

CORE RULEBOOK

Alpha Omega: The Beginning and the End

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Join the Alpha Omega Community at:
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MIND STORM LABS

SYSTEM

~ Thank you ~

Many people have helped us to create Alpha Omega and I would like to thank them all for their efforts. I would especially like to thank my parents for their support, encouragement and understanding for not hearing from me as much during the past year. I'd like to thank my girlfriend Yoko for her patience, love, support and for going to sleep alone on many, many nights. Thanks to my dog Emma for lying beside me while I was writing and for understanding that I couldn't always play when she wanted to.

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~ David Carter

I'm very lucky to have been introduced to roleplaying games while I was young. I'll always remember flipping through the old manuals my friend's uncle had given him, completely unaware of the fantastic journey they would take us on and the role these wonderful games would play in our lives.

I'm also very lucky to have had parents who always nurtured creativity and imagination, and who were happy to have their son and his friends spend their weekends in the basement playing roleplaying games all night, and it is to them that I owe the greatest thanks. Of course, without my friends I would never have experienced the magic of roleplaying games or understood their importance and I owe them all thanks for the many adventures.

What would become Alpha Omega had its start way back in 1995. At the time my friends and I were playing a number of different games and although I enjoyed them all, I wanted nothing more than to create a game of my own - the kind my friends and I would love. Thankfully it didn't quite work out.

Years passed and work on the game was painfully slow. It wasn't until I met Dave in 2005, and we started talking about our mutual love for games that things picked up. It was obvious from the start that we would be able to take the game to an entirely new level. Truly if it were not for Dave's incredible drive and talent Alpha Omega would still be mounds of scattered notes and files. So to Dave I owe huge thanks for being the force that keeps us moving. It was also Dave who introduced me to Tom who would quickly become an integral part of bringing Alpha Omega to life. While Dave and I landed the sweet jobs of creators, Tom ground it out behind the scenes with the thankless (until now) responsibility of managing the business side of the project. I owe him thanks for all of his hard work and the trust he's placed in Dave and I.

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~ Earl Fischl

David Carter | Earl Fischl

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Welcome to Alpha Omega

1

Alpha Omega is a world of imagination, adventure, fantasy, and limitless possibility. It is a world where the normal rules of daily life no longer apply—heroes, villains, monsters, and terrors of every sort lie waiting for you. It is a world wiped clean, returned to a state of primal nature where only the strong survive.

Humans have regrouped in the safety of cities alongside a whole new range of intelligent species. Inside the cities, they have pushed the limits of science and engineering, ensuring survival and the eventual reclamation of Earth. It is a dangerous, untamed frontier world, ready again to be explored. It is a world where the bravest and strongest can be whatever they want, and where those willing to risk it all can achieve greatness. Finally, it is a world ready for you to make your own.

We built *Alpha Omega* as a platform for the imagination—the beginning of a new world ready to take shape. In our minds, this book does little more than scratch the surface of the *Alpha Omega* world; it has been written to lay the foundation for you. It is yours to build upon, to expand, to populate, and to shape any way you like.

Have fun, tell great stories, and enjoy the action.

The Role-playing Game
1.1

ALPHA OMEGA IS A ROLE-PLAYING game—a collaborative storytelling game in which players assume the roles of central characters in a story led by the Game Moderator (GM). *Alpha Omega* is best played by two to six players, with one acting as the GM to direct the action.

The GM is responsible for creating—or at least overseeing—the story, describing the world and the action as it unfolds around the players. The GM also assumes the role of the story's supporting cast—the monsters, villains, and background characters with whom the Player Characters (PCs) interact. In movie terms, the GM can be thought of as the writer-director.

The players create, control, and assume the roles of the story's central characters, battling adversaries, solving puzzles and, most importantly, contributing to the development of a great story. Again in movie terms, the players can be thought of as the actors.

As with most other role-playing games, there are no winners or losers in *Alpha Omega*—it is a game of imagination and fantasy without boundaries.

The most rewarding aspect of *Alpha Omega* is building on the world presented here, watching it—and your characters—grow.

Alpha Omega is governed by a set of game mechanics (or rules) that guide your game, ensuring that everyone is engaged and understands what is happening. The normal laws of nature still apply; the sun rises in the east, time marches on, gravity keeps us on the ground, and Earth, for the most part, remains intact. The rules enable your characters to wield great power, perform great acts of heroism, save the world, and engage in an otherworldly war that has raged for millennia. The rules have been developed to function as the basic mechanics of the *Alpha Omega* world; your world of adventure will evolve from these rules.

