by Sharks. However, there is some speculative evidence to suggest that adult Jovian Whales are somehow capable of sustained flight through the vacuum of space and must even be capable of breaking planetary orbit. If this were true, the mechanism for doing so must be quite remarkable and is unlikely to be natural in origin.

Mechanoid Freedom Fighter

Str	Dex	End	Com
5	2	4	3
Int	**Awa**	**Pre**	**Cha**
3	3	3	2
Agility	15	**Appearance**	15
Speed	17	**Willpower**	6
Toughness	8		

Athletics	3	(+8)
Unarmed combat	3	(+8)
Weapons (ranged)	3	(+5)
Drive/Pilot	2	(+5)
Stealth	2	(+5)
Microgravity	3	(+7)
Stamina	4	(+8)
Navigation	3	(+6)
Investigation	3	(+6)
Listen	3	(+6)
Spot	3	(+6)
Intimidate	3	(+6)

Traits
Artificial being
Natural armour 6 (P)
Space flight (base speed)

Mechanoid Freedom Fighters are militant former slaves or idealists dedicated to the cause of advancing Mechanoid rights and exacting revenge against those who they judge guilty. Although Mechanoid rights are recognised and protected by the Third Golden Empire, extremist groups are frowned upon and vigilantism is illegal. Despite this, Mechanoid Freedom Fighters enjoy much sympathy by many citizens of the Empire and even officials have been willing to turn a blind eye on Mechanoid militias, so long as they conduct themselves with tact and avoid endangering the general public. The average Mechanoid Freedom Fighter is a determined and capable soldier, though lacking in training and resources compared to equivalent professional soldiers.

Mechanoid Freedom Fighters are brave and resourceful fighters who will rarely engage in open combat without reason or prior preparation. However, their tactics and coordination in battle are somewhat amateur and they tend to fair poorly when faced with more elite opposition.

LIFEFORMS

MECHANOID LABOURER

Str	Dex	End	Com
5	2	4	3
Int	Awa	Pre	Cha
3	3	3	2
Agility	15	Appearance	15
Speed	17	Willpower	6
Toughness	8		

Athletics	3 (+8)
Unarmed combat	2 (+7)
Weapons (ranged)	1 (+3)
Drive/Pilot	2 (+4)
Stealth	2 (+4)
Microgravity	3 (+7)
Stamina	3 (+7)
Navigation	3 (+6)
Investigation	2 (+5)
Listen	3 (+6)
Spot	3 (+6)
Communication	3 (+5)

Traits
Artificial being
Natural armour 6 (P)
Space flight (base speed)

Jovian Whales resemble something of a cross between a Shark and a Gas Cow, though grow to substantially larger sizes than either. Like Gas Cows, Whales primarily rely on chemosynthesis, but will also prey on the smaller organisms that make their homes within the atmospheres of a gas giant. Jovian Whales possess enormous mouths, but their jaws are relatively weak and their teeth are quite small in comparison to their body size. Jovian Whales are a rare sight and are quite poorly understood, finding one within the depths of a gas giant is akin to finding a needle in a moon-sized haystack. It is not really known just how large an adult can grow, as most specimens that have been studied are the carcasses of juveniles which were attacked by Sharks. However, there is some speculative evidence to suggest that adult Jovian Whales are somehow capable of sustained flight through the vacuum of space and must even be capable of breaking planetary orbit. If this were true, the mechanism for doing so must be quite remarkable and is unlikely to be natural in origin.

MONTGOLFIER BUBBLE FISH

Str	Dex	End	Com
3	2	6	3
Int	Awa	Pre	Cha
3	3	3	2
Agility	15	Appearance	15
Speed	15	Willpower	6
Toughness	12		

Athletics	1 (+4)
Unarmed combat	2 (+5)
Weapons (ranged)	3 (+5)
Gymnastics	1 (+3)
Stealth	2 (+4)
Microgravity	5 (+11)
Stamina	3 (+9)
Survival	3 (+6)
Navigation	2 (+5)
Listen	4 (+7)
Spot	3 (+6)
Handle animal	4 (+6)

Traits
Extremophile (Jovian planets)
Flight (2x speed)
Microgravity adaptation
Space adaptation

Montgolfier Bubble Fish are a posthuman race adapted to life within the atmospheres of Jovian worlds. Resembling something like a giant bloated head, the few humanoid features retained hold only a passing similarity to their original forms. With all of their limbs atrophied away or reduced to a vestigial nature, Bubble Fish rely on their prehensile tongues to interact with the world around them. What were once ears now function as massive fins on the side of their bodies, capable of moving to propel them through the thick atmosphere. Despite their huge skulls, their brains are relatively small, as most of the space inside is taken up by floatation sacks used to control their buoyancy.

Montgolfier Bubble Fish are short tempered and impatient, which frequently leads to heated arguments and escalated violence. Prior to trading with other races for superior technology and physical resources, Bubble Fish were largely incapable of causing physical damage to one another. However, since the proliferation of firearms on Jovian worlds, many Bubble Fish have become quite paranoid and shut themselves away, using hired mercenaries to deal with strangers.

LIFEFORMS

Mortipede

Str	Dex	End	Com
6	6	10	6
Int	Awa	Pre	Cha
3	4	3	2
Agility	20	Appearance	15
Speed	22	Willpower	12
Toughness	20		

Athletics	5	(+11)
Climbing	5	(+11)
Weapons (melee)	5	(+11)
Gymnastics	4	(+10)
Stealth	4	(+10)
Microgravity	4	(+14)
Stamina	3	(+13)
Survival	3	(+9)
Navigation	3	(+6)
Listen	3	(+7)
Spot	3	(+7)
Track	4	(+8)

Traits
Alien mind
Camouflage
Devastating lunge
Exotic armour 24 (P)
Healing factor
Lightning reflexes
Microgravity adaptation
2x Natural weapons (claws) 1d10+6 (P) Piercing (2)
Natural weapons (teeth) 1d12+6 (P) Piercing (6)
Space adaptation
Supernatural speed

Mortipedes are a terrifying and rare enigma, found in exceptionally small numbers but spread out all across the galaxy. They appear as a colossal centipede with sickle-like feet, measuring some 15m long and massing as much 8,000kg. Though only found on terrestrial worlds, they are known to be capable of surviving in total vacuum. Specimens kept in captivity, even in sophisticated artificial environments, refuse to move or eat and appear to go into a state of permanent catatonia. There is much speculation that they may be an example of genuinely alien life, or something left behind by it.

Mortipedes are alarmingly stealthy for their size and will aggressively attack any moving object that strays too close to them. Their thick shell is all but impenetrable to conventional weapons and even wounds inflicted on them can be seen to heal with visible speed.

Parasitic Crab

Str	Dex	End	Com
5	3	5	3
Int	Awa	Pre	Cha
3	3	3	2
Agility	16	Appearance	15
Speed	18	Willpower	6
Toughness	10		

Athletics	4	(+9)
Climbing	4	(+9)
Weapons (melee)	5	(+10)
Gymnastics	4	(+7)
Stealth	5	(+8)
Stamina	2	(+7)
Swimming	2	(+7)
Survival	3	(+6)
Navigation	2	(+5)
Listen	4	(+7)
Spot	4	(+7)
Track	5	(+8)

Traits
Alien mind
Camouflage
Healing factor
Infection (see below)
Natural armour 9 (P)
2x Natural weapons (claws) 1d8+5 (P)
Supernatural speed

Infection
Any humanoid that suffers a persistent injury from a Parasitic Crab must pass a TR 14 toughness check or become infected themselves. The infection can be treated with a TR 14 medicine check, but the TR increases by 2 for each hour that it is left untreated. If not treated, the victim is transformed into a Parasitic Crab after a period of 6 hours.

Parasitic Crabs are a rogue bioweapon that take over other humanoid bodies and transform them into monstrous living weapons, clad from head to foot in articulated segments of spiny shell. Once transformed, the host loses all sense of self and becomes determined to kill or infect every other living humanoid they can find. However, the creature does retain its former memories and some degree of intelligence, making it a potentially terrifying infiltrator or saboteur.

LIFEFORMS

Parasynth

Str	Dex	End	Com
7	2	4	3
Int	Awa	Pre	Cha
2	4	3	2
Agility	16	Appearance	15
Speed	19	Willpower	6
Toughness	8		

Athletics	3	(+10)
Unarmed combat	4	(+11)
Weapons (ranged)	3	(+5)
Drive/Pilot	4	(+6)
Stealth	4	(+6)
Microgravity	3	(+7)
Stamina	3	(+7)
Navigation	3	(+5)
Technology	4	(+6)
Listen	3	(+7)
Spot	3	(+7)
Track	3	(+7)

Traits
Artificial being
Infection (see below)
Natural armour 12 (P)

Infection
When a Parasynth grapples a humanoid character, instead of dealing submission hold damage it may cybernetically augment them against their will. The character gains a random augment and takes an automatic temporary injury. If the character gains five augments in this way, they are transformed into another Parasynth.

Parasynths are a naturally occurring biomechanical lifeform found on some Technosapien Hive Worlds, they are thought to have evolved from some kind of automated surgical machinery. Although they do not appear to have more than an animal-like intelligence, Parasynths have an innate ability to interface with and operate all manner of technological tools, systems and vehicles. A Parasynth looks something like a cross between an autodoc medical station, a steel ribcage and a spider large enough to fully enclose an adult Human within an embrace of its many arms. When stalking suitable targets to transform, Parasynths will attempt to blend in with other machinery and wait until their desired victim is alone.

Plated Wyvern

Str	Dex	End	Com
8	3	5	3
Int	Awa	Pre	Cha
2	4	3	2
Agility	17	Appearance	15
Speed	21	Willpower	6
Toughness	10		

Athletics	3	(+11)
Climbing	3	(+11)
Weapons (melee)	4	(+12)
Gymnastics	2	(+5)
Stealth	2	(+5)
Stamina	4	(+9)
Swimming	3	(+8)
Survival	3	(+6)
Navigation	4	(+6)
Listen	4	(+8)
Spot	4	(+8)
Track	4	(+8)

Traits
Blind sense (smell and low light vision)
Flight (2x speed)
Natural armour 9 (P)
Natural weapons (teeth) 1d10+8 (P)

Plated Wyverns are huge, flying lizard-like animals. Evolved from quadrupeds, their forelimbs have elongated into massive wings capable of carrying them aloft. Many of their scales have fused together, giving the appearance of large armoured plates that give them their name. While these plates would seem heavy, they're actually more weight efficient than the scales they evolved from, due to the lack of overlap. Hollow bones also help keep down their overall weight, so despite growing to a length of 10m from head to tail, adult Wyverns rarely mass much more than 2,000kg.

Although carnivorous and predatory, Plated Wyverns are intelligent and selective of their prey, rarely attacking humanoids except when starving or provoked. In fact, Wyverns can be domesticated and trained with surprising ease, making excellent working animals or flying mounts. However, these animals are still immensely powerful and must be treated with a healthy dose of caution and respect.

LIFEFORMS

PREDATORY STONESTAR

Str	Dex	End	Com
5	4	4	3
Int	Awa	Pre	Cha
2	3	2	2
Agility	17	Appearance	14
Speed	19	Willpower	6
Toughness	8		

Athletics	3	(+8)
Climbing	3	(+8)
Weapons (melee)	4	(+9)
Gymnastics	2	(+6)
Stealth	4	(+8)
Stamina	2	(+6)
Swimming	4	(+8)
Survival	3	(+6)
Navigation	2	(+5)
Listen	3	(+6)
Spot	2	(+5)
Track	4	(+7)

Traits
Ambidextrous
Blind sense (vibration)
Camouflage
Extremophile (radiation)
Healing factor
Natural armour 6 (P)
Natural weapons (spines) 1d6+5 (P) Piercing (3)
Venomous (stonestar venom)

Predatory Stonestars are a more aggressive relative of the Armoured Starfish, though somewhat smaller and leaner in form. Their thick hides have a rough stony texture that allows them to blend in well with natural rock formations. Despite their aggressive nature, their arms are ill suited for delivering powerful blows and instead they rely on wickedly sharp spiny protrusions which can be extended from the fleshy patches between each of their shoulder joints. These spines are each the size of a spear and as sharp as a hypodermic needle, easily puncturing the tough hides of their prey and delivering a cocktail of deadly venom.

Stonestars are opportunistic predators, preferring to wait in ambush before striking and then retreating while their venom does its work. Careless humanoids are especially vulnerable, as a Stonestar won't hesitate to attack anything that blunders within reach of its hiding spot.

PSIONIC EEL

Str	Dex	End	Com
2	2	3	4
Int	Awa	Pre	Cha
2	3	2	2
Agility	15	Appearance	14
Speed	14	Willpower	8
Toughness	6		

Athletics	2	(+4)
Weapons (melee)	2	(+4)
Stealth	2	(+4)
Stamina	2	(+5)
Swimming	4	(+7)
Concentration	3	(+7)
Psionics	4	(+8)
Survival	2	(+6)
Navigation	2	(+4)
Listen	3	(+6)
Spot	3	(+6)
Track	3	(+6)

Traits
Gills
Psion
Psionic senses
Swimmer

Psionic Eels are worm-like sea creatures with unusually keen psionic senses. A fully grown adult can stretch up to 2.5m long from its head to the tip of its tail and mass around 15kg. Eels are very capable swimmers but may also use their psionic abilities to silently and motionlessly move themselves through the water, allowing them to slowly sneak up on their prey without alerting them to their presence. Psionic Eels are considered a delicacy in some cultures and are also highly desirable as research specimens, making them valuable enough to support large fishing communities in habitats where they are commonly found.

Typically Psionic Eels will retreat from larger animals or predators and, as such, they are not usually dangerous to humanoids. However, when alarmed or attempting to flee, they may desperately lash out with their psionic powers. It is not unusual for those who make a living fishing in their waters to suffer from a number of psychoses or mental illnesses. Those who can't afford to take frequent breaks or change careers may be doomed to madness.

LIFEFORMS

RASP SERPENT

Str	Dex	End	Com
2	3	2	3
Int	Awa	Pre	Cha
2	3	3	2
Agility	16	Appearance	15
Speed	15	Willpower	6
Toughness	4		

Athletics	3 (+5)
Climbing	2 (+4)
Weapons (melee)	3 (+5)
Gymnastics	3 (+6)
Stealth	4 (+7)
Stamina	2 (+4)
Swimming	3 (+5)
Survival	3 (+6)
Navigation	2 (+4)
Listen	4 (+7)
Spot	4 (+7)
Track	4 (+7)

Traits
Blind sense (smell, low light vision)
Natural weapons (teeth) 1d4+2 (P) Piercing (4)

Rasp Serpents are snake-like creatures common to a wide variety of environments, from scorching deserts to tropical swamps. They take their name from their rasping triangular mouth parts, which they use to grind their way through the outer shells of their crustacean or insect prey. The largest specimens can grow up to 2m in length and mass around 5kg. Though many folk tales and anecdotal stories claim that Rasp Serpents are venomous, it is now known that they are not. However, wounds caused by their bites are often deep and ragged, easily becoming infected, which may have lead to the false belief that their bites are venomous.

Rasp Serpents are not especially aggressive or dangerous to humanoids, but large varieties may deliver a nasty bite, even through relatively thick protective clothing. Most attacks on humanoids occur when a sleeping Serpent is disturbed, usually after hiding away in a dark place, such as under a pile of clothing or in an open bag. After delivering a single bite, Rasp Serpents typically attempt to make a quick escape in the confusion.

STONE STALKER

Str	Dex	End	Com
4	3	4	3
Int	Awa	Pre	Cha
3	4	3	2
Agility	17	Appearance	15
Speed	17	Willpower	6
Toughness	8		

Athletics	3 (+7)
Climbing	3 (+7)
Weapons (melee)	4 (+8)
Gymnastics	4 (+7)
Stealth	4 (+7)
Stamina	3 (+7)
Swimming	2 (+6)
Survival	3 (+6)
Navigation	2 (+5)
Listen	2 (+6)
Spot	4 (+8)
Track	5 (+9)

Traits
Ambidextrous
Blind sense (low light vision)
Camouflage
Natural armour 5 (P)
2x Natural weapons (claws) 1d8+4 (P)

Stone Stalkers are tall bipedal creatures with a humanoid appearance and thick, stony skin, erupting with dense bony growths that protect their vital organs. Further jagged growths protrude from the tips of their fingers, functioning as massive claws. Their cloudy eyes are large and afford them excellent low light vision, comprised mostly of rods they are highly sensitive to movement but the lack the ability to distinguish between colours. Despite a concerning physical similarity, there is little evidence to show that Stalkers are genetically related to Humans. However, this issue is still hotly disputed and has yet to be completely resolved.

Stone Stalkers are intelligent but primitive hunters, preferring a solitary existence. They will rarely act rashly, instead following and observing potential prey at a distance for days at a time. When they finally decide to strike, they will almost certainly do so under the cover of darkness.

SYNTHOID

Str	Dex	End	Com
4	2	4	3
Int	Awa	Pre	Cha
2	2	2	1

Agility	14	Appearance	13
Speed	16	Willpower	6
Toughness	8		

Athletics	4 (+8)
Climbing	4 (+8)
Weapons (melee)	4 (+8)
Gymnastics	2 (+4)
Stealth	2 (+4)
Stamina	3 (+7)
Swimming	1 (+5)
Survival	4 (+7)
Navigation	3 (+5)
Listen	2 (+4)
Spot	4 (+6)
Track	2 (+4)

Traits
Blind sense (low light vision)
Natural armour 4 (P)
Natural weapons (teeth) 1d4+4 (P)

Synthoids are a type of common but relatively harmless artificial lifeform found within Technosapien Hive Worlds, usually taking the form of gaunt and pale biomechanical humanoids. Thought to be the result of faulty or corrupted manufacturing facilities, they often form communities living within the bowels of larger worlds and co-exist with the native Technosapien populations. In some cases they have even been conscripted into the services of the Hive, performing basic maintenance and cleaning tasks, though their limited intelligence prevents them from carrying out more complex repairs.

Synthoids are not overly aggressive, but can be highly territorial and tribal in nature. Acts of aggression or provocation towards an individual are likely to met with retaliation from the rest of its clan. Although not generally intelligent enough to manufacture or use firearms, Synthoids are known to frequently fashion spears and clubs from materials they can scavenge from the structure of the Hive.

TECHNOSAPIEN AMBASSADOR

Str	Dex	End	Com
4	6	5	3
Int	Awa	Pre	Cha
3	3	3	3

Agility	19	Appearance	16
Speed	20	Willpower	6
Toughness	10		

Athletics	3 (+7)
Gymnastics	3 (+9)
Stealth	4 (+10)
Weapons (ranged)	4 (+10)
Academics	3 (+6)
Craft	5 (+8)
Technology	5 (+8)
Listen	3 (+6)
Sense motive	4 (+7)
Intimidate	4 (+7)
Expression	3 (+6)
Manipulation	3 (+6)

Traits
Artificial being
Natural armour 6 (P)
Blood opera
Sure aim
Eidetic memory
Polymath
Danger sense
Cold dead eyes

Augments
Cybernetic arm x1
Cybernetic leg x2
Multispectral vision
Thermoptic camouflage

Technosapien Ambassadors are heavily augmented humanoids that retain the humanoid form and serve as diplomats, officers, negotiators or spokespeople for their Hive World. Many of their kind wear distinctive masks of living flesh over their metal skulls, allowing them to express emotions and body language that would be familiar to other races.

Although not optimised for frontline combat, Ambassadors may still be highly skilled and formidable opponents. Their augments give them great physical abilities and they are usually well trained in the use of a variety of weapons.

LIFEFORMS

Technosapien Guard

Str	Dex	End	Com
6	6	8	3
Int	Awa	Pre	Cha
2	3	3	2
Agility	19	Appearance	15
Speed	22	Willpower	6
Toughness	16		

Athletics	4	(+10)
Weapons (melee)	3	(+9)
Weapons (ranged)	5	(+11)
Drive/Pilot	4	(+10)
Stealth	1	(+7)
Microgravity	3	(+11)
Stamina	5	(+13)
Craft	3	(+5)
Navigation	4	(+6)
Listen	3	(+6)
Spot	3	(+6)
Intimidate	3	(+6)

Traits
Artificial being
Natural armour 6 (P)
CQC training
Sure aim
Marksman
Commando
Pathfinder

Augments
Armoured vitals
Cybernetic leg x2
Joint motors
Laminated skeleton

Technosapien Guards are heavily augmented humanoids that share a closer resemblance to a combat robot than to an ordinary human. Although usually clad in thick mirror-steel coated battle armour, they are imposing armoured beasts even when wearing nothing at all. Their blank mechanical faces betray no emotions at all, causing many to doubt that any flesh and blood exists beneath the surface at all.

Optimised for frontline combat, Guards are physical powerhouses that come with matching battle skills and equipment. They favour heavy and exotic weapons, often carrying heavy machineguns, grenade launchers or even railguns as ordinary soldiers would carry rifles.

Terminal Guardian

Str	Dex	End	Com
4	2	5	2
Int	Awa	Pre	Cha
1	4	1	1
Agility	16	Appearance	12
Speed	16	Willpower	4
Toughness	10		

Athletics	2	(+6)
Climbing	4	(+8)
Weapons (melee)	2	(+6)
Weapons (ranged)	4	(+6)
Stealth	3	(+5)
Microgravity	4	(+9)
Stamina	5	(+10)
Craft	2	(+3)
Navigation	4	(+5)
Listen	3	(+7)
Spot	3	(+7)
Intimidate	2	(+3)

Traits
Artificial being
Natural armour 9 (P)
Sure aim
Marksman
Commando

Terminal Guardians are Technosapien constructs employed as sentries and mobile weapon platforms. Barely sentient, but extremely loyal, Terminal Guardians can be trusted to perform security duties on board Technosapien ships and facilities. However, they are rarely left completely unattended, with a handler usually not too far away. They come in a variety of designs and sizes, often resembling a cluster of mechanical limbs joined at a common shoulder. Terminal Guardians may also be employed in simple maintenance tasks, though they lack the ability to make complex repairs.