Alpha Omega is about having fun, telling great stories with your friends, and opening doors to creativity and imagination in an exciting and fantastic world.

Using This Book
1.2

THE ALPHA OMEGA CORE RULE Book is divided into ten sections, each dealing with a specific element of the game. The book is designed for easy navigation, with features to help you find your way around.

NavBar

Along the outside edge of each page, you will notice a vertical navigation bar, or *NavBar*, for short. The top of the NavBar includes a set of eleven icons, each representing one of the book's primary sections, with the final icon representing the book's index and appendices. The highlighted icon indicates which section you are currently reading. Below these icons you will find a series of topic numbers. The NavBar enables you to locate and reference different sections and topics quickly by flipping through the pages.

Folio Numbering

Folio numbers and topic titles are displayed on the top left and right corners of each two page spread. The left folio number and topic title tell you which topic is being discussed on the left page, while the right folio number and topic title tell you which topic is being discussed on the right page. These are useful when topic explanations run across several pages and you arrive somewhere in the middle of a particular topic while flipping pages.

Table and Diagram Numbers

This book includes a number of tables and diagrams, all of which are numbered sequentially within each section for easy reference. Furthermore, the most important tables are presented together at the back of the book for quick access.

Section Guide
1.3

SECTION 1—*Welcome to Alpha Omega* introduces the game, explains how to use this book, and outlines what you need in order to start playing.

SECTION 2—*The Visions of Ethan Haas* contains a sample of the eccentric and tortured visions of Ethan Haas, the prophetic madman who foresaw the world of *Alpha Omega*.

SECTION 3—*Setting—The World Remade* opens with an overview of slang and other colloquialisms common in 2280 and introduces the world of *Alpha Omega*, providing an overview of the changes that occurred between the years 2049 and 2280.

SECTION 4—*Locations* discusses a few key locations in the *Alpha Omega* world.

SECTION 5—*Personalities and Organizations* introduces a few important people and groups waiting for you in 2280.

SECTION 6—*Character Creation* explains how to create your own unique characters for the *Alpha Omega* game.

SECTION 7—*Game Mechanics* introduces and explains the rules of *Alpha Omega*.

SECTION 8—*Character Development* explains how to develop your character as the game progresses.

SECTION 9—*Gear and the Marvels of Science* contains a detailed look at some fantastic equipment available to characters in the *Alpha Omega* world, including any special rules relevant to their use.

SECTION 10—*Playing the Game* discusses the ins and outs of planning, running, and participating in an *Alpha Omega* game.

Getting Started
1.4

AS WITH MOST OTHER role-playing games, there are a few requirements for playing *Alpha Omega*:

What You Need to Play

1. At least one copy of the *Alpha Omega* Character Sheet for each player
2. Some scrap paper
3. A pencil for each player
4. An eraser
5. A calculator (helpful but not necessary)
6. At *least* one of each of the following die types (two to three of each is ideal):
    - A 4-sided (d4)
    - B 6-sided (d6)
    - C 8-sided (d8)
    - D 10-sided (d10)
    - E 12-sided (d12)
    - F 20-sided (d20)

There are also a few optional pieces of kit your group might decide to incorporate into your game, depending on which mode of play you choose:

1. *Alpha Omega* Game Moderator Screen
2. Gridded playing surface for drawing maps or representing parts of the game world
3. Miniatures or models for characters, creatures, etc.
4. Miniatures or models of terrain, buildings, etc.
5. A tape measure

Your group might also come up with helpful aids, such as random number generators, digital maps, and electronic character sheets.

Now that you have everything you need to play, it is time to get started. First things first: everyone playing in your game should be familiar with the game mechanics and the setting. Alternatively, your first game session can be arranged to teach everyone the rules and introduce them to the *Alpha Omega* world. GMs should make sure they are completely comfortable with the mechanics.

Decide if players will create their characters before the game session or as part of the session. Depending on how your group plays, it can be a time-saver to have players create their characters before getting together. However, if creating a complementary team of characters is a priority for your group, creating them together during the first game session can be a lot of fun.

The work (and fun) for GMs usually begins well before the first game session, as they plan an adventure, or even a complex story arc consisting of a series of adventures designed to span numerous game sessions. In either case, planning is the key to running a great game of *Alpha Omega*, and GMs should start their planning by thinking about what they and their players will enjoy. Will the story revolve around the exploration of the wilderness? Perhaps the PCs will be hired to protect a VIP over the course of their visit to an important city. Maybe the player's characters are up-and-comers in the underworld, hired to pull a series of upscale burglaries. The possibilities for exciting stories are limitless.

For more on planning and playing Alpha Omega, see section *10—Playing the Game*.

Modes of Play
1.5

THERE ARE THREE BASIC METHODS or modes for playing *Alpha Omega*. Understanding them so that you can select appropriately for your group is especially important when combat or intense action features heavily in your games. You and your group should feel free to mix and match these modes as you see fit:

Imagined Combat

In this scenario, the GM describes the action of combat to the players, possibly using a drawing to illustrate the location of characters and NPCs. This is a subjective style of play suitable for groups unconcerned with the intricate details of combat, preferring the fun and speed of role-playing as scenarios unfold.

In this case, Range is determined by the GM, who tells players how far away they are from their targets. Generally, this distance is presented in meters.

Model and Game Grid Combat

With Game Grid Combat, all combat situations are recreated with models and a large gaming grid. Although gaming grids can be comprised of squares or hexagons, the important thing to remember is that each square or hexagon represents roughly $1m^2$ in the game world.

This style of play is great for players who enjoy the visual excitement of combat action and want more realism without investing too much time in measurements and sophisticated terrain.

In this case, Range is determined by counting the number of grid squares or hexagons between the attacker and his/her target.

Model and Terrain Combat

In this scenario, the players and GM create three-dimensional models of particular areas of the game world. Models are also used to represent characters and NPCs. However, there is generally no grid to act as a reference for distance.

In this case, Range is determined by measuring the distance between models to the nearest inch. One inch on the table equals one meter in the game world.

Running a Game Session
1.6

A GAME SESSION IS WHERE all the planning and preparation comes together in a few hours of fun and excitement. By default, GMs generally assume responsibility for running game sessions, although that is not required.

A typical game is played around a table large enough for you and the other participants to lay out maps and other playing aids, move miniatures around, and roll dice. However, a table is not critical, and your group should feel free to play wherever it is most comfortable.

Game sessions should be organized like a good novel or movie; they should have an introduction or recap of the previous session, and should progress through a pre-planned plot on the way to an exciting climax, leaving everyone excited for the next session.

Beginning the Game Session
1.6.1

EVERY GAME SESSION SHOULD BEGIN by ensuring everyone at the table knows each other. This is also a good time to make sure that everyone has a character ready for the game and is comfortable with the house rules.

The GM generally begins the session by setting the scene and laying the groundwork for the game. S/he can offer a simple introduction to the story, explain the characters' roles in the plot, and even introduce some of the other important characters, often referred to as non-player characters or NPCs. Some GMs even go so far as to prepare a written synopsis of the story, maps, and a list of important personalities and locations which they distribute to their players in advance of the first game. This is a great tool for GMs and really helps to get players excited about the game.

EXAMPLE

A typical session might begin as follows:

GM—"*Welcome everyone. Tonight we will be running the first in a series of adventures in the story arc I call 'Trust is Earned, Not Given.' Our story begins in the dark underworld of Oderon City's lower levels where your crew has come together in the hopes of making a name for itself as a legitimate power player in the Underworld. Since everyone knows each other and you created your characters as a team, we'll assume your characters go way back, have known each other for a long time, and are familiar with each other's background stories. A closely knit team will be important if you hope to survive and make it big on the mean streets of the Oderon arcology's depths.*

Here is a little background on Oderon City and its underworld your characters would already know, including a few of the city's major players…

Any questions before we get started?

With that, let's begin."

And so, the GM would jump right into the story.

The bulk of a game session is spent advancing through the story and building toward the climax. The GM will organize and lead the action, instructing everyone when it is their turn to act.

There are a few important things for all players to keep in mind during a game session:

1. **You are a team**—everyone at the table, including the GM, is there to work together and have fun creating a great story. Unless everyone agrees otherwise, work together and protect your teammates.
2. **Be helpful**—the GM has a tough job, and any help experienced players can offer new players will be greatly appreciated.
3. **Keep everyone involved**—do your best to plan your character's action in advance so that when your turn comes, you can execute it quickly, keep the game moving, and make sure everyone is active.
4. **Respect the GM and your fellow players**—*Alpha Omega* is a game, and like all games there will be times when you disagree with others. Always respect the decisions of the GM and your fellow players. Do not

interrupt the game to challenge others and do not get bogged down in arguments which disrupt everyone's fun. Discuss rules and strategy after the game. Feel free to modify or create new rules as you and your group see fit for the next session.