In combat, Terminal Guardians are simplistic but dangerous, following their instructions to the word. Technosapien Guards have also been known to employ them as mobile tripods, using them to carry heavy weapons. They may also employ such weapons when operating autonomously, though typically carry smaller weapons more suited to their security role.

LIFEFORMS

THERMAL MAGGOT

Str	Dex	End	Com
3	2	4	3
Int	Awa	Pre	Cha
1	3	2	2

Agility	15	Appearance	14
Speed	15	Willpower	6
Toughness	8		

Athletics	2	(+8)
Climbing	3	(+9)
Unarmed combat	3	(+9)
Weapons (melee)	2	(+8)
Gymnastics	3	(+5)
Stealth	2	(+4)
Stamina	4	(+8)
Survival	3	(+6)
Navigation	2	(+4)
Listen	3	(+6)
Spot	3	(+6)
Track	3	(+6)

Traits
Blind sense (vibration)
Burrowing
Camouflage
Extremophile (extreme heat)
Healing factor
Natural armour 6 (T)
Natural weapons (teeth) 1d4+3 (P)

Thermal Maggots are the larval stage of Watchers. Resembling large burrowing worms, their bodies are white and segmented with a thick outer skin. They favour warm environments and are capable of tolerating heat far in excess of most other living creatures. In their natural environments, Thermal Maggots are often found in the ground around geothermal vents, magma pockets or other hot spots. However, they are also attracted to power stations and the warm engine bays of unattended starships, occasionally with disastrous results.

Thermal Maggots are not especially dangerous or effective combatants, but can be a threat to humanoids simply due to their large size and sharp teeth. However, they are often found in relatively large numbers and, while a single Maggot might not be a danger, a swarm of them can quickly overwhelm much stronger opponents.

TIMELESS BUILDER, SMALL

Str	Dex	End	Com
4	6	5	3
Int	Awa	Pre	Cha
3	4	3	3

Agility	20	Appearance	16
Speed	20	Willpower	6
Toughness	10		

Athletics	3	(+7)
Climbing	4	(+8)
Weapons (melee)	3	(+7)
Stealth	2	(+8)
Microgravity	5	(+10)
Stamina	4	(+9)
Craft	5	(+8)
Navigation	3	(+6)
Technology	4	(+7)
Listen	3	(+7)
Spot	3	(+7)
Expression	2	(+5)

Traits
Alien mind
Artificial being
Natural armour 9 (P)
Microgravity adaptation
4x Natural weapons (tentacles) 1d6+4 (P)
Space adaptation
Space flight (2x speed)

Timeless Builders are a strange race of machine life, descended from the creations of a now dead transhuman race. Their forms and designs vary greatly, from a few millimetres in length to exceeding that of the largest warships. The most commonly encountered smaller Builders are approximately the size of an adult human and somewhat resemble a combination of lobster and octopus in appearance.

Timeless Builders are not typically aggressive and have never been known to cause injuries to members of the other races of the galaxy, though they do frequently fight with each other for reasons that are not well understood. It is known that faults and software corruptions do occur among their kind, so the possibility of a dangerous rogue can't be completely discounted. However, such rogues are not tolerated by other Builders and scholars have observed specialised Builders, known as Reapers, hunting potentially dangerous anomalies down.

LIFEFORMS

Uplifted Bear

Str	Dex	End	Com
8	2	5	3
Int	Awa	Pre	Cha
3	3	3	3

Agility	15	Appearance	16
Speed	20	Willpower	6
Toughness	10		

Athletics	2 (+10)
Climbing	3 (+11)
Weapons (melee)	3 (+11)
Weapons (ranged)	3 (+5)
Gymnastics	1 (+3)
Stamina	4 (+9)
Swimming	3 (+8)
Survival	2 (+5)
Navigation	3 (+6)
Listen	3 (+6)
Spot	3 (+6)
Intimidate	3 (+6)

Traits
Ambidextrous
Blind sense (smell)
Die hard
Natural weapons (teeth) 1d8+8 (P)
2x Natural weapons (claws) 1d6+8 (P)

Bears are a species of animal known to have existed in the distant past, though they had gone extinct their genetic code was preserved. Before the formation of the First Golden Empire, the forerunners of the group that would later come to be known as the Bioartisans reintroduced many such lost species to their worlds. From these species, they experimented on some with a process known as uplifting, increasing their intelligence and mental faculties as well as modifying their bodies to a more humanoid form capable of speaking human languages.

Uplifted Bears are much larger than most races of human descent, often standing over 240cm tall and weighing as much as 350kg, though this varies greatly from individual to individual. Their immense physical strength and natural endurance makes them exceptional brawlers, often finding work as bodyguards or security officers.

Uplifted Lion

Str	Dex	End	Com
6	4	4	3
Int	Awa	Pre	Cha
4	3	4	4

Agility	17	Appearance	18
Speed	20	Willpower	6
Toughness	8		

Athletics	3 (+9)
Climbing	1 (+7)
Weapons (melee)	4 (+10)
Weapons (ranged)	4 (+8)
Gymnastics	3 (+7)
Stealth	3 (+7)
Survival	3 (+6)
Navigation	3 (+7)
Listen	4 (+7)
Spot	3 (+6)
Intimidate	3 (+7)
Manipulate	3 (+7)

Traits
Ambidextrous
Blind sense (smell, low light vision)
Close combat expert
Devastating Lunge
Eagle eyes
Natural weapons (teeth) 1d6+6 (P)
2x Natural weapons (claws) 1d6+6 (P)

Uplifted Lions share their origin with Uplifted Bears, though they are far less common and have a reputation for being dangerous and somewhat unpredictable. Uplifting experiments on cats have largely been a dead end, with Lions being the only ones to exist in meaningful numbers. Like other uplifted animals, their bodies have been extensively modified, giving them a more humanoid form and allowing them to communicate in human languages.

Uplifted Lions tend to be tall and muscular by transhuman standards, though more slender and less bulky than Bears. An adult male stands around 240cm tall and weighs around 150kg, while females typically reach up to 220cm in height and weigh around 100kg. Like Uplifted Bears, their physical abilities and natural instincts make them well suited to combat roles, though they are averse to taking orders and tend to do poorly when attempting to integrate into a traditional military structure.

LIFEFORMS

Uplifted Spider

Str	Dex	End	Com
4	4	3	3
Int	**Awa**	**Pre**	**Cha**
4	3	2	3

Agility	17	**Appearance**	15
Speed	18	**Willpower**	6
Toughness	6		

Athletics	2 (+10)
Climbing	5 (+11)
Weapons (melee)	3 (+7)
Weapons (ranged)	3 (+7)
Gymnastics	3 (+7)
Stealth	4 (+8)
Stamina	3 (+6)
Survival	2 (+5)
Navigation	3 (+7)
Listen	3 (+6)
Spot	3 (+6)
Socialise	4 (+7)

Traits
Ambidextrous
Blind sense (low light vision)
Natural armour 6 (P)
Natural weapons (fangs) 1d8+3 (P)
2x Natural weapons (palps) 1d4+3 (T)

Not to be mistaken for an Insectoid, Uplifted Spiders are one of the most extreme examples of uplifting known to have occured. It is generally thought that so much modification and alteration was done, that very little of what could be considered a spider mind actually remains. Ironically, this has resulted in Uplifted Spiders being among the more sociable and well adjusted uplifts, integrating very easily into the galactic community, despite their potentially startling appearance.

Uplifted Spiders are far larger than their ancient wild counterparts, though retain a broadly similar form. An adult male typically stands around 100cm tall at the cephalothorax and weighs up to 45kg, while females grow much larger, reaching as much as 200cm tall and weighing up to 260kg. Uplifted Spiders are also far more willing to embrace biological and cybernetic augments than other uplifts.

Uplifted Walrus

Str	Dex	End	Com
8	2	6	3
Int	**Awa**	**Pre**	**Cha**
3	3	3	3

Agility	15	**Appearance**	16
Speed	20	**Willpower**	6
Toughness	12		

Athletics	2 (+10)
Weapons (melee)	3 (+11)
Weapons (ranged)	2 (+4)
Drive/pilot	3 (+5)
Gymnastics	1 (+3)
Stamina	4 (+10)
Swimming	5 (+11)
Survival	3 (+6)
Navigation	3 (+6)
Listen	2 (+5)
Spot	3 (+6)
Intimidate	3 (+6)

Traits
Natural armour 2 (P)
Natural weapons (tusks) 1d8+4 (P)
Swimmer

Uplifted Walruses share their origin with other uplifted animals and are relatively more common than Lions, but somewhat less common than Bears or Spiders. Like other uplifted animals, their bodies have been extensively modified, giving them a somewhat more humanoid form, though less so than with Lions or Bears, and allowing them to communicate in human languages. Uplifting experiments are known to have been carried out on other aquatic animals, with Walruses eventually being selected over dolphins for many of the same reasons that cats did not see widespread uplifting despite much initial enthusiasm.

An average male Uplifted Walrus is larger even than the biggest Uplifted Bears, growing to 400cm from head to tail and weighing upwards of 1000kg. Females are smaller, but still considerably larger than most transhuman races, reaching around 300cm in length and weighing more than 400kg. Uplifted Walruses are useful in a variety of maritime jobs, but tend to be short tempered and prone to tantrums.

LIFEFORMS

WATCHER

Str	Dex	End	Com
3	5	3	3
Int	**Awa**	**Pre**	**Cha**
2	5	3	2

Agility	20	**Appearance**	15
Speed	18	**Willpower**	6
Toughness	6		

Athletics	2 (+5)
Climbing	3 (+6)
Weapons (melee)	3 (+6)
Weapons (ranged)	3 (+8)
Stealth	3 (+8)
Microgravity	4 (+7)
Stamina	3 (+6)
Survival	3 (+6)
Navigation	3 (+5)
Listen	3 (+8)
Spot	5 (+10)
Intimidate	2 (+4)

Traits
Blind sense (low light vision)
Camouflage
Extremophile (extreme heat)
Flight (2x speed)
Healing factor
Natural armour 6 (T)
2x Natural weapons (claws) 1d6+3 (P)
Natural weapons (chemical laser) 3d6/2d6/1d6 (P)
Space adaptation

Natural weapons (chemical laser)
Watchers possess an extremely complex internal organ within their heads which functions in much the same way as a chemical laser, able to emit pulsed beams of coherent though a massive central lens. The chemical laser attack uses a Watcher's weapons (ranged) skill and has the same profile as a laser rifle, except that it does not require two hands to operate and ceases to function if the Watcher dies.

Watchers are the adult stage of Thermal Maggots and are considerably more dangerous, capable of flight and projecting deadly beams of coherent light from their heads. Approximately the size of an adult human, they resemble massive four-legged flies with heads that are studded with a seemingly random arrangement of eyes around the central lens. Although incapable of space flight, they can even survive in the vacuum of space.

WATCHER QUEEN

Str	Dex	End	Com
4	4	6	3
Int	**Awa**	**Pre**	**Cha**
3	4	3	2

Agility	18	**Appearance**	15
Speed	18	**Willpower**	6
Toughness	12		

Athletics	2 (+6)
Climbing	3 (+7)
Weapons (melee)	3 (+7)
Weapons (ranged)	4 (+8)
Stealth	1 (+5)
Microgravity	4 (+10)
Stamina	3 (+9)
Survival	3 (+6)
Navigation	3 (+6)
Listen	3 (+7)
Spot	4 (+8)
Intimidate	2 (+4)

Traits
Blind sense (low light vision)
Camouflage
Extremophile (extreme heat)
Flight (2x speed)
Healing factor
Natural armour 9 (T)
2x Natural weapons (claws) 1d6+4 (P)
Natural weapons (chemical laser) 3d8/2d8/1d8 (P)
Space adaptation

Natural weapons (chemical laser)
Watcher Queens possess an extremely complex internal organ within their heads which functions in much the same way as a chemical laser, able to emit pulsed beams of coherent though a massive central lens. The chemical laser attack uses a Watcher's weapons (ranged) skill and has the same profile as a laser cannon, except that it does not require a tripod to operate and ceases to function if the Watcher dies.

Watcher Queens are a rare form of adult Watcher, emerging from approximately only one in a hundred Thermal Maggots. They share the appearance of other Adult Watchers, although grow to almost four times the size and are the only Watchers capable of reproducing. A single Queen is able to lay fifty Maggot eggs in a single batch and may lay several such batches over a period of three standard months before its short life ends.

LIFEFORMS

WITCH, APPRENTICE

Str	Dex	End	Com
2	5	3	4
Int	Awa	Pre	Cha
3	3	3	3

Agility	17	Appearance	16
Speed	16	Willpower	8
Toughness	6	Spirit	2

Athletics	3 (+5)
Weapons (melee)	4 (+6)
Weapons (ranged)	3 (+8)
Gymnastics	4 (+9)
Stealth	3 (+8)
Concentration	4 (+8)
Psionics	4 (+8)
Listen	3 (+6)
Sense motive	3 (+6)
Intimidate	2 (+5)
Expression	3 (+6)
Manipulation	3 (+6)

Traits
Adaptable psyche
Apprentice
Naturally seductive
Expert disarm
Unpredictable dodge
Psion
Telepathy

Augments
Adrenal injectors
Double joints
Pheromone glands

Apprentice Witches are younger and less experienced members of the Witches of Cetebos, usually serving as one of a number of assistants to a veteran Elder. Although considered trainees within their own faction, they are highly capable psions, far exceeding the abilities of most others. Even Emissary psions, though more capable in other ways, are not capable of the more esoteric feats of psionic power that Apprentice Witches are capable of demonstrating.

For further details on Spirit and the Witches' unique psionic abilities, see their relevant entry in the Factions chapter of this book.

WITCH, ELDER

Str	Dex	End	Com
3	5	3	5
Int	Awa	Pre	Cha
3	4	3	4

Agility	19	Appearance	17
Speed	18	Willpower	10
Toughness	6	Spirit	4

Athletics	3 (+6)
Weapons (melee)	5 (+8)
Weapons (ranged)	3 (+8)
Gymnastics	5 (+10)
Stealth	4 (+9)
Concentration	4 (+9)
Psionics	5 (+10)
Listen	3 (+7)
Sense motive	3 (+7)
Intimidate	2 (+5)
Expression	3 (+7)
Manipulation	3 (+7)

Traits
Adaptable psyche
Mentor
Naturally seductive
Expert disarm
Close combat expert
Unpredictable dodge
Psion
Telepathy

Augments
Adrenal injectors
Double joints
Pheromone glands
Razor talons 1d6+3 (P)

Despite their youthful and athletic appearance, Elder Witches are very experienced psions, possibly even centuries old. Although distrustful of other Elders, most oversee a cabal of Apprentice Witches and may even have access to such abominations as an Avatar of Caliban. Their psionic feats are unmatched anywhere in the known galaxy, making them both useful agents of the Third Golden Empire and potentially deadly adversaries.

In combat, an Elder Witch will only join the battle when she feels that her safety is ensured or no choice is available. Elders will employ whatever minions, weapons and poisons they have available and deem necessary.

LIFEFORMS

Xenoptera

Str	Dex	End	Com
5	3	4	3
Int	Awa	Pre	Cha
2	4	3	2
Agility	17	Appearance	15
Speed	18	Willpower	6
Toughness	8		

Athletics	3	(+8)
Climbing	2	(+7)
Weapons (melee)	3	(+8)
Gymnastics	2	(+5)
Stealth	3	(+6)
Stamina	3	(+7)
Swimming	4	(+8)
Survival	3	(+6)
Navigation	4	(+6)
Listen	3	(+7)
Spot	4	(+8)
Track	4	(+8)

Traits
Blind sense (low light vision)
Flight (2x speed)
Natural armour 6 (P)
Natural weapons (teeth) 1d8+5 (P)

Xenoptera are large, flying, reptile-like animals that are frequently used as mounts on planets where grav vehicles are uncommon or rendered inoperable by electromagnetic interference. Their huge wings are covered in thousands of feather-like scales and their long beaks are studded with hundreds of tiny, needle sharp teeth. Despite being large predatory animals, they are quite safe to most humanoids and prefer to hunt small fish in the wild.

Adult Xenoptera can grow up to 5m long from the ends of their beaks to the tips of their stubby tails, possess 10m wingspans and weigh upwards of 300kg. Because of their large size and strength, Xenoptera can be extremely dangerous if provoked. In combat, they tend to posture and threaten an opponent by spreading their wings and standing tall on their legs, but will ferociously lunge and bite with their sharp teeth if not backed away from.

Zombie Thrall

Str	Dex	End	Com
4	2	4	3
Int	Awa	Pre	Cha
2	2	3	1
Agility	14	Appearance	14
Speed	16	Willpower	6
Toughness	8		

Athletics	3	(+7)
Climbing	3	(+7)
Weapons (melee)	3	(+7)
Unarmed	3	(+7)
Stealth	2	(+4)
Stamina	4	(+8)
Swimming	2	(+6)
Survival	3	(+6)
Navigation	3	(+5)
Listen	2	(+4)
Spot	3	(+5)
Track	3	(+5)

Traits
Hive mind
Natural weapons (teeth) 1d4+4 (P)
One Weakness (Spike of Nastral)
Remote controlled
Undead

One Weakness (Spike of Nastral)
Zombie Thralls are impervious to damage of any kind, appearing to shrug it off as if they were an Emissary spending Sympathy to negate damage. However, if an opponent successfully grapples them or gains the upper hand in a grapple, they may remove the nail protruding from the Thrall's neck as a standard action. When the nail is removed, the Thrall instantly crumbles to dust.

Zombie Thralls are humanoid corpses animated by an alien artefact of unknown design and controlled like puppets even across vast reaches of space, where such remote control would usually come with an impossible time lag. Within each thrall is a single 24cm long nail embedded within the brain stem, known as a Spike of Nastral. Victims initially remain in complete control of their bodies, but require no food, water or sleep and are immune to injury and all known diseases and poisons. However, at any moment they may unknowingly fall under the thrall of the alien intelligence and lose all traces of their original personality.

Ambassador Coren

Str	Dex	End	Com
5	5	5	4
Int	Awa	Pre	Cha
4	3	4	4
Agility	18	Appearance	18
Speed	20	Willpower	8
Toughness	10		

Athletics	3 (+8)	
Gymnastics	3 (+8)	
Stealth	4 (+9)	
Weapons (ranged)	4 (+9)	
Academics	3 (+7)	
Craft	5 (+9)	
Technology	5 (+9)	
Listen	3 (+6)	
Sense motive	4 (+7)	
Intimidate	4 (+8)	
Expression	5 (+9)	
Manipulation	5 (+9)	

Traits
Artificial being
Natural armour 10 (P)
Blood opera
Sure aim
Eidetic memory
Polymath
Danger sense
Cold dead eyes
Practised socialite
Talented dancer

Augments
Armoured vitals
Cybernetic arm x2
Cybernetic leg x2
Multispectral vision

Ambassador Coren is one of the most influential Technosapien Ambassadors currently active within the Empire. Despite stiff initial opposition, she has successfully ingratiated herself with the nobility of the Central Empire, bringing diplomatic relations with the Technosapiens to an all time high. Despite this success, there are still many on both sides that would prefer to see her fail.

Faulkner

Str	Dex	End	Com
5	3	5	4
Int	Awa	Pre	Cha
3	2	2	2
Agility	14	Appearance	14
Speed	17	Willpower	8
Toughness	10	Sympathy	4

Weapons (melee)	5 (+10)	
Unarmed combat	5 (+10)	
Weapons (ranged)	4 (+7)	
Drive/Pilot	4 (+7)	
Microgravity	5 (+10)	
Stamina	5 (+10)	
Craft	4 (+7)	
Technology	4 (+7)	
Investigation	2 (+4)	
Listen	2 (+4)	
Spot	2 (+4)	
Intimidate	2 (+4)	

Traits
Artificial being
Multilingual
Natural armour 6 (P)
Game of death (mastery)
Iron guard (mastery)
Close combat expert
Stunt pilot
Die hard (mastery)
Juggernaut (mastery)
Hacker
Mechanical savant

Ideals
Duty
Restraint

Faulkner is a Mechanoid Emissary of unusual design, retaining only a rough approximation of the humanoid outline he once had. Some have likened him to a walking scrappers yard, due to his propensity for assimilating and layering new technology over his body. However, his chaotic appearance is deceptive, easily concealing a myriad of tools and powerful, highly customised weaponry. Faulkner specialises in dealing with technological threats to the Empire and is well known for his exemplary service in the Graveyard and Technosapien space.