5 **Keep unnecessary chat to a minimum**—have fun and make sure others have fun, but do not be disruptive, especially when it is not your turn to act.

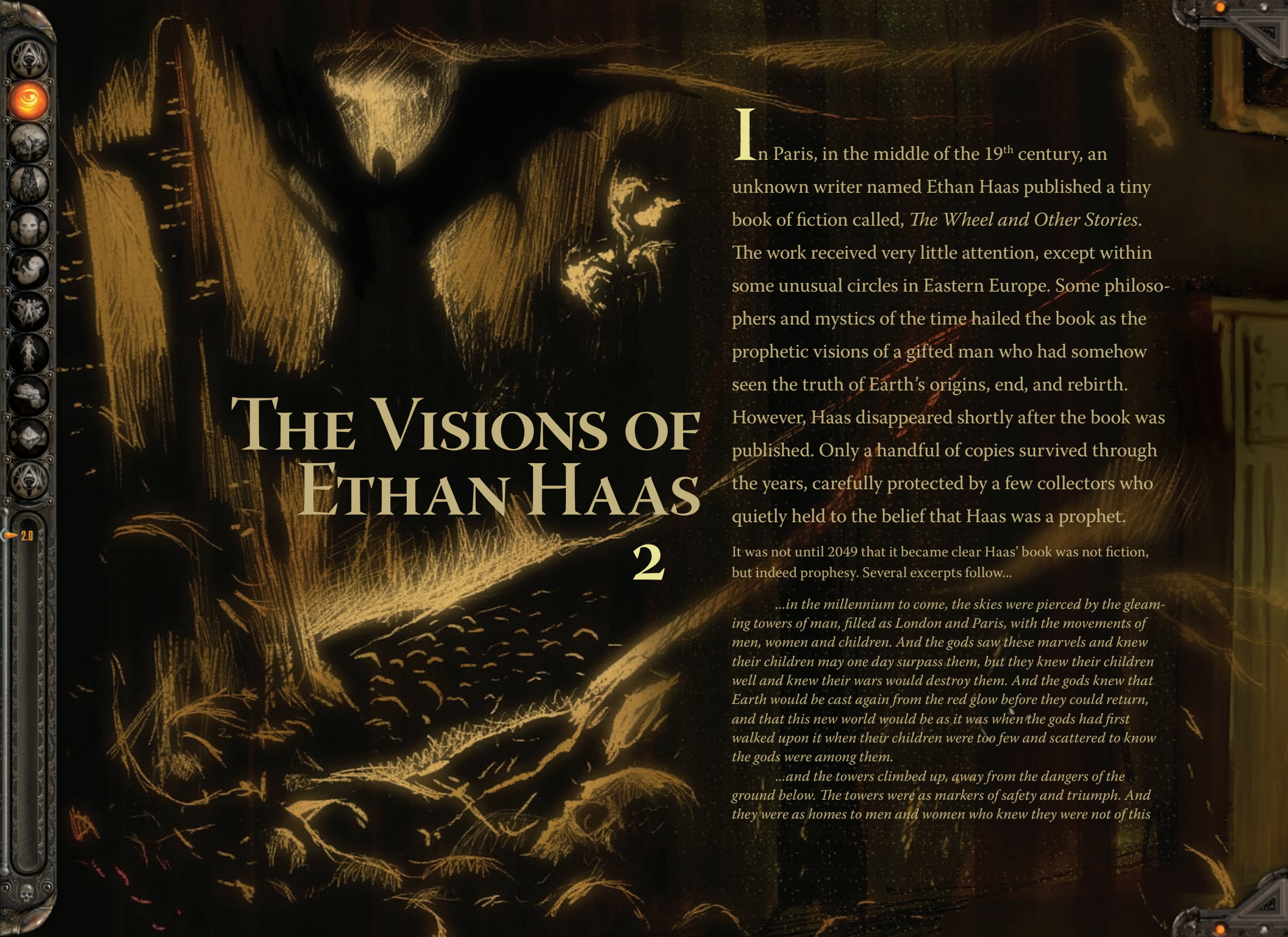
Ending a Game Session
1.6.2

THE END OF A GAME session is critically important. Your story should either wrap up or be left as a cliffhanger, with everyone looking forward to the next session.