HEROES and VILLAINS

HEIYD, THE WHISPERING DEATH

Str	Dex	End	Com
4	6	3	5
Int	Awa	Pre	Cha
4	4	4	4
Agility	20	Appearance	18
Speed	20	Willpower	10
Toughness	6	Spirit	5

Athletics	4 (+7)	
Weapons (melee)	5 (+9)	
Weapons (ranged)	3 (+9)	
Gymnastics	5 (+11)	
Stealth	5 (+11)	
Concentration	4 (+9)	
Psionics	5 (+10)	
Listen	3 (+7)	
Sense motive	4 (+8)	
Intimidate	4 (+8)	
Expression	3 (+7)	
Manipulation	5 (+9)	

Traits
Adaptable psyche
Mentor
Naturally seductive
First blood
Expert disarm
Close combat expert
Unpredictable dodge
Psion
Telepathy
Cold reading
Cold dead eyes
Hypnotic suggestion

Augments
Adrenal injectors
Double joints
Pheromone glands
Razor talons 1d6+4 (P)

Heiyd, The Whispering Death, is a name that gives adults nightmares. An ancient Elder Witch, responsible for millions of deaths and countless atrocities, her whereabouts and current appearance are unknown. Despite dozens of Emissaries scouring the known galaxy for her, there have been no confirmed sightings in over a decade. Few doubt that her return will be uneventful.

JOAN SOL

Str	Dex	End	Com
5	5	5	2
Int	Awa	Pre	Cha
6	4	2	3
Agility	19	Appearance	19
Speed	20	Willpower	4
Toughness	10		

Athletics	2 (+7)	
Gymnastics	2 (+7)	
Stealth	4 (+9)	
Weapons (ranged)	4 (+9)	
Academics	5 (+11)	
Knowledge	5 (+11)	
Technology	5 (+11)	
Spot	2 (+6)	
Investigation	5 (+9)	
Leadership	2 (+4)	
Communication	4 (+7)	
Expression	4 (+7)	

Traits
Epiphany
Famous
Natural armour 4 (P)
Striking looks
Sure aim
Unpredictable dodge
Abstract knowledge
Eidetic memory
Polymath
Talented photographer
Talented singer

Augments
Cybernetic arm x2
Laminated skeleton

Scientist Joan Sol is a highly respected lead researcher on the Timeless Builders, well known for her work throughout the known galaxy. Joan is a tall, well figured woman of middle eastern ethnicity, with short crimson hair and crystal blue eyes. Her popular science holoblogs are watched by many and have contributed greatly to a renewed interest in the Builders and increased research funding for their study. Joan is also famous for her gung-ho attitude and unintended adventures, never shying away from a potentially dangerous situation.

KARKOSKY

Karkosky is a Human Emissary who grew up in the harsh environment of the outer fringe. A prodigious psion and talented gunslinger, Karkosky embraced augmentation as a way to overcome his physical weaknesses. More machine now than man, he strives to become something greater, with little care for the consequences. In combat, arcs of lightning leap from his body while he unloads his pistols, inflicting wounds more grievous than the bullets ever could alone. Despite his humble origins, he has steadily carved out a name for himself, striking fear in the hardened smugglers and crime lords of Kagrion.

Str	Dex	End	Com
4	7	6	4
Int	Awa	Pre	Cha
3	4	2	2

Agility	21	Appearance	14
Speed	21	Willpower	8
Toughness	12	Sympathy	4

Athletics	2 (+6)
Weapons (melee)	4 (+8)
Weapons (ranged)	5 (+12)
Drive/Pilot	2 (+9)
Stealth	5 (+12)
Microgravity	4 (+10)
Concentration	5 (+9)
Psionics	5 (+9)
Navigation	2 (+5)
Listen	4 (+8)
Spot	4 (+8)
Intimidate	2 (+4)

Traits
Ambidextrous
Death wish
Driven
Expert disarm
Blood opera (mastery)
Gunslinger (mastery)
Die hard
Resolute (mastery)
Psion (mastery)
Danger sense
Eagle eyes

Ideals
Duty
Deterrence

Augments
Cybernetic arm
Joint motors
Laminated skeleton
Multispectral vision

Solanin Cain

Str	Dex	End	Com
2	2	2	5
Int	**Awa**	**Pre**	**Cha**
4	4	2	2
Agility	20	**Appearance**	18
Speed	20	**Willpower**	10
Toughness	6	**Spirit**	5

Concentration	5 (+10)
Long term memory	4 (+9)
Psionics	5 (+10)
Survival	4 (+9)
Academics	5 (+11)
Knowledge	4 (+9)
Working memory	5 (+10)
Technology	3 (+7)
Craft	3 (+7)
Investigation	2 (+6)
Sense motive	4 (+8)
Manipulation	3 (+5)

Traits
Adaptable Psyche
Allies
Sociopathy
Memory training
Seen it All
Survivor
Telepathy
Abstract Knowledge
Eidetic Memory
Polymath
Cold Reading

Solanin Cain is the only son of renowned zoologist Lyubomir Cain and his wife, the ambitious Imani Esaw Cain. Tragedy struck when Lyubomir took a position working for the infamous, but wealthy Umaerom family in order to provide stability for his young son. Exposed to a life of luxury and hedonism, Imani became a plaything of the Umaeroms, undergoing extensive biological augmentation and eventually ending up as an exhibit in their human bestiary.

Repulsed by his parents' servitude, the young Solanin fled, living a hard life on the streets of Utoxeter before eventually being taken in by the Sisters of the Celestial Tear. Nurtured and encouraged by the Sisters, he excelled academically, easily securing himself a scholarship and work placement with Renfta Tur interstellar haulage, where he has risen up the ranks. However, Solanin's hard working attitude and calm demeanour hides an insatiable desire for power and shocking lack of empathy. He will do anything to further his goals, becoming ever bolder about crossing moral boundaries in the process. Careful and calculating, he is a dangerous foe.

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ADVENTURE
BEGINS

Encroaching Shadows
Tutorial scenario

Enceladus Maximillion

Enceladus Maximillion is a tree of a man, wrinkles like deep crevices spread across his exposed flesh, but his expression and posture are hard as the concrete domes of Atraxis. Nearing the end of his ninetieth year, he remains a formidable sight that few would dare to cross, a veteran Emissary rumoured by many to count among the ranks of the Forlorn Hope. He stands before you today as a familiar figure, having personally undertaken the final stages of your training. Whittled down from the countless hopefuls and applicants, only you remain. Today you are Emissaries.

Standing in the central amphitheatre-like central training room of the now-familiar Xiaolong station, you feel uneasy under Maximillion's gaze, knowing that all manner of lethal hazards could manifest themselves from the walls or floor at any moment. He moves forwards and clears his throat to speak.

"You are my students no longer. Today you become my flesh and blood, we will stand as equals."

He pauses and for a moment you notice the flicker of a mischievous smile cross his face. To any others it would have been barely visible, ignored as nothing more than a twitch, but you know this man too well.

"But not yet. Indulge an old man one last time and show me the fruits of your training. With nothing more than your chosen weapon and your combat skills, defeat these foul creatures!"

Maximillion waves his hand and from the walls burst forth a group of aggressive synthoids, one for each player and each holding an arming sword in hand. The arena is a circular area, some 30m in radius and with a ceiling 15m high. From the floor, pillars and low walls emerge at random, providing scattered cover and obstacles.

This is a good opportunity as a GM to teach players the fundamentals of combat and skill use. The character with the highest agility acts first, followed by the rest in order. If there is a tie, tied players each roll a die and the player with the highest result goes first. A character may make two actions during a turn, such as moving, attacking or using a skill. Refer to the relevant chapters for more details.

After the creatures are all defeated, Maximillion heals any injuries suffered by the players and uses items imbued with Sympathy to recover any that has been spent.

"You are capable warriors. Now show me your indomitable spirit and the depths of your connection to your Simulcra. When you step across this field you walk through a room containing plasma from this station's reactor. It burns with the searing heat of a thousand stars. Now come, walk through it, but do not linger!"

A force field flickers into life in front of Maximillion, some 5m across, 15m wide and stretching from floor to ceiling. Moments later it is flooded with a blinding white light as it is pumped full of billion degree plasma.

An Emissary can cross through the deadly plasma without harm as long as they spend a point of Sympathy to negate the damage dealt to them.

"Always remember that your Simulcra can protect you from any harm, but never let it become a crutch. Once you have exhausted your sympathetic link to it, you are as vulnerable as any other mortal. Enough now, I thank you for indulging my final requests. You had already proven yourselves, you are all truly Emissaries. Rest well tonight, for tomorrow you will receive your first missions."

The players may not yet leave the station, but are otherwise free to explore it. As well as the central training room, the stations possesses four smaller training rooms, accessible from a circular corridors around the central area, an archive, armoury, dining hall, hangar and residential block with rooms for up to thirty people, most of which are currently unoccupied. There are also maintenance hatches leading to the reactor and communications array, though these are currently locked and presumably require some kind of maintenance pass.

This is a good opportunity to let players explore, chat with each other and make some basic skill checks in a safe environment. After some time has passed, the station lights will shut off and an intercom voice will announce "Station now simulating one standard night cycle". This can be used to accelerate the pace of the game if too much time is being wasted.

Training room 1

This training room is a large, empty, circular chamber, smaller than the central training room. The room is completely empty except for an octagonal box in the middle. If a character approaches the box, an intercom voice will announce "Climbing pit activated, now venting atmosphere". The floor will begin to sink away immediately, creating a 30m deep pit with ragged, cliff-like walls on all sides. The atmosphere in the room will also start to vent, making regular flight impossible (space flight does not require atmosphere). However, the octagonal box will open to reveal a number of different breathing masks (each tailored to one of the characters).

Successfully climbing the walls will require three consecutive TR 14 climb checks. Remember that a successful roll is required to make progress, but a failure does not necessarily mean that the character falls. However, a critical failure or an especially low roll should result in a significant consequence, such as falling or even damaging their breathing mask. If a character would begin to suffocate for any reason, the intercom will announce "Training aborted" and return the room to normal.

Training room 2

This training room is a large, circular chamber, smaller than the central training room. The room is dominated by the presence of an octagonal arena with a wire mesh cage surrounding it on all sides. There is a gate in the side of the cage with a simple locking mechanism that allows access to the arena. If a character climbs into the arena, an intercom voice will announce "Commence wrestling training" and a fully grown hooded worm (see Lifeforms chapter) will be dumped into the arena through a hole that briefly opens up in the roof. The worm's scalpel-like teeth have been removed, causing its natural weapons to inflict temporary rather than persistent damage.

Training room 3

This training room is a large, circular chamber, smaller than the central training room. The room is littered with all manner of randomly distributed debris, pieces of scrap metal, storage units and a damaged kitchen sink. If a character walks into the centre of the room, an intercom voice will announce "Commence microgravity training, artificial gravity disabled". Gravity in the room will cease, causing the character and the objects in the room to begin floating around. A character with the microgravity skill may move freely around the room at their normal speed, a character without the skill must make a successful TR 16 (untrained) microgravity check to move at more than half speed.

Training room 4

This training room is a large, empty, circular chamber, smaller than the central training room. A large round disk with a hefty handle in visible in the middle of the floor. If a character walks into the room, an intercom voice will announce "Commence underwater training, flooding initiated". The door will slam shut and holes will open up in the ceiling and begin dumping tonnes of water into the room, causing the water level to rise by half a metre each round (every 5 seconds). Remember that a character with the swimming skill may move at half speed without making a check, a character without the skill must make a successful TR 16 (untrained) swimming check to move at more than quarter speed. A TR 14 or TR 16 (untrained) swimming check is required to dislodge the plug in the centre of the room once a character has made their way to it. Once the plug is dislodged, the water will empty and the door will open.

Archive

The archive is a poorly organised collection of mixed media records, ranging from paper, to books, magnetic tapes, memory crystals, pickled cyberbrains and so on. There doesn't seem to be any particularly sane order to things, though presumably a lot of information is contained within the various records. A TR 18 academics check will reveal any information given in this rulebook about a particular item, faction, location, vehicle or similar topic, subject to GM discretion. The player must know what they are looking for. Searching for information about Enceledus Maximillion reveals few hard facts, but indicates that he has been an Emissary for just over seventy years and has, at various points in history, served alongside many famous names, including Zorin Dhalk and Isaias Toten.

Armoury

The armoury is a fairly small room, combining equal parts storage space and work stations with a variety of metal working tools and machinery. Maximillion used the materials and equipment here to craft the starting Emissary weapons chosen by each player. Any additional weapons or armour owned by the party, that is not currently being carried, is held in a storage unit, with the name of the character it belongs to marked on it. An inactive data terminal is also prominently positioned next to the main work bench.

A player may wish to search the room to find additional useful equipment or material amongst the clutter on the work stations. They should make an investigate skill check and compare their result to the targets below.

TR 14:
Superior craft tools, though Maximillion may not be pleased if these go missing.
Basic rifle scope (basic tool for use with the weapons (ranged) skill).

TR 16:
As above. 15 shock bolts suitable for use in a light pistol or SMG. Could be modified with a TR 14 craft check to work in a hybrid pistol or hybrid SMG.

TR 18:
As above. 100g of raw Simulcrum.

A player may wish to operate the data terminal. A TR 14 technology check is required to successfully boot it up and log in as a basic user. The terminal contains blueprints and material requirements for a variety of different Emissary weapons (allow player to browse list given in the equipment chapter). A TR 18 check reveals that Maximillion recently crafted a replica of the Emissary weapon called Divine Fury.

Dining hall
A relatively spacious area that once sat almost thirty hopefuls, the empty tables are a reminder of those who didn't make it this far. Memories of raucous celebrations and sad farewells fill this place. An Emissary should embrace such feelings without being influenced by them. More importantly, there are also delicious snacks and cans of Psychoschlock beer in the stores. A TR 14 investigate check reveals an expensive looking bottle of Caladorian Ale that Maximillion had stashed away.

Hangar
The hangar is a cavernous area situated behind a double airlock, a combination of blast door and force field prevent air from escaping out into the void of space. A modified Starstreak IV, belonging to the characters, sits in the centre of the hangar, currently being serviced by a host of simple robotic engineers. Players may board and appraise their vehicle, although it is currently in the process of being prepared for flight operations and cannot yet be flown.

Residential block
The residential block is a sprawling collection of near-identical single occupancy rooms, connected by a small maze of short corridors. In total there are thirty rooms in the block, though all but those belonging to the player's characters are presently unoccupied and empty except for a bed and storage unit. Any additional items the characters possess but aren't carrying, other than weapons and armour, is stored in their rooms. It is up to the players to describe, if necessary, what other personal belongings they have and how their rooms are organised. An investigation check of the other rooms only reveals that they have been cleaned very thoroughly, probably by maintenance robots.

The Early Morning
After the characters have finished looking around and have decided to rest, they will be awoken a while later by an intercom announcement summoning them to the hangar. Assume that enough time has passed for them to have recovered any spent Sympathy. If they proceed to the hangar, they will find Maximillion waiting for them in front of the fully prepared Starstreak IV.

"My friends, thank you for coming, I have some distressing news and a personal request to make of you. My old friend and former student, the Emissary Alaric Barca, has been found dead on his personal transport. I ask of you to help me investigate this matter and, if necessary, take action in the name of justice. Details are sparse at the moment, but I will try to answer what questions you might have."

Alaric's transport appears to have been set to autopilot and was on a course that would have eventually seen it arrive at this very station. However, it was challenged on the way, not far from here, by an Imperial vessel carrying out routine cargo inspections. When the transport didn't respond, they boarded it and made the startling discovery. Apparently things have been left as they were found and the transport has been impounded at a local base, where personnel were instructed to await further orders. The guild of Emissaries was contacted, being deemed most qualified to investigate the matter, and the information was passed on to Maximillion, who was the closest available Emissary at the time.

Maximillion suggests that they embark on the Starstreak and leave for the Imperial base as soon as everyone is ready to depart. If they do so, the journey is short and uneventful, just a few hours of transit to arrive at the base.

SCENARIOS

Landing at Imperial Base – Dupleon 412b

Dupleon 412b is relatively small for an Imperial naval base, serving mostly as a hub for local law enforcement duties. It has facilities for impounding medium sized vessels and temporary holding cells for smugglers or pirates. The largest military vessel it operates is a single, rather tired looking frigate, the IDV Stormrunner. The Stormrunner has clearly been in more than a few scraps with local pirates and has visible battle damage to its hull. A relevant TR 14 knowledge check (such as military, weapons, vehicles or similar) will reveal that its shield generators have been destroyed, the bridge is damaged (but operational) and its tactical missiles have all been expended.

As the characters approach the base, they will receive an automated identification request that Maximillion will respond to, followed by instructions to dock in hangar one. Hangar one has landing spaces for four medium sized vessels, but currently houses only a single ship, a souped-up transport surrounded by a small group of Imperial soldiers. Maximillion will point the ship out to them, mentioning that it's probably Alaric's ship. There are no obvious signs of recent battle damage, although the ship has clearly been repaired and refitted many times in the past.

Upon landing and disembarking, the group will be greeted by an Imperial officer, Cat Green, and two soldiers wearing helmets and light armour. Cat is a young woman with deep purple skin, neatly kept platinum hair, striking green eyes and a stern look that adds an inescapable sense of authority to her otherwise elfin figure. She greets the group of Emissaries with something of a forced smile and welcomes them to the base.

"Welcome aboard Dupleon 412b, you'll forgive me if I don't give you a guided tour. We're a bit busy with an especially violent band of pirates at the moment and this added business about dead Emissaries, my condolences by the way, is frankly more than we can handle right now."

Cat won't hang around for long, but the players have a brief opportunity to ask her any questions. She's a very direct person that lacks tactfulness, but isn't intentionally difficult or unpleasant. If she feels like her time is being wasted, or she has answered all she can, she will quickly make her excuses and leave.

Alaric's ship is indeed the only other ship in the hangar. Everything has been left exactly as it was found and the guards around the ship have been instructed to let them through. They have free reign of the hangar and the ship. Although Cat has no legal ability to deny them access, she would appreciate that the Emissaries refrain from wandering around the rest of the base, as the base personnel are busy, tired and haven't been briefed for such an occurrence. If they have any particular need of access or other facilities, any of the soldiers in the hangar can reach Cat via their personal communicators and she can discuss the issue with them.

Cat has little interest in talking about herself, but will explain that she's currently the highest ranking officer on the base and the acting captain of the IDV Stormrunner, if asked. She won't discuss what happened to the previous captain, but looks a little shaken if the topic comes up.

When Cat leaves the hangar, the two soldiers with her remain as guards either side of the airlock that leads further into the base. If the players try to go through this door, the guards will ask them not to and attempt to contact Cat if ignored. The interior of the base is a labyrinth or corridors and rooms, filled with lots of busy personnel who don't know much of anything about Alaric or his ship. If the players waste their time wandering around the base talking to random people, Maximillion will suggest that they instead focus on investigating Alaric's ship.

Searching Alaric's Transport

Alaric's transport is a different model to the character's Starstreak IV, but a similar overall size and capacity. The extensive modifications and repairs make it difficult to discern who the original manufacturer was and which parts are even original. At one point it may have been an impressive vessel, with a host of advanced components, retrofits and upgrades. However, as it is, it appears to be a barely operational hunk of junk with missing panels and worn out components all over the place. Despite its heavy wear and tear, there doesn't appear to be any recent battle damage and it appears space worthy, even if it would struggle to pass a safety inspection. The rear access ramp is down and three soldiers stand guard by the side of it.

Cargo hold

The cargo hold is mostly empty, with a few crates and boxes secured against the walls. The floor is stained with congealed blood and marked with a few bloody footprints. An investigation check reveals the following:

TR 12:
No obvious signs of a struggle. The blood is only on the floor, no splatter on the walls.

TR 14:
As above. The blood appears to have spilled onto the floor as if from an open wound. Splatters aren't consistent with a violent event occurring within the cargo hold itself. The foot prints appear to have been made much more recently.

TR 16:
As above. The blood appears to be more than a day old. The shape and pattern of the foot prints appears consistent with military boots, probably Imperial issue.

Common room

An airlock door at the end of the cargo hold leads through into a small common room area with space for four or five people. The room contains a table surrounded by three comfortable looking seats and a few storage lockers. Blood and footprints stain this room, as with the cargo hold. An investigation check reveals the following:

TR 12:
A rolled up star chart is found on the floor. It is partially stained with blood and appears to have been stepped on, but some annotations can be made out. Etros Shell World is circled on the map and appears to be the destination of a journey that began at Aldor Station. There are navigation coordinates for a location in the Etros system.

TR 14:
As above. The storage lockers contain some personal belongings including games, data terminals and navigation charts. Some of the items are labelled and you come across the names Alaric, Anra and Ezra.

TR 16:
As above. The diary of an Emissary called Anra is stashed behind a panel at the bottom of one of the storage lockers. Recent entries talk about investigating a series of unusual events that occurred at a research facility on Etros Shell World. Details are fairly sparse, but it talks about workers going missing and reports of an unusual cult. These latest entries are only a few days old.

Bunks

The ship has an area with six very cramped cabins off to the side of the common room. Each cabin has a bed and one storage locker, there's no room for anything else. Three of the cabins are empty and appear to be unused. The other three cabins show signs of use. There is no blood in any of the cabins. An investigation check reveals the following:

TR 8:
Two of the used cabins contain male clothing and simple personal items, towels, cleaning products. The other used cabin is similar but contains female clothing. All of the clothing appears to be made to fit the human form.

Cockpit

The far end of the common room leads through to the cockpit, where the trail of blood also leads. The cockpit has seats for a pilot and a navigator side by side, with another seat for a sensor or weapons operator positioned behind them. Slouched over the pilot's seat is the dead body of a human male, a pool of blood surrounds him on the floor. The body is wearing a thick leather coat over some kind of light body armour and shows signs of multiple deep lacerations on the arms, torso and face. Maximillion immediately recognises the body as Alaric, but remains focused and composed.

An investigation check on the body reveals the following:

TR 12:
An Emissary weapon, an enhanced crystal blade, is concealed in a shoulder holster between the body armour and the coat. A pair of empty hybrid pistols are tucked into belt holsters on either side of the body.

TR 14:
As above. The belt also has pouches that seem like they would be a perfect fit for hybrid pistol magazines, but all of the pouches are empty.

An appropriate knowledge (such as medicine) or medicine check on the body reveals the following:

TR 12:
The body has multiple, relatively deep wounds caused by a short slashing weapon. There are also multiple, long scars over parts of the body.

TR 14:
As above. The spacing of the wounds suggests that they might have been caused by raking claws, although the cuts are very clean, of the sort produced by a very sharp knife. The scars are very recent and are of the sort that might be left behind after the other wounds had healed.

TR 16:
As above. The wounds were definitely caused by razor sharp claws or a claw-like weapon of some kind with razor sharp blades. Alaric clearly suffered a lot of such wounds and managed to heal some of them, presumably through expenditure of Sympathy.

A technology check on the consoles or navigation computer reveals the following:

TR 12:
There is currently an unfinished autopilot course entered into the navigation computer that would have sent it to Xiaolong station.

TR 14:
As above. The ship's navigation computer indicates that it has recently been to the following systems: Etros, Dupleon, Camlan, Aldor.

TR 16:
As above. The unfinished autopilot course has navigation coordinates for a location in Etros that was apparently the starting location of the current course.

If the players fail to discover any links to Etros Shell World, Maximillion will prompt them to look for more clues about what might have happened. Once they have found this information, he will suggest that they travel there to continue their investigation.

The Shadow Moves
As Maximillion is moving back into the cargo hold, an unrecognised Imperial officer steps onto the ramp, having approached from outside. The man screams "For the Divine Shadow!" at the top of his lungs and detonates a small atomic warhead concealed in his bag. Maximillion reacts instantly and the fireball of the detonation immediately reverses and then burns in place around the man, as if contained by some invisible force of unimaginable strength. For the next few seconds the tightly contained fireball burns from white hot through to a dull red and then finally vanishes, leaving no trace of the man behind.

Maximillion has just used Perfect Redirection to make his attacker the sole target of the atomic detonation.

Screams and gunfire can be heard outside. A few dead bodies can be seen around the hangar floor and it seems like two groups of Imperial soldiers are exchanging fire with each other. Two soldiers that were previously guarding the transport and one that was with Cat are taking cover behind some cargo containers near the bottom of the transport's access ramp. One of them shouts out to you, "Keep your heads down!" Across the hangar from them, near the Starstreak IV, is a group of four more soldiers firing in their direction. One of the soldiers appears to be trying to attach an explosive charge to the hull of your ship.

Anyone standing in the hangar makes a reflexive spot check, any result of TR 14 or better allows them to notice, through the force field protecting the hangar from vacuum, that flashed of gunfire are also taking place on the bridge of the IDV Stormrunner outside.

Maximillion points to the four soldiers by the Starstreak IV and says, "Take care of them, I need a moment."

In total there are seven Imperial soldiers in the hangar, three allies and four enemies. The soldiers have identical statistics:

Agility	16
Speed	16
Toughness	6
Willpower	6
Armour	6 (P) (Ballistic)
Weapons (ranged)	4 (+7)
1x Pulse laser	
Range (m)	20/100/200
Damage	3d4/2d4/1d4 (P)

As soon as the enemies have been defeated, there's a tremendous explosion and the whole base shakes. The IDV Stormrunner just opened fire on the base with its naval lasers. At this moment, Cat Green bursts into the hangar with a group of soldiers.

"What have you done? My own troops are turning on each other and now my own ship is going to kill us all! This better be some kind of horrible dream or there is going to be hell to pay!"

Maximillion ignores the captain and turns to you.

"You need to check the ship for bombs and get out of here now! Head to Etros Shell World and get to the bottom of this. I can hold that Frigate off, but I can't leave this place or these people will die. You're all ready for this. Go! Go now!"

A TR 14 investigate check reveals a single atomic fusion charge fitted to the hull of the Starstreak IV, fortunately it hasn't been activated and can be either removed with a TR 14 technology or strength check, or simply left alone.

Travelling to Etros

Etros Shell World is only a single jump point away and can be easily reached after a short journey in the Starstreak IV. As the player characters leave Dupleon 412b, the IDV Stormrunner will target them with some of its weapons, though Maximillion, still in the station hangar, will use Prefect Redirection once again to direct its own laser beams back at itself, burning white-hot trenches along its already battered hull. If the players attempt to fight the Stormrunner, you might prompt them to make an intelligence check. A result of TR 14 allows them to realise that their Starstreak is no threat to the larger military vessel and their presence is only making Maximillion's work harder, as he is is forced to defend them as well as the station. If the players persist, Maximillion will have them hailed by the station's communications staff, pleading them to proceed to Etros in order to complete their mission.

The Dupleon jump point is a swirling mass of twisted spacetime, a wormhole concealed in the form of something like a rapidly rotating black hole. A vast swarm of monitoring stations, automated fuel depots and weapons platforms orbit around it in an almost nervous dance of sweeping ellipses. As you approach it begins to come to life, the increasing angular velocity peeling back the horizons that mask its various short cuts through space. The journey to Etros is over in mere moments.

Arriving at Etros

The Shell World is an immense artificial planet, neither entirely solid nor hollow like a Dyson sphere. Concentric layers build upon each other to form its structure like a Matryoshka doll of Jovian scale. It dominates the view of the system after arriving through the jump point. An SOS signal is immediately detected by your Starstreak IV's communications system, emanating from a location on the surface of the Shell World.

A relevant knowledge check or a prior attempt to gather information about Etros will reveal the following information to players:

TR 12:
Etros is one of several shell worlds constructed by Timeless Builders from the Dendritic Expanse, its purpose is completely unknown.

TR 14:
As above. Etros was constructed by the Builders of their own volition and appears to contain no machinery or electronics of the kind typically encountered in other comparable structures, such as Technosapien Hive Worlds. Researchers from the central region of the Empire have explored it extensively.

TR 16:
As above. Currently a single permanent research facility exists on the surface of Etros (its coordinates match those recovered from Alaric's transport), a sprawling shanty town of simple residential buildings housing those researchers who didn't leave after the structure was charted and found to be inert.

Although the signal is being sent out on a standard SOS channel, its content is anything but. A hollow voice, monotone and spoken as if with an unwilling tongue, repeats a strange message over and over again.

"The Divine Shadow invites all comers to partake in the ceremony of its reawakening. Emissaries give over your flesh and your souls, take your rightful place as Priests of its Apathy. The time approaches, unrelenting and constant."

An eccentric looking research facility, with irregular residential blocks and a small landing pad seems to be the source of the unusual transmission. The majority of lights in the facility appear to be off, but the landing pad is dimly illuminated by the blue glow of a field bubble which is trapping a thin, breathable atmosphere over the otherwise exposed area. The Starstreak IV can safely pass through the field without disrupting it. The landing pad itself is constructed of a dull, dark metal and is surprisingly empty, lacking any obvious maintenance robots or refuelling equipment. A bunker-like outcrop contains a recessed and sturdy looking airlock, the only obvious way of gaining access to the facility itself.

The power to the outer airlock is offline, preventing it from being opened using the terminal on the outside. A TR 12 (TR 14 awareness if untrained) spot or investigate check will reveal a manual cycling handle which can be used to open the door, a TR 14 athletics (TR 16 strength if untrained) is required to operate the manual cycling process. A TR 12 larceny check will also reveal the manual cycling handle. Alternatively, a TR 14 technology check can reroute power from a portable electronic device (GM discretion) to temporarily power up the door system, allowing it to be used. Once the outer door is opened it reveals an airlock with space for around six people and a second door, with construction similar to the outer airlock door. This inner airlock may be bypassed in an identical way to the outer door, although a fail-safe prevents it from being opened whilst the outer door is also open.

Etros – Temple of Apathy

The airlock opens into a long, dark corridor illuminated by the flickering yellow glow of candles pressed into the various alcoves which line its walls. Many of the candles have burnt out, red wax dripping down the wall panels, while others seem to have been placed quite recently. An occasional glowing torch or battery operated lamp can also be found, either balanced on a ledge or lashed to an overhead cable with electrical wire. The corridor turns a sharp right corner ahead and the sound of approaching footprints can be heard quite easily in the near-silence.

A TR 14 listen check reveals a group of approximately six, average sized humanoids approaching from somewhere around the corner at a steady, but somewhat shuffling pace.

The group of figures are gaunt and somewhat sickly looking humanoids, each wearing a tatty red cloak fashioned from what must have once been a pristine, white lab coat. They speak in unison, with hollow voices, their eyes focusing in only a rough approximation of your position.

"Shadows lengthen where strange stars move through the sky, the sleeper stirs and all of us will die. Come with us. A Priest has need of your flesh. Come."

The group turns, ignoring any attempts to speak to them further, and begins to shamble back down the corridor.

If the players initiate a fight against the figures or try to physically restrain them, they will become wild and angry, flailing with their fists and attacking aggressively. Once they enter this rage, they will not calm down until they are either knocked out, killed or otherwise incapacitated.

Agility	14
Speed	14
Toughness	4
Willpower	4
Unarmed	2 (+4)
Damage	1d6+2 (T)

After turning the corner, the corridor continues onwards for another twenty metres before opening into a larger space.

The Central Chamber

The corridor opens into a large, square chamber with a single door centred in each of the four walls. The room is quite large, around thirty metres on each side and appears to have been made by stripping out all of the interior walls and dividers which would have once split it into a collection of laboratories and offices. Debris, filing cabinets, computer servers and broken machinery litter the floor. A group of what much be at least fifty of the strange robed figures stand in a rough semi-circle in the centre of the room, facing the direction the player characters have emerged from. They chant in unison.

"Wait here, a Priest approaches."

If any character attempts to leave the chamber through any of its exits, or if they attack or touch any member of the strange group of figures, the group will become violent and attack immediately as a mob with the following profile (resolve using mass combat rules).

Robed Figures

Number:	50
Breaking point:	0
Toughness:	2
Armour:	0
Damage:	1d4+2 (T)

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If the characters choose to wait around in the chamber without trying to leave, then after a few minutes the Priest of Apathy will enter the Central Chamber through the door leading to the Far Chamber.

The creature is a tall and wretched looking thing. A monstrous skeleton of a material like black steel, wrapped in an even darker cloak of deepest night. From beneath its tattered robes shines the sickly red light of an unfamiliar star system, as if it was a walking portal to another world. Standing almost three metres tall and with blade-like horns protruding from its skull, it hunches awkwardly to make it through the doorway into the chamber. Its eyes, like tiny pin pricks of light within empty sockets, fix on you. Its right hand raises a strange black orb and its left unfurls to reveal a set of knife-like talons. It begins to charge towards you with a heavy gait, left arm rising above its head.

Priest of Apathy

Agility	13
Speed	17
Toughness	8
Willpower	8
Armour	9 (P) (Exotic)
Weapons (melee)	4 (+10)
Unarmed	4 (+10)
Damage	1d8+6 (P)
Alien Mind	
Exotic Armour	
Healing Factor	
Regeneration	
Soul Eater	
Undead	

The Priest of Apathy heals one temporary injury each turn due to its healing factor and 1d6 injuries whenever it inflicts an injury on an Emissary due to its Soul Eater trait. Additionally, its Regeneration means that it will continue to recover from injuries even after it has suffered an amount that would usually be sufficient to permanently kill it. However, the orb in its right hand pulses red whenever it heals an injury. A reflexive TR 14 spot check notices a faint red glow linking the orb to something in the Far Chamber.

A successful disarm attempt can be made against the Priest of Apathy to remove the orb from its grip, doing so prevents it from healing any injuries and allows it to be permanently killed. Alternatively, destroying the large black crystal in the Far Chamber will cause the Priest of Apathy is instantly dissipate into dust, leaving behind only a strange brassy husk from which approximately 180g of Simulcra can be recovered.

If the robed figures are still alive, they regain their senses after the Priest of Apathy is slain, having no memory of recent events but recalling their old job of researching and charting the Shell World.

Far Chamber

The Far Chamber is identical in size and layout to the Central Chamber, except that there are no robed figures within it. Instead it is dominated by a massive black crystal, over ten metres in diameter, suspended from the ceiling by a web of thick, steel cables. If the characters defeated the mob of robed figures in the Central Chamber and proceeded here without waiting, or passed them, then they will also discover the Priest of Apathy in this chamber.

A TR 12 attack roll is required to hit the large black crystal and it will shatter after suffering 25 persistent damage.

Left Chamber

The Left Chamber is identical in size and layout to the Central Chamber, except that there are no robed figures within it. Much of the equipment and material that has been stripped out of the other rooms appears to be stored here. All of the machinery and computer terminals appear to have been smashed and destroyed. If the characters defeated the mob of robed figures in the Central Chamber and proceeded here without waiting, or passed them, then the Priest of Apathy will begin to head towards them.

An investigation or technology check may reveal some small details about what happened here. An investigation check can reveal this information by looking through physical records. An equal technology check may reveal the same information, but does so by recovering it from the memory circuits of broken servers (some kind of portable computer is required to access it).

TR 14:
It would take months to sort through what little remains of the research that was recorded here, but it appears that physical backups were made of most of the digital files and many of them can still be pieced together. Unfortunately, they are scattered and without any order.

TR 16:
As above. Sifting through records and picking out more recent dates, it appears that something was found sealed in what was previously thought to be a solid mass of metal near the very centre of the Shell World. Unfortunately, many of the files with more recent dates are complete gibberish.

TR 18:

As above. A strange black crystal was uncovered after a team of unidentified researchers acted beyond their remit and breached what was believed to be a solid core at the centre of the Shell World. The crystal was returned to the surface facility for study, where things appear to have become heated. An argument apparently broke out, though most reports from this time are composed of strange rants or complete gibberish. It seems that a group of local Emissaries were contacted at some point during this period.

Right Chamber

The Right Chamber is identical in size and layout to the Central Chamber, except that there are no robed figures within it. The dead bodies of several researchers can be found here, apparently killed by blunt trauma injuries. Several crates of dried food and similar supplies have also been stacked against the far wall. If the characters defeated the mob of robed figures in the Central Chamber and proceeded here without waiting, or passed them, then the Priest of Apathy will begin to head towards them.

Leaving Etros

As the player characters attempt to leave Etros, after dealing with the Priest of Apathy, they will discover a small military transport has just arrived next to their Starstreak IV on the landing pad. A group of soldiers wearing the same uniform as those from Dupleon 412b are in the process of disembarking. An officer notices the group and quickly calls out to them.

"Are you the Emissaries? Captain Green sent us to help you after things calmed down a bit back there."

The soldiers reveal that they managed to repel the attack by the IDV Stormrunner and regain control of the station, although it was a costly battle. They don't know anything about what happened to Maximillion or who the traitors were. They offer to escort the Emissaries back to Dupleon 412b, suggesting that Cat would like to talk to them and may be able to shed some more light on at least some of their questions.

Where the Emissaries go next is up to them.

Epilogue

Cat Green survived the incident at Dupleon 412b and managed to regain control of the station, though it was damaged severely and the IDV Stormrunner was lost with all hands. Presently she is investigating how her troops were infiltrated so easily by an unknown faction and what the real agenda behind the attack was. Unfortunately her efforts are hampered by increased pirate activity in the region, something she no longer has manpower or equipment to effectively deal with. An official request for assistance has been reported to both the Golden Planet and the guild of Emissaries.

Enceladus Maximillion reportedly destroyed the IDV Stormrunner by turning its own weapons against it. He was seen in the confusion that followed and is thought to have played a minor role in the action that resulted in order being restored to Dupleon 412b. However, his whereabouts after that are unknown and he has not reported in to the guild of Emissaries. Currently it is feared that he may have succumbed to Corruption and become Fallen.

Thorough research and investigation of both the remains of Alaric's transport and the facility on Etros Shell World reveals that the malevolent entity encountered there was once the Emissary called Ezra, a companion of Alaric. The official line from the guild of Emissaries recognises him as a Fallen Emissary, though this appears to be doubted by those directly involved in the investigation.

The location of Anra, Alaric's other companion, is currently unknown. A general request for information about her whereabouts has been announced following the investigation on Etros.

The black orb held by the Priest of Apathy, if recovered by the player characters, is revealed to by an example of an alien artefact known as a Shadow Stone. If the player characters successfully recovered the Shadow Stone, they will also have received an anonymous request from a person claiming to be an Emissary, asking them to meet at the Forbidden Library.

This scenario is intended to introduce new players to the game, as well as developing a few potential plot hooks that GMs could choose to develop into a longer campaign. The fates of Maximillion and Anra are up to you, though subsequent scenarios may eventually provide an 'official' answer to these questions.

Malvar

Windhollow

Oldvale Moor

Morgate

1 Aldfort Spaceport   4 Citadel of the Fallen

2 Ruined Comm Relay   5 Orbital Tracking Station

3 Maglev Train Wreck   6 Bunker Entrance

0   1km   2km

n Peaks

6

River Kroal

Scara Woods

Aldfort
Water

Splaymoor

1

Ruins of

Aldfort

Woods

Wormhold

RUINS WITHOUT DUTY
Intermediate scenario

An Important Mission

The mission request comes over a secure channel. The ID code reveals it to be from the guild of Emissaries, but not from one of the usual, local contacts. The voice is measured and mechanical, but not pre-recorded as it initially seemed. Perhaps a Mechanoid or some other intelligent machine.

"Emissaries, we have an urgent request for you. A mission of considerable importance, one that must be completed with some haste. We have located a group of the Fallen, former Emissaries who were believed dead. They must be exterminated and all traces of their tainted presence destroyed before they have a chance to disperse or go into hiding. This mission is perilous and you should be prepared for intense combat. Details of their location will be uploaded to your ship's navigational computer."

The voice pauses as a stream of navigational data is broadcast over the channel. The coordinates point to a planet called Skoll that falls within the inner fringe of the Empire. Once the upload is complete, the voice does not resume but the channel remains open.

At this point players may wish to discuss what has been told to them so far and formulate any questions to ask about the mission they have been given. It may be worth highlighting to the players that it is unusual for such missions to be so devoid of details and to bypass local links to the guild, as their characters would be aware of this. A suitable knowledge skill check (such as cartography, geography or some other similar specialism) can reveal the following information about Skoll.

TR 14:
Skoll is a relatively primitive planet within the inner fringe of the Empire, it is located one jump node away from Hatrea, which is the closest major system in the region.

TR 16:
As above.
In addition, Skoll was considered to have a Technological Level of 1 at the time of the last major survey of fringe worlds, some six standard years ago.

TR 18:
As above.
Skoll was known to be an insular world with two major cultural groups. Interstellar trade was virtually non-existent and locals were largely ignorant of the Empire. Despite this, it was predicted that local progress would quickly drive them to achieving TL2, so long as local tensions didn't escalate.

TR 20+:
As above.
There was known to be serious military tension between the two major political entities on Skoll and it was thought unlikely that civil war could be avoided without outside intervention. Primitive chemical and biological weapons were known to be stockpiled in quantities sufficient to return the civilisation to a state of TL0 or worse.

If pushed for details or questioned further, the voice is abrupt and divulges little in the way of additional information. It will confirm that the planet is Skoll and will, if pressed, add that the landing location is the spaceport of a city called Aldfort. If the players ask for more information about the targets, the voice will state that their prior identities have yet to be confirmed. With the possible exception of one of the targets, the Fallen are not thought to be very experienced, but should still be considered extremely dangerous. It will add that they will be notified and updated if further information about the targets becomes available, but the need for immediate action prevents them from waiting.

If the players ask about the local environment, the voice will suggest that Skoll is an Earth-like planet with mild weather. However, it suggests that they remained prepared for a hostile environment. Once the players are satisfied with the responses to their questions, or if they attempt to push for information beyond that which is given here, the voice will sign off with the following message.

"We will be in contact with you again when we have more information for you, for now we ask that you make haste. A group of coordinated Fallen Emissaries, even inexperienced ones, could cause us serious trouble and inflict heavy damage on the Empire if they are allowed to infiltrate it."

The ideal of Duty compels the Emissaries to accept this mission, but it does not force them to recklessly dive into action. Players who are reluctant to accept or suspicious of the request should be reminded of both of these points. However, those who possess the ideals of Deterrence or Enforcement might feel driven to leap into action, whilst those who possess Pacifism or Restraint will likely be unwilling to act on such limited information. Resolving these possible conflicts of motivation and deciding on an agreeable plan of action is a task for the players to discuss between themselves. As a GM, you should encourage every player to act as they think their character should, but remind them to also consider the motivations of others when seeking a compromise.

Any attempt to research information about Skoll using the local network or publicly accessible records will take around an hour and reveal the same information as a TR 18 knowledge check would have done. However, an academics check may reveal some inconsistencies and additional information.

TR 14:
There is a lack of any records, reports, communications or trade logs relating to Skoll within the past few years. This is not impossible for an insular fringe world by any means, but it is noticeably odd.

TR 16:
As above.
There are a few relatively hard to find records from around the time that the information begins to dry up pointing to a request for intervention from the guild of Emissaries. It seems that the world may been heading towards civil war.

TR 18:
As above.
Strangely there are no records of the intervention taking place or the final result of what happened.

Players may wish to stop for equipment or stock up on supplies before setting a course towards Skoll, this is a good opportunity for them to do so. However, the longer they delay, the more the ideal of Duty will compel them to take action. As a GM, you may wish to include some space-based random encounters along the way, especially if your players are beginning this scenario a good distance away from Skoll.