If the story is complete, GMs should award characters Character Development Points (CDPs), which players can spend to further develop their characters.

Time can also be set aside at the end of a game session to discuss any issues which arose during game play. This is also a great time to discuss what your characters should do next.

GMs—Be sure to listen to your players and take advantage of their story and character ideas. If you do this, your next session will be even more fun.



The Visions of Ethan Haas 2

In Paris, in the middle of the 19th century, an unknown writer named Ethan Haas published a tiny book of fiction called, *The Wheel and Other Stories.* The work received very little attention, except within some unusual circles in Eastern Europe. Some philosophers and mystics of the time hailed the book as the prophetic visions of a gifted man who had somehow seen the truth of Earth's origins, end, and rebirth. However, Haas disappeared shortly after the book was published. Only a handful of copies survived through the years, carefully protected by a few collectors who quietly held to the belief that Haas was a prophet.

It was not until 2049 that it became clear Haas' book was not fiction, but indeed prophesy. Several excerpts follow...

...in the millennium to come, the skies were pierced by the gleaming towers of man, filled as London and Paris, with the movements of men, women and children. And the gods saw these marvels and knew their children may one day surpass them, but they knew their children well and knew their wars would destroy them. And the gods knew that Earth would be cast again from the red glow before they could return, and that this new world would be as it was when the gods had first walked upon it when their children were too few and scattered to know the gods were among them.

...and the towers climbed up, away from the dangers of the ground below. The towers were as markers of safety and triumph. And they were as homes to men and women who knew they were not of this

world as they had hoped and that it was in their choosing that they had roused the disfavor of the natural world and its spirit. The Earth and the elemental forces from which it was cast were as forces even the gods themselves could not fight. And the elemental world waged its war on the world of men and women as a savage would wage war upon the enemy, and the elemental world cleansed itself and a new face of the Earth could be seen by the gods who watched their children gather into the towers and into the cities in hiding, afraid.

...while the towers climbed and the earth was remade, the stars came down as in a rain of fire. The rain continued unto several years, punishing the surface of the Earth and making it ready for the return of the gods.

...war came, no longer from the elemental nor from the star's rain of fire. The world was again remade, and the glow was as the coming of the sun upon the Earth. The children of the gods were again too few, scattered and divided. Among them walked the ancients and those whose thoughts were not as to the towers and the marvels, but to the End and the destruction of the Earth and to the fires from which nothing could escape. And it would be that from those fires and the glowing of the sun that the misshapen and burnt would emerge. And the war of the sun would last for one year and in that year the children of the gods would diminish their numbers so that the gods would see the elemental was once again as it had been. The world would again be green and with the life of all things. The children of the gods would be safe in their towers and welcome the gods as fathers and mothers upon their cities and into their towers. The gods would need time to prepare their war.

...and it was that at the passing of many thousand years, the first of the gods would return to the world, and the gods were of two forms, those who sprang from the skies in a beam of light, and those who appeared from the earth in a torrent of fire. The gods made their way to the cities and towers of men and women and sat as kings and as monsters upon their announcing, and said that they were at war and that their war would not be with the men and women but with each other and that they would be upon the earth as they had been before and that they were pleased to be upon the earth once again.

...the men and women joined the gods in their war with each other and were as allies with their gods who had sought their aid, for the gods knew and saw that their children were powerful in their towers and in their cities, and that the Dark Ones and the Remade and the Machines were powerful as well and that they may also join with the gods in their war. And the war of the gods would be upon the earth for many years.



It is believed that the majority of *The Wheel and Other Stories* was first recorded by Haas in his personal journal, which reportedly went missing, along with Haas, sometime in 1889. Copies of Haas' journal have circulated over the years, although their authenticity has never been proven. Some researchers claim Haas' journal includes several entries in which he claims a "demon" watches over him, "whispering visions of what will come".

Madness or not, as you will see in the following pages, Haas' writing indeed foretold of the changes that would reshape the world.

LINGO 3.1
CITY STATES 3.2
FREEZONES 3.3
LIFE IN AND IN BETWEEN THE CITIES 3.4
CREATURES 3.5
YOU WERE NEVER ALONE 3.6
THE WIELDING COSMOLOGY 3.7
THE NEW WORLD'S TECHNOLOGY 3.8
THE EVOLUTIONARY WAR 3.9

Setting: The World Remade

3

Welcome to Alpha Omega. You are about to enter a world entirely unlike your own, built by visionaries who pushed the limits of human ingenuity and stood fast in the face of Mother Nature's vengeful reclamation of the Earth. It is an exciting world, full of energy, home to countless adventures, epic heroes, vile villains, and unimaginable monsters. It welcomes you and urges you to use your imagination to push it further.

Earth is at the center of an ancient war—a battle between two alien species, the Seraph and the Ophanum. It is a war which predates humanity—its combatants seemingly immortal—returning to Earth every 10,000 years to continue their epic struggle. Those native to Earth do not know the truth of the war's origins or the reasons for their planet's pivotal role. Rumors abound that the Seraph and Ophanum once shared the same home world, but an unforgivable transgression was committed by the Ophanum, resulting in banishment from their home world. It is unknown by those native to Earth why their planet is the battleground upon which the Seraph and Ophanum satisfy their need to shed each other's blood to avenge their past.


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Regardless of the reasons behind it, their war has had an indelible impact on our civilization. Not only did ancient humans bear witness to the clash between Seraph and Ophanum forces, but with each visit they left behind a small number of operatives to serve as spies and make preparations for the next war. With the spread of civilization, some of those who remained on Earth chose to mix with early humans. Some remained hidden, while others attempted to influence or control the budding human race in order to tailor the field of battle. Still others abandoned their commitment to their home world and chose to create their own destinies on Earth.

Eons passed and humans spread, dominating the planet. The Seraph and Ophanum faded into myth, their numbers few and purposefully reclusive. Those remaining behind did what they could to avoid the prying eyes of a human world ferocious in its appetite for dominion and knowledge. However, human supremacy on Earth would not last.

Beginning in 2049, Mother Nature exacted her revenge on humanity, wiping the Earth's surface clean and devastating the world through a decade of violent natural disasters. Volcanoes erupted, spewing ash and fumes into the atmosphere and the Earth's surface was torn open by massive earthquakes. Tsunamis scoured many of the world's coasts, forcing inhabitants many kilometers inland. Storms of never-before-seen power swept the globe. Crops failed and droughts spread. It seemed the Earth itself had turned on humanity.

Forced to fight for survival in a world unraveling around them, humans lashed out at the only enemy in sight—each other. Terror spread around the world, fueled by the attacks of several doomsday cults eager to tip the scales further towards chaos. Tensions rose between nations until war erupted. Plagues spread, tearing through even the most developed countries, some the products of biological weapons wielded by terrorists and doomsday cults.



Politicians and the global elite could no longer maintain control and our deadliest weapons were unleashed upon enemies, real or imagined. The world was dragged into a vicious war as nation-states fell into chaos. The Earth endured the ravages of nuclear and biological terror, bringing humanity to the brink of extinction. Then, as the dust settled, all eyes looked to the heavens as a massive comet emerged.

Scientists did their best in the chaos of reconstruction to forecast the comet's path, assuring everyone it would pass near the Earth but posed no threat. Then, as though the Universe itself had decided to punish the Earth, the comet's deadly cargo was unleashed as fragments broke free and fell toward the planet. Meteors tore through the atmosphere and pounded the Earth for months. It became clear that this comet was just the first of many that would bombard the planet's surface for the next six years.

Plants, animals, and humans began to mutate and change. Biological and nuclear weapons were blamed for twisting much of the life on Earth, but some claimed the meteors had carried with them alien microorganisms and mutagenic viruses made more ferocious by radioactive fallout. Political and religious leaders scrambled to explain what was happening and control the hysteria. It seemed as though the Apocalypse had begun and that the end was truly near. Chaos and panic spread. Terror clawed at the world from every side as it spun wildly out of control.

Seeking protection from a world rapidly descending into primal savagery, humans retreated

into nearby cities in increasing numbers. Outside the cities, chaos reigned and the wilderness again became raw and deadly. The cities fortified and reinforced their boundaries, climbing higher, attempting to lock out the ferocious, diseased, and mutated world surrounding them. Some cities became continuous buildings with towers reaching thousands of meters into the sky. Nation-states continued to fall and were replaced by city-states. Corporations and the few governments remaining solidified their positions of power and began to build walled cities and arcologies. Borders were tightened to protect against the spread of illnesses and mutation. Those unable or unwilling to make their way to a city suffered the greatest exposure to radiation, poison and disease. Conflicts over resources and control of agriculturally valuable land erupted around the world. Armies emerged to protect assets like the cities themselves, the people and infrastructure that powered them and the nearby land that supplied them.