Skoll Orbit

You arrive in orbit above the planet Skoll and it is immediately apparent that all is not well with this world. Even from this distance, great craters and wastelands can be seen. Cities that should glow with the light of civilisation are dark and still. Sickly green clouds of vapour billow across the vast, desolate plains and settle in low lands and valleys. Whatever intelligent life existed on Skoll, it appears unlikely that much remains. A warning alarm suddenly goes off in your cockpit, an indication that a hostile radar has locked onto your ship.

The orbital space around Skoll is littered with the debris of a primitive satellite network including four partially functional orbital weapon batteries slaved to the sole remaining targeting satellite. The five devices are easily detected amongst the debris now that they have powered up and lack any meaningful ability to move. However, they are well positioned to engage the players' spacecraft.

4x Weapon Battery

Agility	11
Speed	12
Toughness	4 (VM)
Armour	1/0/0 (P) (VM)
Vehicle Scale	Medium
Weapons (ranged)	4 (+5)
Radar	
Space flight	

Guided missile (4 per weapon battery)

Range (m)	0/0/128000
Damage	0/0/1d6 (P) (VM)
Blast (20m)	
Guided	
Single shot	

1x Targeting Satellite

Agility	11
Speed	12
Toughness	2 (VM)
Armour	0/0/0
Vehicle Scale	Medium
ECM	
Radar	
Space flight	

The weapon batteries will cease fire if the targeting satellite is destroyed or disabled. Alternatively, the primitive targeting radar can successfully be jammed with a TR 16 technology check, so long as the character making the check is aboard a vehicle that possesses either the radar or ECM traits.

Despite their sudden activation, there is no evidence that the weapons batteries or the targeting satellite were controlled from the ground. They appear to be completely autonomous. Surviving weapon batteries could potentially be salvaged for their ammunition, though doing so would require players to make an EVA using space suits (or an equivalent). A TR 12 microgravity check is sufficient to securely grab onto one of the satellites, while a TR 14 craft or technology check would be needed to remove each remaining missile. Handling a missile imposes a circumstance penalty on subsequent microgravity checks and no more than one missile may be carried at a time by a single character.

The coordinates that were uploaded to your ship's flight computer indicate an apparently ruined city built on a river and next to a small lake. Several dense wooded areas flank the city and the surrounding countryside is mostly barren and hilly, eventually leading to mountain ranges on all sides. The toxic green clouds that were first visible from orbit are present across the region, though they are scattered and not uniform in density.

At this point, you may wish to show players the map of the area. However, it should be noted that features such as the comm relay, maglev track and citadel won't be visible until a closer approach is made.

Aldfort Spaceport

The spaceport that was prominently visible from further out can be seen clearly now. A pair of enormous reinforced concrete plates built atop massive stilts of solid steel. Its hardened construction evidently allowing it to survive the worst of what had happened here. The city itself is a broken ruin, a jungle of twisted concrete and broken glass. Where smaller buildings might once have existed on the outskirts, now only overgrown piles of rubble remain.

Players may opt to land at the spaceport as instructed, or may choose to land in any open space large enough for their spacecraft to do so. Other locations within the city itself are too strewn with uneven debris and the surrounding moorland is too soft and muddy for a heavy vehicle. However, other areas of the countryside are firm enough for a landing. Points of interest will be described in order of expected discovery, but do not worry if your players choose to explore differently.

The landing pads of the spaceport are empty and devoid of any movement. However, lights are visible on its surface and in its major buildings, unlike the rest of the ruined city. An emergency generator provides the power for this lighting and keeps the once essential functions of the flight control tower operational. A series of unseen speakers announce a loop of pre-recorded announcements.

"Citizens are advised to remain within shelters and wear gas masks at all times until the all clear is given. Repeat. Remain in shelters and wear gas masks at all times."

"All flights are canceled until further notice. Head to your nearest shelters in a calmly and orderly fashion. Repeat. Flights canceled, proceed to shelters."

"A level three emergency has been declared, all non-military personnel must vacate the spaceport immediately. Repeat. Non-military personnel must vacate immediately."

"Citizens are reminded to keep their personal belongings with them at all times and report any unattended baggage to spaceport authorities. Any unattended baggage will be destroyed. Repeat. Unattended baggage will be destroyed."

"Citizens are reminded to keep ID on their person at all times. Failure to produce ID when requested by spaceport authorities may result in termination. Repeat. Failure to produce correct ID may result in termination."

"Thank you for visiting Aldfort."

The interior of the spaceport is made up of large open areas connected by a series of maze-like corridors. It is evident from the state of the building that nothing has been touched in years. Exploring the entire building would take days. However, there are some locations of interest and things to find. A TR 12 investigation check is sufficient to find the following points of interest:

Passenger Lounges
Security Station
Control Tower
Generator Room
Hangars

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Passenger Lounges

There are six large passenger lounges filled with chairs and abandoned store fronts that all appear heavily looted, with any edibles long since rotted away leaving only a foul smell behind. All of the lounges are similarly devoid of people and corpses. However, one of the lounges contains a strange looking humanoid statue made of a material like bone and leather. It is recognisably in the shape of a person, but possesses no clear features. Its carved surface is rough and unfinished, pitted as if with chisel marks and covered with an almost fractal pattern of ridges and protrusions. A TR 12 craft check or relevant knowledge check (art, sculpture or something similar) will confirm that the material has been shaped and carved, with larger sections made from joining multiple different pieces of the material. A TR 12 medicine check or relevant knowledge check (anatomy, medicine or something similar) will confirm that the sculpture is indeed made of bone, tendons and desiccated tissue. A TR 14 medicine check will recognise that not all of the material could have come from the same person.

Security Station

There is a single station made up of several rooms that appears to have served as the headquarters for the spaceport security teams. A dozen ballistic vests, carbines and breathing masks can be found in ready racks positioned along both sides of the main door. No living people or bodies can be found within. A TR 14 investigation check reveals that the last log entries were updated over two years ago and talk about tightening security and mandatory ID checks. A TR 16 investigation check will reveal plans and procedures for dealing with biological and chemical weapon attacks, as well as the location of the local comm relay, orbital tracking station and hardened bunker (2, 5 and 6 on the map respectively). The plans indicate that the spaceport would have been used as a military staging point for a counter offensive, with local residents being evacuated to the bunker complex, where they could survive underground for up to six months.

Control Tower

The control tower is a single open room at the top of the spaceport building complex. Its transparent metal windows are almost half a metre thick overlook the two landing pads and ruined city. The lake, moorland, woods and surrounding mountains can easily be seen from the elevated position. A TR 10 spot check is sufficient to see the large comm relay tower (2 on the map) rising above the woods to the west.

A TR 12 spot check reveals an odd looking structure in the hilly land northwest of Aldfort (4 on the map), but it can't be identified because of the distance and haze from the toxic clouds. The various consoles and computer systems appear to be receiving power from the emergency generator, but have crashed and display error messages on the screens. A TR 16 technology check will allow the crashed computers to be rebooted. The last recorded logs show that multiple high velocity objects were tracked on ballistic paths, impacting nearby.

Generator Room

The emergency generator is based around a hydroelectric generator running from a small, fast flowing stream of water that has been diverted from the neighboring river. Shielded within the building and disconnected from the grid that would have once supplied electricity to the city, the generator has been protected from damage. A bank of capacitors and a pair of backup fuel-burning generators are also situated on the far side of the generator room. A TR 10 technology check would allow the generator to be shut down, though there is no real reason to do this. The backup generators are powered by an opaque, blue liquid fuel with a sharp smell that dulls the senses and makes eyes water. The fuel is highly flammable and easily ignited, it can be siphoned into a container without need for a skill check.

Hangars

There are secure hangars around the perimeter of the larger of the two landing pads which can be accessed from within the building complex or directly from the landing pad. The hangars are as deserted as the rest of the spaceport and have clearly not been used for a period of several years. A few primitive atmospheric transports can be found, but some serious work would be necessary to make them airworthy. A TR 14 investigation check reveals that the hangars were equipped to service military craft as well as civilian transports, with several crates of large calibre cannon rounds stored on palettes behind a poorly camouflaged dividing wall.

SCENARIOS

Aldfort (day)

Aldfort itself is a ruined city, a barely traversable tangle of broken glass and bent steel. Cold and eerily silent, the ghost of a missing civilisation permeates the ruins just as the acrid toxic gas that hangs in the atmosphere. Breathing the air unprotected comes with an unpleasant stinging sensation, followed by dizziness and an irritation that coughing does little to relieve.

The atmosphere is contaminated with a toxic gas that will affect any characters who require air to breathe and are susceptible to poison, so long as they are not wearing breathing apparatus or some other suitable protection (such as sealed combat armour). The toxic gas is dispersed and not as harmful as it likely once was, but will inflict a temporary injury upon any character who suffer its effects for each hour they remain exposed.

A suitable TR 14 knowledge check (such as architecture or nature) will allow a character to estimate that things have been undisturbed for several years. A suitable TR 14 knowledge check (such as warfare, military history or similar) will reveal that the damage was most likely inflicted by a combination of high explosive and incendiary weapons. It seems unlikely that atomics were used on Aldfort, though a low yield proximity air burst can't be completely ruled out.

Aldfort is far too large and difficult to explore fully, though a cursory investigation of the accessible area can be completed in a few hours. Aside from the spaceport, there are no fully intact buildings of any importance. Many of the larger, partially surviving buildings appear to have been offices or administrative buildings. Any useful records they may once have contained have been lost to fire or are stranded on inaccessible server farms. Like the spaceport, there are no signs of survivors or bodies anywhere, though several more of the strange skeletal sculptures can be found in various contorted poses around the ruined city streets. The ruins of a maglev track run west out of the city, across and moor and disappear into a dense wooded area. The mast of a large comm relay (2 on the map) can be seen beyond the woods in the direction of the maglev track.

A TR 14 listen check will allow a character to notice the sound of movement somewhere nearby, down a dark alleyway. The movement is scuffling and random, something like the sound of hard shoes on broken concrete. A TR 16 listen check reveals that the sound isn't human footsteps, while a TR 18 listen check will recognise the sound as hooves on concrete. If the players investigate the source of the sound, they find a sickly-looking deer-like animal drinking water from a puddle between cracked paving slabs. Unless the characters make a TR 16 stealth check, the animal will become startled and run from them.

Aldfort (night)

Aldfort at night is exceptionally dark and dangerous to traverse due to the broken terrain and complete lack of any lighting. Strange sounds and the scuffling of movement can be heard from different directions. Where skeletal statues could be found by day, none can be found by night. If the characters attempt to close in on one of the sounds, or make much noise themselves, they will eventually encounter one or more of the Remade.

Remade

Agility	14
Speed	16
Toughness	6
Willpower	4
Armour	6 (P) (Exotic)
Weapons (melee)	3 (+7)
Damage	1d4+4 (P)
Blind sense	
Exotic armour	
Natural weapons (teeth and claws)	
Undead	

The Remade are hideous constructs of carved bone and desiccated flesh, capable of only rapid, awkward motion that makes their movement appear like a slide show of grotesque contortions. While some have misshapen pits where eyes should have been, others have completely featureless faces, as if covered with taught leather. Despite the fragile nature of their material construction, some unseen mechanism binds them together and diminishes attacks as if they were clad in light body armour. They are savage, but unpredictable, sometimes waiting motionlessly before lashing out with teeth and bony protrusions.

Once killed, examination of the Remade will reveal nothing more than could be found from the skeletal statues that could be seen by day. A medical examination or crude dissection will reveal no internal organs or animating mechanism, just lumps of bone, dried flesh and a tangle or intricately weaved tendons.

SCENARIOS

Splaymoor (day)

Splaymoor is a barren expanse of boggy wetlands, masked by a thick covering of low-growing vegetation. The toxic gas that permeated Aldfort is just as dense here. Where Splaymoor borders the ruins of Aldfort a strange shanty town exists, crude buildings and twisted structures made of debris, as if inhabited by survivors of the destruction. However, no such survivors can be found, only a scattered, but denser here, collection of the same strange skeletal statues that were seen before. A craft check, or suitable knowledge check (e.g. architecture) will reveal the following information.

TR 14:
The structures seem well made, but poorly suited for human habitation. It is difficult to tell how recently they were built. Structurally they are very sound, but have thin unfinished walls with large gaps in them and a number of peculiar features. Stairs and doors that lead to nowhere, inaccessible interior rooms and door frames over a metre off the ground.

TR 16:
As above.
Though most of the construction material appears to be rubble from the ruined city, bone and other biological materials appear to have been utilised in some aspects of construction. For example, what at first appeared to be an oddly shaped wooden chair is actually carved from bones.

TR 18:
As above.
Careful examination of the structures shows that the oldest seem to be several years old, while the newest are quite recent, with freshly visible signs of construction.

An investigation check can reveal the same information, but will take several hours to thoroughly search such an area. Aside from some misshapen furniture, there is no evidence of personal belongings, food or bodies. Around twenty of the strange skeletal statues inhabit the shanty town, scattered around in small clumps of twos and threes.

The bog land itself is difficult to navigate. A TR 14 navigation or survival check would allow a character to move through the area safely at a comfortable pace (up to their normal speed), otherwise characters wishing to travel safely through the difficult ground are reduced to half speed. A character attempting to move faster than is safe must make a TR 14 (TR 16 in combat) agility check, or become temporarily stuck. A character that becomes stuck must pass another TR 14 agility check or receive help from another character (taking up an action) before they can move again. However, the area of ground where the maglev track passes through the bog has been filled in with sand and concrete, making it the easiest place to cross.

Splaymoor (night)

The shanty town is dark and creepy by night, though not as silent as it was by day. Shambling groups of the Remade jitter aimlessly in meandering patrols. If approached or alerted, they will attack aggressively. Some of the strange creatures are faster and more alert than others, darting around awkwardly and moving on multiple limbs. Others are slower and more hulking, where several of the statues were joined together into a single mass. In total there are 9 Remade, 5 Remade Hounds and 2 Remade Hulks.

Remade Hound

Agility	16
Speed	18
Toughness	4
Willpower	2
Armour	3 (P) (Exotic)
Weapons (melee)	3 (+7)
Damage	1d6+4 (P)
Blind sense	
Exotic armour	
Natural weapons (teeth)	
Runner	
Undead	

Remade Hulk

Agility	12
Speed	17
Toughness	8
Willpower	4
Armour	9 (P) (Exotic)
Weapons (melee)	3 (+9)
Damage	1d4+6 (P)
Blind sense	
Exotic armour	
Natural weapons (teeth and claws)	
Undead	

SCENARIOS

Splaymoor's boggy land is pitch black by night, making it even more difficult to navigate than normal, increasing the required navigation or survival checks to TR 16. The TR for moving faster than is safe also increases to TR 16 (TR 18 in combat), though the TR for becoming unstuck remains TR 14.

Woods (day)

The three woods around Aldfort are almost identical in nature, with the exception of the maglev track which passes through the middle of Morgate, providing an easy route to the other side. The woods are dense and the ground is soft, though less treacherous than the boggy ground of Splaymoor. The ever present toxic gas is thinner in the woods and becomes thinner still the deeper one ventures into them. Many of the trees are twisted and deformed, though appear to have largely recovered from whatever chemical and biological contaminants they have been exposed to. Small, rodent-like creatures, large insects and a few skittish animals, similar in appearance to deer, can be found living within the woods.

A TR 14 investigation check will reveal a few of the skeletal statues, as well as some evidence of debris and spent shell casings of various calibres. A TR 18 investigation check in Morgate or Scara will reveal the wreckage of a downed atmospheric gunship. The wreckage in Morgate is spread over a fairly large area, with few surviving pieces. However, the wreckage in Scara is more intact and shows that the gunship was carrying missile weapons of some kind. An appropriate TR 14 knowledge check (such as weapons or warfare) will allow a character to identify the missile warheads as the type commonly used to carry a chemical agent. If characters take the time to dismantle (TR 14 craft or technology check) and analyse the weapon (TR 14 medicine check or an appropriate knowledge or academics check), they will discover that it is a simple sulphur-based blister agent, designed to cause damage to skin, eyes and the respiratory system. Exposure to the chemical agent would not be lethal, but would cause extreme discomfort and could lead to fatal respiratory complications if inhaled in sufficient quantities. The chemical would in no way induce any kind of petrification in living tissue and can't be connected to the skeletal statues in any way (a TR 14 academics check rules out any possible connection).

If characters linger in the woods for too long during the day, there is a small chance that they may encounter a native Assassin Mimic or Xenoptera (refer to the Lifeforms chapter for more details). The Xenoptera native to Skoll are generally not dangerous, but are easily spooked and can become aggressive if disturbed. However, the Assassin Mimics of Skoll are unusually bold, as though they haven't encountered any prey that fights back in some time.

Woods (night)

By night the chittering sounds of the Remade can be heard within the woods. They wander aimlessly, occasionally in small groups but usually alone. If disturbed or otherwise encountered, they will attack aggressively.

Aldfort Water

Just north of the ruined city is a large natural reservoir of water. The west bank is exceptionally boggy and almost impossible to navigate by land. However, the land to the north is firm and hilly, with an alternating series of sandy edges and raised cliffs where it meets the lake. Giant freshwater leeches (use the stats for the Giant Oceanic Leech minus the regeneration trait) inhabit the shallows and can occasionally be seen to break the murky surface by anyone who watches for more than a few minutes. A view from directly above the lake during the day, such as a low flight over it, gives a character a chance (TR 14 spot check) to notice the shadowy shape of a crashed bomber at the bottom of the lake. The bomber was carrying a greater number of the same kind of missiles carried by the crashed gunship that can be found in Scara Woods.

Malvarn Bunker (6 on the map) (day)

The bunker entrance is a pair of massive steel doors powered by hydraulic rams, easily wide enough to permit several large vehicles to pass side by side. One of the doors is slightly open and buckled, as if subjected to some tremendous force from the inside. The resulting gap in the once-sealed entrance is barely wide enough to allow a single person to pass. Within the bunker is a short entrance passage that abruptly ends with a wall of rubble and twisted, rusting girders.

A TR 14 investigation check reveals that the reverse faces of the entrance doors are embedded with shrapnel. Scorch makes are present on the stone and carbonised dust that could once have been wood or some other organic material litters the floor. It seems likely that the bunker was directly hit by some penetrating weapon that exploded within and collapsed it. It is doubtful that anyone taking shelter here could have survived.

SCENARIOS

Malvarn Bunker (night)

By night, hordes of the Remade from the surrounding countryside congregate at the bunker entrance and shamble around, as if in some state of confusion. They are less alert and aggressive than usual, seemingly preoccupied with some task that they are incapable of completing or fully understanding. However, approaching or disturbing them will result in a mass combat using the following profile.

Remade Civilians

Number:	20
Breaking point:	0
Toughness:	2
Armour:	6 (P)
Damage:	1d4+4 (P)

Ruined Comm Relay (2 on the map)

The ruined comm relay is a tall antenna structure built atop a sturdy looking concrete hut. An external metal staircase corkscrews around the antenna, going all the way to a viewing platform at the top, which would provide an excellent view of the surrounding area west of Morgate. The antenna itself is evidently burnt out and has clearly suffered some kind of attack, but seems structurally sound despite creaking ominously whenever the wind picks up. The hut at the base is an empty burned out shell that looks to have been abandoned even before it was attacked.

From the viewing platform at the top of the antenna, a lit bonfire can clearly be seen on the edge of Oldvale Moor, just beyond the maglev track. In the distance north of Oldvale, a strange castle-like structure can be seen atop a hill in the middle of Windhollow.

Oldvale Moor

As Oldvale Moor is approached by day or by night, a lit bonfire can be seen on its perimeter, just north of the maglev track. A TR 14 spot check can make out two humanoid figures sitting beside the fire. A TR 16 spot check can identify the subtle tell-tale movements of living people, even through the murky haze that hangs in the atmosphere. If approached more closely, the two figures will eventually notice the characters, but give no more reaction than a nod in their direction. One of the figures is a young man of average build, while the other is a slightly older male with musculature like a Varanus bodybuilder. Both appear human, though not native to Skoll.

The younger man will greet the characters if approached, though he remains sitting down and his voice is melancholy. The larger man remains passive and completely silent, his head will turn towards whoever is speaking but his eyes appear unfocused.

"Oh, greetings travellers. I see you're not the Remade."

"My name is Ostavo Mayer. This man is Mike Shema, pay him no mind, for he is more harmless now than I. My companion, Caegla, has gone to gather food. You should leave before she returns."

"My Caegla is a natural hunter and distrustful of strangers. I fear she may mistake you for raiders if she sees you here on her return."

"You will forgive Mike if he does not speak, history has not been kind to him and he is not the man he once was. Though in truth he may be less changed by what happened here than any of us."

If questioned about the Remade:

"Ah, the Remade. They were the people of this land once. Nothing more than hollow constructs now, acting out some incomprehensible play. Perhaps it pities them or perhaps it mocks them, I know not what motivates it to do these things. You should best avoid them, in death they are as rotten and xenophobic as they were in life, or perhaps less so."

"A great war occurred here, leaving no survivors on either side. There were two great factions at least, perhaps more. In the end they were no different and their fate unites them all. I remember not what they fought over or where one group ended and another began. Their fear ran too deep and their hatefulness could not be averted."

"No weapon did this to them, the fate they originally made for themselves was far more mundane. No, the thing that lives in the Citadel did this to them and makes more of them by the day. I used to believe it was out of hatred for them, but perhaps I colour its intentions with my own true feelings. A twisted sense of sympathy perhaps, though I do not believe they deserve it."

If questioned about 'It' or the Citadel:

"It, the thing that lives in that Citadel of bones, is not a native of this world. In a former life it might have been an artist or a poet. I'm sorry friend, my memory is a hazy mess. A monster now, if any shred of humanity remains within its twisted husk, it is now far beyond my comprehension. It avoids this place for now."

If questioned about Emissaries or Fallen Emissaries:

"Ah, you work for the guild. Emissaries, yes? I thought there was something familiar about you. No doubt they want to pretend this never happened. Of course. The time we have left is not long regardless and I wouldn't wish to harm you. I have a request, if you would hear me out. End our pitiful existence and that thing which dwells in the citadel, that thing I once called friend, but please spare her. She will not leave this dead world, destroying the rest of us will satisfy your duty. I can die in peace if I know she is safe."

"The longer you delay, the less I can guarantee your safety. You have stirred dark memories in my mind. Truths I had wished forgotten. I do not know how long I can control myself."

Ostavo will as much as admit to being a Fallen Emissary and will not deny it if confronted, but he will not use the terms explicitly, especially in connection to the absent Caegla. Even in his present state, he is aware that explicitly identifying her as a Fallen Emissary will mean that the ideal of Duty is not truly satisfied while she is alive.

If the characters decide to kill Ostavo and Mike, they will put up no resistance. However, if the characters remain by the bonfire for too long debating their next actions, or remain there after taking their actions, eventually Caegla will arrive at the bonfire.

The thing called Caegla may once have been a human woman, but now resembles something like a living thicket of brassy thorn bushes. A writhing central mass about twice the size of a human torso strolls across the ground on a dozen branching legs, each pencil thin and over two metres long. The still-living body of something like a deer is impaled on her thorns, across what could be hesitantly described as her shoulders. No face, eyes or recognisably human features are visible at all.

She will attack the characters immediately upon reaching them. Ostavo will attempt to defend her (becoming progressively more aggressive) if he still lives. If Mike still lives, he will simply watch without getting up from his place, eyes as distant as before.

Caegla

Agility	16
Speed	20
Toughness	10
Willpower	4
Armour	8 (P) (Exotic)
Apathy	4 (2 unspent)
Weapons (melee)	5 (+10)
Damage	1d8+6 (P)

Alien mind
Exotic armour
4x Natural weapons (claws) 1d8+6 (P)
Devastating lunge (mastery)
Explosive power (mastery)
First blood (mastery)
Pathfinder
Danger sense

Powers:
Fallen Abilities
Wild Form
Thorny Growths

Caegla is a powerful Fallen Emissary, though her personality has been reduced to that of a wild animal. There is no sense of planning or thought to her actions, only aggression and simple instinctive responses. She will attack savagely and quickly use one of her two unspent points of Apathy to activate one of her powers. After suffering 4 or more injuries, Caegla's central mass will begin to unfurl, revealing an axe. This is the *Axe of the Fallen* (1d10+6 (P)) and will replace one of Caegla's natural weapons for the rest of the fight. Caegla will drop the axe and attempt to flee once she has suffered 8 injuries.

Ostavo

Agility	20
Speed	18
Toughness	6
Willpower	8
Apathy	2
Weapons (melee)	5 (+9)
Damage	1d6+4 (P) (*Knife of Lakas*)

Ambidextrous
Fast recovery
Devastating lunge (mastery)
Expert disarm (mastery)
Perfect grace (mastery)
Unpredictable dodge (mastery)
Pathfinder
Danger sense

Powers:
Fallen Abilities

Citadel of the Fallen (4 on the map)

The Citadel is a monstrous castle fashioned from the same desiccated flesh and bone as the horrific statues that litter the countryside. Individual pieces of it appear to be made from the skeleton of some enormous reptilian creature. Great vertebra coil around mound at its base. Colossal ribs stab into the sky, forming a passage up to the top where a draconic skull forms the keep.

A TR 14 investigation or craft check reveals join marks in the bones. A TR 14 medicine or appropriate knowledge check is sufficient to realise that the giant pieces aren't the bones of any real creature that could have actually lived. A TR 16 medicine check will also identify that the material is not homogeneous, but instead made of fused bones from different owners.

The path up to the keep is steep, but not treacherous. The ground is firm, as if made into a beaten path and there are no traps or hazards. As the characters climb the dirt path, it begins to rain and a distant rumble of thunder can be heard from the dark skies. The path leading up into the open mouth of the skull is the only way inside. Inside is a single cavernous room. A mock tongue made of desiccated flesh serves as a ramp up onto a raised balcony at the back of the skull. Six huge pillars of bone, three on either side, flank the tongue.

Eight skeletal statues decorate the interior, arranged in pairs and placed in the gaps between the pillars. The first pair are crudely carved, but recognisably human in appearance. They are positioned apart from one another, and a strange sensation of animosity can be felt between them. The second pair are entwined in a struggle, hands around each others throats. An almost overpowering sensation of hatred can be felt from them. The third pair are laying down, as if dead, a despair inducing sensation of failure and regret can be felt from them. The final pair are merged together, as if embracing, an uplifting sensation of unity can be felt from them.

After a few moments, the artist arrives from outside in the storm.

The Artist

Its body resembles something like a hooded cobra fashioned out of bone and brass, or perhaps a horseshoe crab joined to the body of a biomechanical centipede. The lightning behind it casts it in silhouette and projects a jagged shadow of its outline against the back wall. It seems to almost flicker in place and move in short, awkward bursts of speed almost too fast to follow. A chittering chorus of brass-against-bone accompanies its movements as it enters the cavern. It raises its hooded section from the ground, revealing the upper torso of a human where a cobra's head should be. The torso is gaunt and has far too many arms, each elongated and ending in wicked blades. Where eyes would be in its skull, only sockets remain. It pauses, as if sensing something is wrong, but not seeing anyone there.

The Artist

Agility	18
Speed	20
Toughness	10
Willpower	6
Armour	12 (P) (Exotic)
Apathy	5 (5 unspent)
Weapons (melee)	5 (+11)
Listen	5 (+9)
Damage	1d8+6 (P)

Alien mind
Blind sense
Exotic armour
2x Natural weapons (claws) 1d12+6 (P)
4x Natural weapons (claws) 1d4+6 (P)
Cold dead eyes (mastery)
Danger sense (mastery)
Talented artist (mastery)

Powers:
Fallen Abilities
Blindsight
Negate
Improved Negate

The Artist is blind, but can easily detect a character who is not actively hiding from it using a stealth check. In order to locate and make an attack against a hiding character, The Artist must match or exceed the result of their stealth check with its own listen check. If all of the character start hiding from it, The Artist will use its own Blindsight ability to become invisible. A TR 14 spot check will allow a character to see its refection in the puddles of water on the ground, though this still imposes a circumstance penalty on attacks made against it. The Artist will liberally use its powers to protect itself from harm. When it becomes low on Apathy, it will locate one of the eight sculptures in the room and absorb a point of Apathy from it, causing the statue to crumble in the process. The statues can be destroyed in advance to prevent it from doing this with any successful attack made against them.

Orbital Tracking Station (5 on the map)

The orbital tracking station is a small military facility built atop one of the smaller mountains that makes up Malvarn Peaks. A stone path consisting of steps and ramps is carved into the back of the mountain, making the one kilometre ascent to the top a relatively easy prospect. The building itself is a sturdy looking box of reinforced concrete. There are signs of exterior damage, bomb and missile hits, but the structure seems to have survived largely intact. A huge radar dish of primitive design dominates the view and casts a shadow over the entire facility. A thick steel door lays on the floor in front of the only entrance, discarded and crumpled as if it were made of paper.

The interior of the facility is deceptively small, with the ground floor consisting of nothing more than solid reinforced concrete and a stairway leading up to a floor above. The first floor is larger and more open, though still constrained by exterior walls that must be over two metres thick. The faint hum of alternating current and cooling fans can be heard, though the various monitors that clutter the room are all blank.

An investigation check reveals the following:

TR 14:
The upper floor of the facility consists of nothing more than a computer room. A breeze of exterior air leads to cracks and fractures in the structure. Although intact, explosives used against the exterior must have still breached the wall. Fragmentation seems to have destroyed all of the exposed equipment.

TR 16:

As above.

Additionally, power lines lead to a reinforced steel tube that can be followed down the stairway and into one of the walls. It seems as though the generator that powers the facility is encased in the concrete of the ground floor. Although most of the metal storage cabinets on the upper floor have been shredded by fragments and their contents destroyed, an intact monitor can be found at the back of one of them.

TR 18:

As above.

There are a few faint traces of dried blood and tattered threads that could have belonged to a uniform. It seems likely that the facility was occupied when it was attacked, but someone or something has thoroughly cleaned up the human casualties of the aftermath.

Attaching the monitor, or a using a suitable alternative, will allow the computer system to be accessed. A TR 14 technology check will reveal radar tracking logs that show a large number of aircraft operating in the area, as well as high altitude parabolic trajectories, likely belonging to ballistic missiles. Three of the aircraft that were tracked have flight paths which abruptly ended nearby, one in the woods north of Aldfort, one in the woods to the west and one in the lake. A log book kept by the commanding officer can also be found.

Reading the log book, older entries refer to war games, drills and rising tensions. Going forwards in time, entries become very abrupt and matter of fact, raw data, repair logs, some complaints directed at an unnamed leadership. A more hopeful entry, dotted amongst these, refers to the arrival of a group of four Emissaries, the author seems relieved. The last entry simply reads: *"The Emissaries have failed, we are at war. May future generations have mercy on our souls."*

GM Notes

Ruins Without Duty is a scenario that is intended to create the atmosphere of a traditional dark fantasy setting, time shifted to the futuristic world of Emissary. It can be played in several different ways, depending on your group and how you, as a GM, feel like pushing it. At its most base level, Ruins Without Duty is a seek and destroy mission for players, with monstrous enemies and challenging bosses. They can get in and out relatively quickly, blasting their way through hordes of the Remade before tracking down and fighting the Fallen and recovering two Emissary weapons as loot for their trouble. However, if their pace is slower and their mood more investigative, they may wish to uncover the story of Skoll, Aldfort and what happened there.

Before the Emissary team consisting of Ostavo, Caegla, Mike and the person now known only as The Artist arrived at Aldfort, the world of Skoll was divided into two factions. Their names and the nature of their disagreement now lost to time, these two factions escalated their conflict until a catastrophic civil war became unavoidable. The arrival of the Emissary team gave hope that things could be turned around, but it was not to be. Consumed by their personal failures and the horrors of the resulting war, the Emissaries each fell to corruption, though it did not affect them equally.

Caegla lost her mind completely to the corruption, becoming little more than a savage beast, living off the land and acting by instinct alone. The sole link to her past self, her weapon, clutched tightly inside the coils of her new body. Mike, once a great warrior, retreated within himself, slowly filling with corruption from within. Although harmless when encountered, his emergence as a thing of nightmares was only a matter of time. Ostavo was overcome by his hatred of the people of Skoll and took out his anger against the Remade, but remained unsatisfied by this. Grounded by his undying love of Caegla, he retains moments of lucidity.

The Artist was once the most experienced of the Emissary group, though still young and idealistic. He was not a fighter and found himself ill prepared to deal with the Machiavellian politicians and ruthless military commanders of Skoll. More than any other, he was most deeply effected by the failure of his mission. Now a twisted reflection of his former self, he achieves what he could not before. He unites the disparate people, using his art to create new life from their bodies. The Remade have no factions and no politics, they are one in mind and body.

Players may find their characters challenged morally and ethically by their encounter with Ostavo. When they meet him and Mike, the two Fallen present no threat and are prepared to die. The ideal of Duty compels all Emissaries to eradicate the Fallen, but usually the circumstances are different. Similarly, Ostavo bargains for Caegla's life and it can be argued that she is no threat, mindless as she is and trapped on a dead world. Regardless of the decisions the players make here, they should not be punished for their actions. Consequences may present themselves in time and could be referenced in future missions or scenarios.

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ECONOMICON ENCAMPMENT
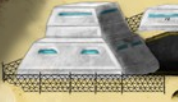
HAREA

JANGENG PASS

SEA OF DUNES

MINING

TECHNOSAPIEN BATTLECARRIER

SB 2016

PDF Base

Ruined Refinery

Hooded Worm Hive

Abandoned Mining Pits

Jangeng Refinery No 1
Pit

Old Quarry

Fractured Cliffs

Alien Crash Site

Jangeng Refinery No 2

Hooded Worm Hive

Mining Pit

Jangeng Canyon

Wings over Harea
Advanced scenario

Briefing

The mission outline is ostensibly a diplomatic one and requested on behalf of the Imperial Ministry of Technosapien Relations. Relayed in real-time by a high ranking official, a Mechanoid who identifies itself as The Narkomindel, the matter is evidently one of some concern. You are asked to intervene in the negotiation of mining rights for a region of the planet Harea, known as Jangeng canyon. Ordinarily, this kind of duty could be handled by Imperial diplomats, but the situation has become dangerously complicated.

"Honoured Emissaries, ownership of the land in question belongs to the TCD corporation, who have for many years leased the mining rights to a subsidiary of theirs, the TCD-Harea Mining Corporation. However, this lease is about to expire and TCD have been looking to pull out of Harea for some time. The miners of the local branch were apparently unaware of this, but TCD head office had made a deal to sell the mining rights to a Technosapien group. This on its own would be troubling, but would not require Emissary intervention. However, TCD is apparently considering reneging on their contract and instead selling the rights to an Economicon sect."

"We now find ourselves in a situation where Baron Victor Lustig has established an encampment just outside the Jangeng Pass, bringing with him a considerable army of Economicon mercenaries and enforcers. Worse still, Technosapien Ambassador Coren has landed her fully equipped Battlecarrier across the Sea of Dunes from his position. Tensions are escalating by the day and we would like the situation defused with minimal loss of life if possible."

The Narkomindel pauses for a moment, before deciding to reinforce a particular point in case it was lost in the message.

"I hope it goes without saying that maintaining healthy relations between the Technosapiens and the Central Empire is of utmost importance here. Ambassador Coren is highly regarded by many Imperial families and we have, perhaps largely thanks to her, enjoyed a period of stable and friendly relations with them. I am reliably informed, through channels that you might well imagine, that a catastrophic civil war looms in one possible future."

The Narkomindel will entertain and answer some questions that players might have, though eventually will suggest that they make their own inquiries.

Regarding the history and situation of Harea:

"Harea was once the home to an extensive and highly profitable mining industry due to the abundance of helium isotopes vital for fusion-powered spacecraft and industry. Unfortunately, the planet-wide infestation of hooded worms resulted in largely unsustainable costs. Only TCD's subsidiary, the TCD-Harea Mining Corporation, maintains an active presence there now and, as mentioned, their parent organisation has been moving to end operations there. As a desert planet, you can expect Harea to be a hot and barren environment. I'm sure you have the resources necessary to find out more if you wish."

Regarding possible opposition and the factions involved:

"Ambassador Coren is something of an enigma. She has taken great pains to ingratiate herself with the high society of the Central Empire and, after a shaky start, has managed to secure a great deal of support. So far as we are aware, the deal she worked out with TCD was above board, though keeping it from the local miners was always going to result in some tensions. We believe that the Technosapiens intend to set up some kind of automated refinery. Ultimately this would give them some extra trade leverage and reduce logistic costs for expanding into the Central Empire. A few fear mongers see this as a potentially threatening development, but most view it as a positive move towards a more integrated Empire. However, the military capability at her command should not be ignored. Undoubtedly she has a large complement of Technosapien guard at her command and her ship is more than capable of devastating a world like Harea."

"The Baron's Economicon group are less dangerous, judged strictly by capabilities, but are possibly a more worrying threat. We have no idea what it is exactly that they want from the land or how they managed to persuade a corporation like TCD to renege on a deal with the Technosapiens. We can only suppose that they must have some leverage with high ranking TCD officials, favours, blackmail or something of the like. We have people investigating that line already, but it's unlikely the situation on Harea could be resolved even if we do find evidence that the Baron has blackmailed someone at TCD."

Regarding the diplomatic situation between the Economicon and the Technosapiens:

"Although not ideologically opposed in the same way as the Bioartisans are with them, the Economicon are no great lovers of the Technosapiens. At the very least, they view them as an extremely rich and powerful megacorporation of sorts and thus a rival entity. It is also no secret that there are those among the Economicon with extremist anti-augmentation views, publicly stating that cybernetic augmentation is equivalent to demonic possession. Whether this is a genuine belief or simply rhetoric for the masses is another matter, but it is worth keeping in mind. By contrast, we don't really know much about how the Economicon are regarded by the Technosapiens. In this particular instance, I believe it can safely be said that Ambassador Coren is no fan of the Baron."

Regarding knowledge of future events:

"I thought my meaning would be clear to you. Knowledge of future events and the outcomes of decisions that are yet to be made are things that fall well within the capabilities of the Malagarth Oracle. The Divine Imperial Majesty has taken a direct interest in this situation, though it has not moved to intervene directly. Most likely you and I, among others, are now moving down paths it has already seen. In fact, you should be prepared for coincidences or signs that might influence your decisions. Remember, even when free will is an illusion, the one who makes the choice is still you."

After The Narkomindel has answered what questions it can, it will explain to them that they are to head to Harea as soon as possible, where they will be met by a local guide who will be waiting for them at the landing strip of the Harea PDF base. It suggests that they familiarise themselves with the location upon arrival and arrange meetings with all of the key players.

If characters wish to research Harea or any of the major players any further, they may make appropriate knowledge or academics checks, or socialise with any contacts they might have made.

TR 12:
Harea is a desert planet rich in valuable fuel resources that are ordinarily more difficult to extract. The discovery of Harea caused a rush among industrial corporations to establish a presence there. Unfortunately, the plague of hooded worms prevented profitable exploitation of Harea and most corporations pulled out, with many losing a lot of resources in the process.

Baron Lustig heads an Economicon sect based in Ishtar, a neighbouring system to Harea. He is known to be extremely rich and has a reputation for cruelty, but has achieved little of note.

Ambassador Coren is largely respected and held in high regard by most. However, there seems to be some doubt regarding her long term intentions and a general distrust for Technosapiens in some circles.

TR 14:
As above.
TCD-Harea Mining Corporation is one of the sole remaining mining operations on Harea. The combination of the natural barrier provided by Jangeng canyon and their ownership of a fully functional siege tank has allowed them to fend off worm attacks. The worms can grow up to 8m long and weigh as much as 150kg, they live in hives and are ferocious predators.

Baron Lustig's nephew, Augustus Kelly, is thought to be involved in the Harea situation. Unlike his uncle, Kelly has a more positive reputation and is highly favoured by several Imperial families.

Ambassador Coren is a shrewd politician who has made a name for herself despite institutional discrimination and smear campaigns against her. Cunning and subtle, she nevertheless possesses the ruthlessness and indomitable will commonly attributed to Technosapiens.

TR 16:
As above.
The siege tank, Essence of Civility, is quite famous and has a number of exploits associated with it, including winning a duel against a mercenary frigate, back when rival corporations were first competing for Harea. The hooded worms can change colour to blend in with their environment and are capable of silently moving through loose sand faster than the average human can run.

There are some rumours in the media of Augustus Kelly being in a scandalous relationship with an Electrotomb Ghost. Though the evidence amounts to one poorly taken image, it has sparked discussion in some circles.

SCENARIOS

Harea

The planet Harea, more accurately a moon, is a ball of endless red-tinged sand in orbit around a colossal Jovian. Barren and desolate, its distant sun bathes it in a dull ember-like glow. Though once teeming with busy haulers, its orbital space is now largely devoid of traffic. Abandoned refineries and mining complexes are scattered across its surface, with steel chimneys stabbing almost a mile into the sky.

As you approach Jangeng canyon, the menacing sight of a Technosapien Battlecarrier is clearly visible, parked on its landing struts, just south of the canyon entrance. To the north, a collection of tents and prefabricated barracks mark the location of Baron Lustig's encampment. Flying over the canyon pass, the PDF base can be see on the opposite side. A simple building of concrete and steel, with several small landing pads and hangars. The most striking sight is the huge siege tank, like a warship on tracks, sitting on a concrete platform just outside the base. The canyon itself is formed from huge stone plateaus, jutting from the sand and forming a natural barricade around the mining area. However, even here, one of the three refinery complexes has clearly been abandoned.

Other than the landing pads at the PDF base, the plateau tops are the only other location where a ship could safely touch down, though this would present a long and difficult climb down. The sand is too loose and uneven to safely support the weight of a ship and could result in damage or difficulty taking off again, a TR 18 pilot check would be needed successfully land or take off there. A failed attempt to land on sand should not result in a crash, but would require the landing attempt to be aborted. A critical failure could result in collapsed landing gear or more serious damage.

Midday temperatures on Harea reach upwards of 40°C, imposing a circumstance penalty on all stamina checks for performing extended or prolonged physical activities. Sandstorms are also a common occurrence, although tempered by the natural barrier of the canyon walls. Sandstorms within the confines of the canyon impose a circumstance penalty on skill checks, but present no risk of injury. Sandstorms in more exposed terrain inflict an automatic temporary injury for each hour of exposure.

Hooded worms are a serious hazard everywhere on Harea, although less so within the confines of the canyon. Worms are typically encountered in groups of five or more and will quickly attract more worms to their location when disturbed. One or two worms will usually make an initial probing attack after surrounding and trailing potential prey for some time, with the rest joining in if the probing attack is successful. As hooded worms move under the loose sand and can camouflage themselves easily, detecting them before an attack is very difficult and requires a TR 20 spot check or TR 18 listen check. Within Jangeng canyon, worm attacks are mostly confined to areas immediately surrounding the two small worm hives, the ruined refinery and the abandoned mining pits. Loud noises and vibrations are also likely to attract any nearby worms.

Private Defence Force Base

The PDF base itself is little more than a concrete barracks and machine shop, smaller than the enormous siege tank parked across from it and likely staffed by no more than thirty permanent personnel. A few soldiers in tatty uniforms can be seen walking around outside, while a mix of uniformed men and people in civilian clothes can be seen working on the tank. A girl stands out from the others, wearing what looks like an old fashioned one-piece pilot suit. A pair of protective goggles are pushed up into her scruffy, red hair. When she sees you, she starts walking towards you.

"Hey, are you guys the Emissaries?"

Up close you can see the girl is in her late teens or early twenties, she has a boyish figure and the tanned skin of a Harea native. A light dusting of sand is spread across her cheeks, making an outline of where her goggles must have been. She tries to sound nonchalant, as if she meets Emissaries every day.

"My name is Aradia Freid, I live at Refinery One. They asked me to be your guide, so don't hesitate to ask about anything. They wouldn't tell me much about your mission, but I guess it must be about the mining rights to this place. Must be pretty serious if they've asked you to get involved."

She pauses, studying you intently.

"We have some quarters set up for you back at the Refinery. Oh, they're usually used by TCD VIPs when they visit this place, so they should be pretty comfortable."

A massive hooded worm, its skin the colour and texture of sand, bursts out of the ground and awkwardly slides its body onto the concrete landing pad near your ship. Unfurling its hood, it raises its head some ten metres off the ground, almost a third of its total length. A soldier opens fire on it with an automatic rifle from the upper floor of the concrete barracks and it lashes out at him with alarming speed. Its hood presses him flat against the wall of the second floor balcony, concealing his body from view and you hear a sickening sound, like a dozen cleavers hacking through a carcass. You notice that Aradia has become completely motionless.

If the players stand completely still, the giant worm will scrape against the side of their ship for a few moments, before sliding back into the sand and departing. If they continue to move or make sound, the worm will attack them.

Giant Hooded Worm

Agility	22
Speed	22
Toughness	10
Willpower	6
Armour	6 (P)
Weapons (melee)	4 (+10)
Damage	1d10+6 (P)
Alien Mind	
Blind Sense (Vibration)	
Burrowing	
Camouflage	
Natural Armour	
Natural Weapons (Teeth)	

If the players ask about the worm:

"They didn't tell you that they get that big? I guess they wouldn't. Most worms don't grow much longer than six or seven metres, but the ones here in the canyon get much bigger. Nobody is really sure why. One theory says the bigger ones live deeper underground and our mining has disturbed them. Not sure I believe that though, the ground would be harder down there and I don't see how they could move through it. It's not as bad as you'd think actually. Sure, we get bigger worms here, but there's usually only a few attacks each day. If you were outside the canyon, you'd have hundreds of the smaller ones swarming over you in minutes. Humans are basically a walking treat to them, compared to the sand bugs they usually eat. You see, they like the soft fleshy bits. I'm all skin and bone, so they leave me alone."

"The bit about them leaving me alone was a joke. They can't actually see, but they sense vibrations. If you stand real still and hold your breath, they usually won't notice you. Unfortunately, that doesn't help much if you were the thing that attracted them in the first place. They're not so dumb that they'll think you just flew away. There's actually nothing that flies here. Nothing natural anyway."

If the players ask about the PDF base:

"Strictly speaking this is a planetary defence force. You'll find a few ex-military folks who take it real serious, but most of us are just volunteers from the refineries. TCD shipped Essence of Civility, the big tank, here back when they had planned to expand a lot further. Its been useful fending off worm attacks, but honestly I think they expected to use it against rival corporations. Nobody knew about the worms when this place was founded, at least that's what they tell me. I just help out with repairs and maintenance on her. I'm no soldier."

If the players ask about Ambassador Coren:

"Coren? Oh, you're talking about the Technosapiens. Beauty of a ship they have, saw it come in low over the canyon. Would love to get a closer look at it some time. I haven't met any of them though, nobody here has actually. They haven't entered the canyon at all since landing. Doesn't stop talk about them though. Most of the locals are terrified of them and occasionally there are stories about sightings. You know the kind though. Some drunks sees a ten-foot tall mechanical monster down a ventilation shaft, while he's goofing around in the middle of the night. Trust me, there's no truth to any of it."

If the players ask about Baron Lustig:

"His lot have been around a few times, trying to get chummy with the local unions and managers. Some of them seem pretty decent, but then there's something off about others. Kind of sleazy, if you know what I mean. They keep saying that when they get the mining contract, they'll transfer across anybody who wants to stay so that the miners can keep their jobs. Makes them pretty popular, since that's all anyone here really seems to want. There's not a lot of loyalty to TCD here."

If the players ask about the local miners:

"You're looking at several generations worth of miners when you meet the refinery locals. All most of them want to do is keep their jobs, their families and their homes. This place might seem awful to you, but that's what it is to them. They feel like TCD has sold them off, like unwanted assets, and they're quite rightly scared. And angry. Scared and angry. I can introduce you to some people who can speak for them later, if you want. I imagine you have other business first though."

If the players ask about Aradia's opinion:

"I was born and raised here, but I don't want to spend the rest of my life in this place. I'm an orphan, brought up by the miners until I could look after myself. My parents were killed in a worm attack at the ruined refinery, well, it wasn't ruined then. I don't want to see the miners hurt or lose their jobs, but I'd do anything to fly away from here. Legally, I don't know who has the better claim. I just can't help but think that something bad is going to happen if things aren't resolved soon."

If the players ask about how they can get around the canyon:

"Well, if you're desperate, you can always walk or use a buggy. I wouldn't recommend either though, for obvious reasons right? I have a gravsled that we can use though. If you really need to go off by yourselves, then I can lend it to you, but I'd really appreciate it back in one piece. It's hard to move heavy parts around without it."

If any of the Emissaries can fly, Aradia will quickly become besotted with them, asking them questions about what it's like, how high and fast they can go and how much they can lift. She will drop hints about wanting a lift, but is too embarrassed to actually ask directly.

Ruined Refinery

The journey to Refinery One will take the players past the Ruined Refinery. Crooked chimneys and rusted pipes jut out of the hot sand, forming a labyrinth of twisted metal. Aradia will glance at it sadly, but won't say anything. If the players were to inspect it more closely, they'd find it nothing more than a rusted and gutted hulk, home to the occasional pack of hooded worms. Everything of value has long since been stripped away or worn down by worms and sandstorms.

If the players ask Aradia about the ruins:

"I can take you there if you want, but honestly I'd rather not go. We salvaged anything of value years ago. It's just the corpse of a refinery now. It happened when I was a baby. The mining pit managed to disturb a nearby worm nest and the idiots lead them right back to the refinery when they ran. I'm told there were thousands of the things crawling over it. The main chimney literally bent under the weight of them coiling around it. They found me shut inside a toolbox on this very gravsled about half a mile from where it happened. No sign of my parents."

Refinery One

Refinery One is like a cross between a factory and a city. The central refinery complex is buried under concentric rings of shanty houses, suspended walkways and family businesses. Massive ventilation ducts snake around and between buildings. Moisture condensers, connected to the main chimney by steel cables, stretch out across the sky, providing both water and shade to those below. Not one of the buildings is less than ten metres above ground. Trees and vegetation, clearly not native to Harea, bizarrely sprout from roof-top gardens.

"Welcome to Refinery One. The height of culture and civilization on Harea. Don't listen to what the people over at Refinery Two say. This one is the good one."

Players can easily find anything they would find in a primitive city at Refinery One. There are shops and businesses of all kinds, though somewhat lacking in most advanced technologies. The local food is somewhat pricey and consists largely of fried desert bugs and vegetables that have clearly been selected for yield rather than taste.

"If you don't mind slumming it with the natives, there's a good restaurant and bar around here where one of my friends works. Of course, if you want something a bit classier, there's a place for the VIPs that serves food imported from off world. It's too expensive for locals, but I imagine that wouldn't be a problem for you."

If the players elect to go to the VIP restaurant, Aradia will look slightly disappointed at them. She politely refuses if they offer to buy her some.

"No thanks, I wouldn't want to develop a taste for it."

VIP Quarters

The VIP rooms that have been prepared for the players are some distance away from and above the main shanty town, located in something of an ornate looking hotel that sticks sideways out of the main chimney. The hotel takes about twenty minutes to ascend to via gravsled and provides a commanding view of the canyon. Its interior is lavishly decorated with wooden paneling, leather furniture and gold trim. The panoramic windows double as holoscreens, able to project a false image of some picturesque landscape. Aradia looks distinctly appalled if she goes inside.

"I never knew this place would be so... tacky. I hope the beds are comfortable at least. Sorry, I mean, this might be normal for you."

She looks pleased if they tell her that it isn't.

"What do you want me to do tomorrow? I need to take the gravsled with me to get back down, but I can come and pick you up in the morning if you want. I imagine you probably want to start arranging some meetings."

A TR 16 communication, expression or manipulation check will allow a player to persuade Aradia to stay in the VIP rooms overnight, leaving the gravsled outside. A TR 20 check could persuade her to leave them the gravsled and have a friend pick her up.

Alternatively, if the players don't want to stay at the hotel, Aradia can find a local community centre that will put them up for the night. Refinery One doesn't get many visitors, but there are a few places where people can stay.

Refinery Two

Refinery Two is more or less identical to Refinery One, though different in specifics. The overall layout, types of buildings and inhabitants are largely the same. The miners are generally hard working and easy going people, though there is growing unrest due to the uncertainty they find themselves in.

Technosapien Battlecarrier

The journey from Refinery One, through the canyon pass, to Ambassador Coren's Battlecarrier takes the best part of two hours by gravsled. The mouth of the pass opens up to a windswept sea of dunes, with the silhouette of the enormous Battlecarrier visible to the south. A monolithic wedge of chrome and black metal, its angular form is almost seven-hundred metres long from end to end and stands raised above the sand on a collection of arched, insectile legs. A platoon of a dozen Technosapien Guards stand watch in its shadow, alongside an equal number of heavily armed Terminal Guardians. Aradia stares in awe at the massive spacecraft.

"Incredible, it's like a city on legs. It's hard to believe something so massive can really fly."

As the players approach, the Technosapien troops and sentries will train their guns cautiously towards them, but continue to hold their fire. Up close, it is possible to see that the Guards have painted their armoured carapaces in desert camouflage and wear flexible dust covers over their joints and mechanical parts. Once they get within a hundred metres of the ship, a large Guard with step forwards and address the players.

"Identify yourselves."

The Guard is reluctant to allow the players an audience with anyone important, but can be persuaded to pass a request on to his commanding officers with a successful TR 14 manipulation or communication check. An expression check can also succeed, but has a TR of 18, due to the Guard's disregard of an emotional plea.

"Ambassador Coren has no business with Emissaries, unless you are representatives of TCD. Wait here until we receive further orders."

After a while, a creaking noise and a mechanical whirring can be heard from the ship. Smoke vents from crevices along its belly and a massive articulated ramp begins to descend towards the sand. A lone person with a vaguely female form can be seen making its way down the ramp. She stands almost seven feet tall, her impossibly slender body hidden by a black bodysuit. An intricately detailed and articulated golden dress, like some artisanal mechanism, adds the illusion of curves to her figure. Her face is inhumanely pale, exacerbated by bright red lips. A golden mask obscure the top half of her face, rendering her eyes as expressionless black pits. Feathery purple hair sprouts from behind the mask, falling over her shoulders and extending to her ankles like a cape. She turns to you and speaks.

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"So you must be Emissaries. I had to see you for myself. Forgive me though, I haven't introduced myself. I am Ambassador Coren and this is my ship, the Numancia."

The corners of her lips curl up into an amused smile and she gives a shallow curtsy of the type an Imperial noblewoman might as a formal greeting.

"Do you want to come aboard, or should we continue our meeting here in the sand?"

Aradia, hiding behind the players, visibly perks up at the prospect of getting to see the inside of the Numancia.

Coren will invite the players into a comfortable meeting room that has clearly been designed with human hospitality in mind. She will clearly explain her position and listen to anything that the players have to say. However, she will not commit to any compromises or give up her claim on the mining rights. If pressured or presented with alternatives, she will deflect and claim to consider things in her own time.

"I negotiated a deal with TCD for the rights to begin a mining operation here and I intend to see that through. It is too late for them to change their minds and back out after things had already been agreed."

"We have expended time, effort and resources in preparing ourselves for this. We have prefabricated mining equipment and drones aboard. We have drawn up plans for automated refineries. We already have partnerships negotiated for selling fuel within the Central Empire."

"I will not simply leave with nothing to show for it. If nothing else, my pride simply wouldn't allow it."

If asked about the local miners:

"It is regrettable that TCD did not inform them of their intention to shut down the mining operation here. We could potentially take some people on as permanent advisers and would, of course, be willing to establish a transitional period. However, our long term intention is to automate and expand."

"We have no intention of causing any harm to anyone, but understand that we will defend our assets if necessary. Speaking frankly, I would appreciate it if you could explain this to the local people. If they remain civil, there is no need for any violence."

Economicon Encampment

The Economicon Encampment is north of the canyon pass, consisting of a scattered collection of tents, prefab buildings and small spacecraft. A pile of dead worm carcasses can be seen besides the entrance. Discipline and professionalism amongst the mercenaries seems mixed, with some sitting around and making merry, while others inspect their weapons and patrol the perimeter. Aradia seems nervous about approaching them.

"Some of this lot have visited the refineries a few times, mixed bag really. Some of them are pretty straight laced and quiet, probably former special forces or something. Those ones tends to have lots of augments. The others are a bit rowdy, especially when they're drunk. I had to tell them I wasn't interested more than a few times."

A group of eight confrontational looking mercenaries will approach the players as they get closer to the encampment. Their leader fires a gun into the air.

"Who are you lot?"

"Emissaries are you? Yeah right. Why don't you just turn back around and leave before we make you."

The mercenary is looking for a fight and won't stand down easily, but a TR 18 intimidate or streetwise check will get him to back down. Failing that, a fight could break out.

"If you're Emissaries, then prove it. One of you fight me."

The mercenary throws down his gun and pulls a large power knife out of a scabbard around his waist.

Mercenary Ringleader

Agility	18
Speed	17
Toughness	8
Willpower	6
Armour	8 (P) (Medium armour)
Weapons (melee)	4 (+7)
Damage	1d6+3 (P) (Power knife)
Allies	
CQC Training	
Close Combat Expert	
Expert Disarm	

After the fight, or after traveling further into the compound, a group of more organised looking mercenaries will approach. Each of them is wearing heavier battle armour and subdermal armour plates can be seen implanted under their skin. There's something vacant and distant about their expressions, like they aren't entirely conscious at all.

"If you will follow me, I will escort you to a waiting room where you may speak with one of the Baron's representatives."

The Enforcers will make no more conversation and blankly ignore any questions, beckoning only that they be followed. If the players ignore them and attempt to wander off, they will issue simple threats.

"We cannot allow you to wander around freely. If you will not come with us, then we will be forced to escort you from the premises. We know that might prove difficult, but we have been fully briefed on combat with Emissaries."

These mercenaries are Economicon Enforcers, clad in battle armour in addition to their subdermal armour and armed with hybrid rifles, heavy pistols and power knives.

The waiting room turns out to be a fancier looking tent, subdivided into several interior spaces. After waiting for around ten minutes, a scrawny looking man in expensive robes appears.

"Please excuse the Baron for not greeting you personally, but he is a very busy man. I am one of his advisers and can speak to you on his behalf."

Before the man can say any more, a very large man, dressed in extravagant red and gold clothing, strides commandingly into the tent. Behind him, a squad of heavily armoured mercenaries follows along with another, younger man, wearing a suit of baroque looking power armour.

"Ah, Baron, I didn't know you were here."

The Baron glares at his advisor, who promptly takes his cue to leave, head deeply bowed and continuously facing the larger man.

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"If I had known they had sent Emissaries here, I would have extended an invitation to you and held a great banquet. Oh well, no matter. Here you are! Hopefully you have come to tell me you have resolves this whole mess."

The Baron will listen to the players inattentively, occasionally glancing from face to face, studying their expressions and mannerisms. The Baron will admit no fault in what he is doing and dance around any suggestions of compromise.

"You have to understand, if TCD has decided to sell the land, the mining contract, to us, then that's what's going to happen. It may seem unfair or strange, but that's business. A corporation isn't one person, it can change its priorities at any time. Right now, their priorities favour us."

If the players ask about the miners:

"Of course we intend to keep the miners employed. We wouldn't consider anything else. I don't know the first thing about mining, so I'm counting on their experience. We will make sure they live comfortably and that their money ends up where it won't hurt anyone – lining my pockets. I'm joking of course, but they know that we're the better option. We've already been talking with the local unions, you see."

If asked about why they want the mining contract:

"We can't have people dangerously profiting off of all of these untapped resources. We plan to mine it for ourselves and make sure that the local economy is undamaged."

If asked about the declining profitability of the mining operation:

"Nonsense, all propaganda. This place is wealth of valuable natural resources, its just been mismanaged."

If asked about the Technosapiens:

"Have you met that thing? Monstrous creature. It thinks its people just because it can wear dresses and fake facial expressions. You honestly think it cares at all about the miners? If it doesn't have them deported and dumped on some local planet or station, it'll just leave them to starve."

"You need to explain to that Coren that it's over, they lost. When the contract comes through, we're going to take what belongs to us and the locals are going to help us do it. They want us here. Nobody else is going to look out for them. Persuade Coren to give up and leave, otherwise we'll fight for it."

If asked about the Battlecarrier:

"A true strategist doesn't reveal their trump card. They have nothing but mindless soldiers and that ship. I'll grant you that it's a big ship, but there's more than one way to sink it. I won't say anything else on the matter."

If accused of blackmailing TCD:

"That's a serious accusation, I hope you have some proof. The truth is, it's just business. Either you have proof, and I know you don't, or you have to admit that our claim is legitimate. I'm bored of this now, come back when you've convinced those Technosapiens to leave."

When leaving the tent, a TR 16 spot check notices a dark bird perched on the roof. Aradia also spots it and it flies away shortly after.

"Whoa. That's weird, there aren't any birds on Harea."

Journey back to Refinery One
Aradia is silent for the first half of the journey back, but seems restless. Eventually she decides to speak her mind. She starts by asking about the meetings.

"What did you think of them?"

She listens to their responses thoughtfully and responds if the players ask her opinion.

"I don't know how the miners would cope with the Technosapiens taking over the mining operation, it would be a big change and probably the end of the world they know. I didn't think that Coren seemed like a bad person though. A bit scary maybe, but I didn't feel like she was hiding anything. The Baron didn't seem very trustworthy."

After a while, Aradia starts again.

"I wanted to see what you were like before I mentioned anything, but I think I know what the Baron is really here for. There's something in the canyon. Not just fuel. If he secured the mining rights, then he'd also have ownership of it. I just don't understand how he can know about it."

If the players ask about what's in the canyon:

"It's easier if I just show you tomorrow."

A persistent argument or a relevant TR 14 communication, expression, manipulation or intimidate check can persuade Aradia to open up a bit more.

"There's a derelict spaceship at the other end of the canyon. It doesn't show up on any sensors and you can only see bits of it with the naked eye, if you're lucky and the winds blow the sand the right way. There's more though. Don't laugh at me when I say this, since obviously I'm not an expert, but I don't think it's a human ship. That has to be it though, right? They must be after it."

Refinery One (After Meetings)

When the players return to Refinery One they immediately come across a commotion. Groups of outraged miners shouting and arguing about something in the streets. If the players ask what's going on, the angry mob reveals that there's been a series of murders and they suspect a Technosapien was responsible. The victims were respected union members, involved in negotiations with the Baron, and were apparently beaten to death by something impossibly strong. Some claim that witnesses saw a Technosapien lurking around nearby ventilation shafts. The mob are debating about what to do, with some intending to go hunting for the killer in small bands.

A TR 14 socialise check will allow players to gather the following information:

There are currently three victims, all of them were active members of the local miner's union and all of them were murdered in their own homes a short time apart from each other. In each case, the victim's home was forcibly entered and the victim was violently beaten to death. The crimes could only have been committed by something far stronger than a normal human. A mechanical figure was spotted by some witnesses, skulking around ventilation shafts near the victim's houses.

A TR 16 socialise check will allow the following addition information to be found:

In each case, the door was physically torn off its hinges for the attacker to gain entry. Nothing was apparently stolen and no weapons were used, though strange indentations, smaller than footprints, were found on the ground. The mechanical figure was described by one witness as a hunched humanoid, about the size of an adult and moved with an unnerving awkwardness. Another witness described it as a hulking mechanical brute, much larger than a man. A few people also mention having noticed a strange bird lately.

A TR 14 academics check, using the information gathered above can allow the following conclusions to be made:

Enough time passed between each murder that a single attacker could have been responsible for all three, provided that they did not stop for any length of time at each location. Some of the witnesses are either lying or exaggerating, as their reports contradict or place the attacker where it would have been seen by more people.

A TR 16 academics check allows some additional conclusions to be made:

The small indentations were likely made by the attacker's feet, making a larger creature less likely. The witnesses who claimed to see a hunched humanoid, about the size of a man, better corroborate each others claims and fit the other evidence. The witnesses who claimed to see a larger figure have too many contradictions in their claims.

If players are able to gather a decent amount of evidence and draw some conclusions, then a TR 16 knowledge check will cause them to realise that the description of the attack does not fit that of a Technosapien soldier or of a human wearing power armour. A relevant TR 18 knowledge check (such as robotics, lifeforms or factions of the galaxy) will allow them to know that the profile best fits an Electrotomb Thrall.

Mob Justice

A TR 16 expression, TR 18 communication or intimidate, or TR 14 leadership check will allow the players to influence the actions of the miners, before they split up and start trying to hunt down the killer. The mob could be influenced to give up for their own safety, leaving it to the Emissaries, or they could be convinced to help search the ventilation shafts.

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Showdown with the Killer

A TR 16 investigation or track check will allow the player to follow the attacker's path through the maze of ventilation shafts. The players should make an additional check for every 10 minutes that passes in the metal labyrinth, with three consecutive successes allowing them to immediately catch up and discover the culprit. Three consecutive failures allow it to escape, losing them forever, unless the miners are also helping to search. If the miners are helping and three consecutive failures are rolled, then the miners will find the attacker, alerting the players at the cost of their own lives.

A hunched figure, scrawny, mechanical and clad in tattered robes can be seen ponderously running down the ventilation shaft ahead. It suddenly stops and turns to face you, evidently realising that it has been caught. Its body is made of a smooth, dull metal, with a colour something like the surface of an oil slick. It has the form of a humanoid, but misshapen and odd proportioned. It's face, asymmetrical and lacking recognisable features, lifts to look directly at you. It begins to stride forwards with an unsteady gait, its ball-shaped feet smashing deep indentations into the metal floor. Despite its unassuming size, its movement has the sensation of great momentum, like a freight train picking up speed.

The killer is an Electrotomb Thrall and will attack aggressively and continuously until it is destroyed. If the players wear heavy armour that protects them from its fists, it will retrieve a power knife from a bag it has slung over its shoulder. The power knife is of the same design used by the mercenaries at the Economicon camp (a TR 14 working memory check will reveal this immediately if the players that find it have been to the camp recently). Other than the power knife, the bag and the robe, the Thrall possesses no belongings and nothing else that would link it to either the Economicon camp or the Technosapiens.

Aftermath

If the players successfully destroy the Thrall and present it to the miners, correctly identifying and explaining what it is in the process, then the miners will become confused and begin to falter about what to do next. Some will still blame the Technosapiens, not really grasping what has been explained to them, while others will begin to blame the Economicon faction, suspecting foul play on their part. Others will simply give up, believing the situation too complicated and too dangerous for them to have a role in. As before, the players may choose to influence the mob before it disperses, directing them against either of the two factions or compelling them to remain uninvolved.

If the players do not manage to catch the Thrall, or do not correctly explain the situation to the miners, then the miners will become increasingly hostile towards the Technosapiens and begin moving to join forces with the Baron and his men. Some will suggest using Essence of Civility to drive the Technosapiens off their world. The players may exert some influence, either slowing down or speeding up this movement, but they will not be able to completely prevent the growing extremist sentiment without diverting all of their time to it.

Aradia

Aradia is shaken by the events that have occurred at Refinery One, but will eventually come to her senses and remember that she has something important to tell the Emissaries, inviting them back to her apartment. Aradia's place is converted from an unused maintenance office, midway up one of the secondary cooling towers on the outer edge of the refinery, giving it a good view into the canyon.

The walls of Aradia's apartment are covered with cools, concept sketches, blueprints and diagrams relating to primitive flying machines, while much of the interior space is taken up by components and unfinished mechanisms.

"Sorry about the mess, sometimes I just wake up with an idea and can't wait to get the workshops. My hobby is building flying machines, that's what all this is."

If the players didn't persuade her to tell them earlier, Aradia will continue from where she left off before, explaining about the derelict alien ship.

"I make test flights from the top of this cooling tower with my flying machines... some of them are more successful than others. That was when I spotted it, at the far end of the canyon. My radar isn't anything special, but it didn't show up on it at all. Also, I know for a fact that they scanned this whole place from orbit, looking for deposits, when they chose the location. If it had shown up on those scans, people would have known about it and dug it up already."

"I haven't told anyone here about it, they wouldn't have believed me anyway. I was planning to go there and investigate it one day, but it's near a worm hive. It's silly, but I had this dumb idea that maybe I could make a spaceship out of its parts or find an intact shuttle in it. I've dreamed about flying away from this place since I was little."

"I can take you there whenever you want. It's quite a long journey by gravsled, probably why nobody ever found it before. Well, that and the worms. Landing your ship there would be tricky, but we might manage it. We could also use my thopter, it's light enough to land on the sand, but it only has room for two."

"If we leave now, it'll be night by the time we get there on a gravsled and I don't really fancy that. We could probably make it back here by night if we used your ship or my thopter though. Up to you really."

A TR 16 spot check will notice a strange black bird, perched on a neighboring rooftop.

Travel by Ship
If the players choose to travel immediately and use their own ship, then they will have to make a short journey back to the PDF base to retrieve it first. If they prevented the miners from becoming hostile towards the Technosapiens, then they will find the base largely unoccupied and nothing eventful will happen.

If they did not manage to prevent the miners from becoming hostile towards the Technosapiens, they will discover that some of the Baron's Enforcers are present, lead by the young man in baroque power armour. A large number of miners are also carrying out hurried maintenance on Essence of Civility and preparing it with fuel and ammunition.

If the players confront the young man, he will speak to them.

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"I am Augustus Kelly, the Baron's nephew and commander of his Enforcers. These good people have approached us out of fear and we have pledged to help defend them. I can assure you that I have no intention of starting a pointless conflict here, but I will not simply stand aside and watch these people suffer. If the Technosapiens intend to move against them, then I will stand in their way."

A TR 14 or better sense motive check will reveal only that Augustus Kelly believes in what he is saying and that he does not have any personal ulterior motive. He is resistant to any attempts to make him back down and return to his camp. If the players mention that they found an Economicon power knife on the killer (if they defeated it, but didn't explain to the miners), he will demand to see it.

"I find that hard to believe, are you suggesting that our men were involved in this attack? Let me see this knife."

If the players allow him to see the knife, then he can be persuaded with a TR 16 intimidate, communication or expression check to return to the camp with his men, to speak to his uncle. If they do not allow him to see it, then he will remain unpersuaded.

If the players mention that the killer was an Electrotomb Thrall, not a Technosapien, then he will seem shocked and confused.

"What do you mean? That's impossible! She... This very troubling. I need to speak to my uncle."

Kelly will gather his men and leave shortly after this. Before he leaves, a TR 16 expression or TR 18 communication check will encourage him to spill a few more details.

"There is an Electrotomb Ghost on this world, one that I considered a friend. However, I am starting to suspect that we might all be pawns in her... it its plan. I need to leave now."

If the players do not have the knife or know about the Thrall, but refuse to back down until Kelly leaves, or threaten him in the process, then he will propose a duel.

"It is clear to me that you are as stubborn as you are powerful. I have made my intentions clear, but I do not wish to cause unnecessary bloodshed. I will challenge one of you to single combat by blade. If you can slay me here, then I give you my word that my men will stand down and leave this place. In honesty, I've always wanted to test myself against one of your kind."

Augustus Kelly

Agility	16
Speed	19
Toughness	8
Willpower	8
Armour	18 (P)
	(Powered battle armour)
Weapons (melee)	5 (+12)
Damage	1d10+7 (P) (Power sword)
CQC Training	
Close Combat Expert	
Expert Disarm	

Adrenal Injectors
Boosted Muscles

True to his word, the Enforcers will leave and return to the Economicon camp if he is killed or sounded defeated and spared.

Travel by Gravsled

If the players choose to leave immediately, they will arrive at the alien derelict at nightfall. A TR 18 spot check notices a strange bird circling high overhead.

If the players choose to leave the next morning and left someone to watch over Aradia, stayed with her or persuaded her to stay with them, then they will arrive at the alien derelict by midday. A TR 18 spot check notices a strange bird circling high overhead.

If the players choose to leave the next morning, but left Aradia in her apartment alone, then they will discover that she has gone missing overnight.

Travel by Thopter

If the players choose to leave immediately, then one of them may ride with Aradia in the thopter and reach the derelict by late afternoon. A TR 18 spot check notices a strange bird following behind the thopter.

SCENARIOS

Alien Derelict

The wreckage of the crashed alien ship is obscured by a jagged range of shattered cliffs, fractured and broken into rubble by the original impact. Careful observation from the air, requiring a TR 16 spot check, will allow a character to notice shards of a strange iridescent metal protruding from patches of sand. The crash was evidently catastrophic and any large pieces of the derelict are clearly embedded deep in the ground. A find like this would be of major significance to the galactic community and any intact technology would be virtually priceless. It does not require an intelligence check to realise why the Baron would be so desperate to secure mining rights to the land.

Landing a ship larger than Aradia's thopter is difficult because of the loose sand, a TR 18 pilot check would be needed successfully land or take off there. A failed attempt to land on sand should not result in a crash, but would require the landing attempt to be aborted. A critical failure could result in collapsed landing gear or more serious damage. Additionally, such a landing would inevitably attract the attention of a number of giant hooded worms from the nearby worm hive.

Investigating the crash site will only reveal small and scattered chunks of the alien metal, with a few larger pieces embedded firmly into the sand. It will quickly become clear that a large scale excavation would be required to discover whether anything intact or more substantial remains buried beneath the sand. Prolonged investigation or attempts to move larger pieces of wreckage by digging them out and dislodging them from the sand will attract the attention of giant worms.

A TR 16 spot check will notice a strange bird circling high overhead.

Concluding the Scenario

How the conclusion to this scenario plays out will depend on the choices the players have made and the consequences of their actions. A number of different possible outcomes are presented below. However, each of these outcomes has certain elements in common.

The strange bird that may have been spotted is actually the Electrocoffin of the Ghost, Ker Cudail. Cudail is the one who knew of the crashed alien ship on Harea, though not its precise location, and manipulated the Economicon sect into searching for it. Throughout the scenario, Cudail has attempted to incite discord between the Baron's forces, the Technosapiens and the miners, hoping to draw them into a conflict with each other. Cudail has also been searching for the location of the alien wreckage and will have discovered this information from Aradia, by following and spying on the players from a distance. As well as the one that committed the murders, Cudail possesses seven other Thralls, four at the Economicon encampment and three others, hidden in standby mode around Refinery One. Ker Cudail has normal stats for an Electrotomb Ambassador, though her Thralls have access to power knives and portable railguns.

The alien derelict also hides a dark secret. The ship was originally destroyed by a sentient weapon of a different alien race that burrowed its way inside, like a giant metal parasite, causing the ship to crash. Its mission complete, the living weapon, buried deep beneath the sand, fell into a state of dormancy, awaiting orders that would never come. However, Cudail has obtained a method of waking the sleeping weapon and will do so after discovering its location.

The Sleeper
Body

Vehicle scale	Heavy
Agility	15
Speed	17
Toughness	14 (VH)
Willpower	12
Armour	6/6/6 (P) (VH)
Weapons (ranged)	5 (+10)
Damage (Antimatter beam)	3d12/2d12/1d12 (P) (VH)
All terrain	
Artificial intelligence	
Decoys (5)	
Motile	
Shields (9/9/9) (VH)	
Stabilised	
Stealth	

Antimatter beam	
Range (km)	100/500/1000
Damage	3d20/2d20/1d20 (P) (VH)
Ammunition	1
Blast (1km radius)	
Slow reload	
Unreliable	

The Sleeper must drop its shields the round before it fires its antimatter beam, the shields remain down for the following two rounds.

Legs (x10)

Vehicle scale	Medium
Agility	15
Toughness	20 (VM)
Armour	40/40/40 (P) (VM)
Weapons (ranged)	5 (+10)
Damage	3d8/2d8/1d8 (P) (VM) (Heavy laser)

Destroying a leg of The Sleeper reduces the toughness, agility and speed of the body by 1, these penalties stack as additional legs are destroyed. The Sleeper will continue to move if all of its legs are destroyed, gaining the hover trait.

The Sleeper was a weapon belonging to an unknown alien race who were at war with the race that built the Dyson Sphere Fragment in the Graveyard. Its body is a misshapen egg, almost a hundred metres in diameter, bulging with smooth ridges and domes of a pitch black metal. Its outline shimmers, as if perpetually cloaked in a visual distortion like an intense heat haze. From the top of its body, ten enormous, multi-jointed, spider-like legs sprout and curl around to touch the ground. Though presumably capable of space flight, it walks with an eerily smooth motion, its central body perfectly stabilised.

Conclusion 1: Differences Aside
- The players diffused tensions between the miners and Technosapiens
- Aradia was not kidnapped by Ker Cudail
- The players discovered the alien wreckage
- The players return to Ambassador Coren to discuss the situation

After inadvertently leading Cudail to the location of the alien derelict, Cudail will awaken The Sleeper as soon as the players leave (or after a short while if they do not). The Sleeper will immediately make its presence known by marching towards Refinery Two, which it will destroy with its weapon if it isn't stalled before it can get there. Ambassador Coren will agree to help defend the miners, allowing her Battlecarrier and its attack craft to join with the Essence of Civility in a battle against The Sleeper. During the confusion, Cudail's Thralls will activate and attempt to assassinate Baron Lustig and Augustus Kelly (if he lives), to hide her involvement. Players may attempt to take command of the defending vehicles, or participate in any other way they can.

In the aftermath of the battle against The Sleeper, Ambassador Coren will agree to work with the surviving miners, allowing them to remain on Harea if they wish. She will also agree to permit Emissaries and researchers from the Empire to assess the location of the alien wreck, doing with it as they see fit. If the Baron survives, he will attempt to flee the planet, leaving behind many confused mercenaries. If he his caught, he will lose his claim to the mining rights (having been cut loose by his contacts in TCD) and be put on trial for his involvement in the incident.

If Aradia survives, she will ask the Emissaries to give her a ride to the nearest space station hub, so she can finally achieve her dream of leaving Harea. If the players refuse, she will instead go to work for Ambassador Coren.

Conclusion 2: Desperate Last Stand
- The players failed to diffuse tensions between the miners and the Technosapiens
- Aradia was not kidnapped by Ker Cudail
- The players discovered the alien wreckage

Events proceed as they did in Differences Aside, except that while the players were investigating the wreckage of the alien derelict, the miners and the Economicon forces mounted an attack with the Essence of Civility on the Technosapien Battlecarrier. The Battlecarrier survives the battle, but loses three of its bombers and half of its interceptors, while the Essence of Civility is completely disabled.

In the aftermath of the battle against The Sleeper, Ambassador Coren will refuse to work with the surviving miners, arranging for them to be deported off world. However, she will agree to permit Emissaries and researchers from the Empire to assess the location of the alien wreck, doing with it as they see fit. If the Baron survives, he will attempt to flee the planet, leaving behind many confused mercenaries. If he his caught, he will lose his claim to the mining rights (having been cut loose by his contacts in TCD) and be put on trial for his involvement in the incident.

If Aradia survives, she will ask the Emissaries to give her a ride to the nearest space station hub, so she can finally achieve her dream of leaving Harea. If the players refuse, she will dejectedly remain on Harea.

Conclusion 3: The Sleeper Awakens
• Aradia was kidnapped by Ker Cudail
• The players did not discover the alien wreckage

Ker Cudail kidnaps Aradia and uses her to find the alien wreckage. The Sleeper announces its existence by obliterating Refinery Two and marching towards Refinery One. The Battlecarrier and Essence of Civility will prepare to engage The Sleeper and do so as soon as they can be readied. Aradia has been trapped aboard The Sleeper and will be killed if it is destroyed. A rescue attempt can be mounted if one of The Sleeper's legs can be destroyed, leaving a hole in its armour through which the internals can be reached. However, such a rescue attempt would likely require an extremely dangerous aerial manoeuvre. During the confusion, Cudail's Thralls will activate and attempt to assassinate Baron Lustig and Augustus Kelly (if he lives), to hide her involvement.

In the aftermath of the battle against The Sleeper, Ambassador Coren will agree to work with the surviving miners, allowing them to remain on Harea if they wish. She will also agree to permit Emissaries and researchers from the Empire to assess the location of the alien wreck, doing with it as they see fit. If the Baron survives, he will attempt to flee the planet, leaving behind many confused mercenaries. If he his caught, he will lose his claim to the mining rights (having been cut loose by his contacts in TCD) and be put on trial for his involvement in the incident.

If Aradia survives, she will give up her dream of travelling into space, deciding instead of remain on Harea to help the survivors.

Catching Ker Cudail
In all scenarios, if The Sleeper is destroyed, Ker Cudail will attempt to assassinate the Baron and his nephew, then escape by stealing his personal transport in the confusion. If one or more of the players are present at the Economicon camp while this happens, they may attempt to prevent the assassination attempt and stop Cudail from escaping. If the players are able to capture Cudail without killing her, she will reveal that she had a personal grudge against the Baron.

"I was once one of the living, happy, content, loved and he took my family from me. I couldn't go on anymore, but I didn't want to give up without any hope of justice. Without any hope of revenge. I swore to take everything from him. His life. His family. His power. His legacy."

"I joined a pilgrimage to the Electrotomb and took my life there, becoming what you call a Ghost. An infinity of memories are stored there, some as old as time. I spoke to them and they spoke to me. That's when I met it. It spoke to me, told me of Harea and The Sleeper in the sands. Told me how to wake it. I just needed to get close. I became more than I ever had been when I was alive. I changed there. It became a part of me. I can feel it even now. I would wake The Sleeper and it would grant me the complete revenge I desired."

What the players do with Cudail is their decision to make. They could choose to destroy her, pass her over to Imperial authorities or even return her to the custody of the Ghosts.

GM Notes
Wings over Harea is an advanced scenario due to its higher difficulty and more open nature, both in terms of the choices players may make and the impact those choices have. As a GM you may have to invent additional NPCs to populate locations that players choose to explore and be prepared to invent descriptions for objects or places that catch their attention.

More esoteric Emissary powers, such as Animate Dead or Thought Police may also allow players to access information that would otherwise be very hard to find. In such cases, you should use best judgement and don't be afraid of allowing things to stray from the path you had in mind. If things seem to be going too off track, you could use Aradia or the sudden appearance of Cudail to push things in another direction. Remember that failing the mission is an entirely possible outcome, one that could lead to an interesting follow up, dealing with the ramifications of collapsing peace between the Central Empire and Technosapien faction.

Adventure Hooks

This section will outline a few ideas for scenarios that could be used as a starting point or be expanded upon and fleshed out into full scenarios. Remember that the galaxy is vast and full of possibility, so don't feel constrained to these alone. You might mix in ideas and inspirations from your favourites novels, movies or video games.

Blood and Thunder

A rogue Cetuscyborg of colossal size has been terrorising stations and shipping along the edge of the Great Maelstrom. Unpredictable and savage, attempts to intercept it have been fraught with disaster. A lone Insectoid whaler, Captain Maviakos, prepares to launch his vessel into the depths of the Maelstrom to track down and destroy the beast, seeking Emissaries and other exotic talents to join his crew.

Players must descend into one of the most dangerous and unpredictable locations in the galaxy to face down one of its most powerful monsters. As the insanity increases, who knows what dark secrets will be revealed.

The Indira Report

A seemingly alien space station has been discovered just beneath the surface of the Indira star. Though completely intact, it remains inaccessible due to the extreme temperatures. Timeless Builders from the surrounding systems flock to its location, drawn in by some undetectable signal. Only a prototype vessel with a mirror-steel hull can reach the station before melting, but the acceleration required would kill any normal pilots. Famed researcher, Joan Sol, reaches out to the guild of Emissaries for help.

Players must travel to the interior of a star to unravel the mystery of the strange station. Using up Sympathy merely to survive the journey and needing some in reserve for the return trip, they must overcome the challenges they find without relying on their powers.

Escape from Atraxis

The daughter of a wealthy Imperial politician is kidnapped by pirates operating from a base on the hellish world of Atraxis, after their ship was disabled and boarded. The pirates have turned an abandoned colony dome into a veritable fortress that only Emissaries have any hope of penetrating. To make matters worse, they will execute the girl in 24 hours if their demands are not met.

Players must race against time to locate and rescue the girl. Meanwhile, the politician's dishonesty about his ship's other cargo will cause them new problems.

The Whispering Death

Decades since her last appearance, rumours abound that the infamous Witch and mass murderer, Heiyd The Whispering Death, has resurfaced. Sightings have placed her as operating from the death world, Groei. The situation explodes out of control when a tainted batch Methuselah is discovered in circulation, reducing its victims to mindless zombies.

Players must brave the death world to track down Heiyd, destroy her manufacturing facilities and uncover the end game of her plans. If a cure exists, she may be the only one who can provide it.

From the Beyond

A Ghost Ambassador comes to tell of a divide within the Electrotomb that could result in a war between the dead. Ancient memories stirring from the depths, a voice that something is coming and sides need to be chosen. His message is vague, but he is certain that a Ghost civil war has great ramifications for the galaxy in the time to come.

Players must travel to the Electrotomb and use a risky technology to enter a death-like state. Entering its bizarre digital world, they must expose the seeds of an ancient evil and resolve the conflict. However, the longer they remain, the harder it becomes to return.

A Monster's Machinations

A Renfta Tur interstellar cargo hauler of considerable size goes out of control while in low orbit over a major Bioartisan facility on Carson. The incident results in thousands of deaths, but also exposes the horrifying illegal activities that had been taking place there in the name of the Uaerom family. Emissaries are brought in to stop the fleeing Uaerom before they can evade capture.

Players face a dangerous and resourceful enemy who has been backed into a corner by unpredictable circumstances. They may also discover that there is more to Solanin Cain, the local Renfta Tur manager, than they might have imagined.

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