Decades passed and the city-states rose. Outside, the broken remnants of the 21st century were consumed by a savage wilderness, primal and deadly, mutated and twisted by radiation and the remnants of biological weapons. Animals mutated beyond recognition and nightmarish creatures prowled the wilds, claiming a world almost completely devoid of human life.

Humanity was scattered and locked in the cities, venturing forth only far enough to acquire defendable agricultural land and valuable natural resources. Cities were forced into isolation and decades passed with very little communication between them. Global communication systems were slowly reestablished, offering humans an opportunity to reorganize and cast off the shackles of terror and slowly explore the world.

By 2090, life in the cities began to stabilize. Science and technology once again flourished. The barons of a new global economy fought for control. Arcologies climbed higher. The city-states began to reach out, exploring the countryside around them and seizing territory to supply the city's population. Finally the cities reconnected and established trade, all in an attempt to return to life as it had been in the 21st century.

In 2099, a mysterious individual named Van Mantra began to appear in the media. He claimed the arrival of two ancient warring species, the Seraph and Ophanum, was imminent. Referring to these two species as the Elim, he claimed that Earth had been their battleground for millennia. Precise cosmic alignments, he explained, enabled the Elim to travel to Earth. Van went on to suggest the Elim would be surprised by the progress humanity had made since their last war and that humans must organize in defense of their world. Van also revealed the truth that he was an Evolutionary half-breed and that there were others like him, spawned from the union of Elim and humans, known as the Nephilim. He went on to explain that there were other species, one engineered by the Elim as servants and soldiers, known as the Grigori. Both the Nephilim and Grigori had spawned additional half-breeds, diluting their Evolutionary blood further, creating the Lesser Nephilim, Lesser Grigori and Anunnaki over the centuries. Van explained that these Evolutionaries lived veiled in secrecy, some still loyally serving the Seraph or Ophanum, others operating in an ancient underworld, manipulating the world of humans, amassing wealth and power for themselves. Most people wrote Van Mantra off as just another crackpot trying to spread chaos until more Evolutionaries revealed themselves, some forced from secrecy others doing so willingly.

Over 150 years, Evolutionaries continued to reveal themselves, many seeking to be openly integrated into the world of humans. Humanity struggled with the existence of these new species and their own place on the evolutionary ladder. As time passed, cities grew, the arcologies climbed and in some places Evolutionaries were accepted. In other areas, humanity's bigotry and fear kept Evolutionaries on the fringes of society at best. However, in even less tolerant communities, Evolutionaries were prosecuted, forced out, killed, and in some cases, legally hunted.

And so our story begins…

It is 2280. Nearly two centuries has passed since the first Evolutionaries emerged. The world has become a flavorful blend of intelligent species, and although most species are native to Earth, tension hangs heavy. It is a dangerous world, reclaimed by the primal forces from which it sprang. The city-states have become massive power centers of human ingenuity, secretly controlled by organizations spawned from the corporations, criminal syndicates, and secret societies of the 21st century, all with their roots deep in the political and economic fabric of the world. Science and technology have enjoyed two hundred years of development reaching fantastic new heights within the protection of the cities. A sophisticated satellite network links the cities, supplying global communications. The race is on for control of valuable resources and exploration is common but dangerous. The wilderness is home to all manner of bandits, marauders, slavers and rogue armies as well as scattered communities, mostly lawless and usually built upon the ruins of 21st century cities.

Now, it is time to venture forth, to explore the dangers beyond the cities, to fight for control of resources, to bridge the gaps between human settlements and reclaim the world.

Welcome once again.

LINGO
3.1

AI—Short for Artificial Intelligence

AR—See Augmented Reality

ARCOLOGY—A massive self-contained city, usually within one hyper-structure

AUGMENTED REALITY (AR)—The layering of digitally processed information over the real-world through a variety of display and sensory devices

AUTOMAT—A fast-food-style restaurant that serves food through an array of vending machines

BIO-ENGINEERED—Biologically engineered men and women

BIO-IMPLANT—Short for Biological Implant, a form of Augmentation

BOT—A derogatory term for AI

CENTRAL FINANCIAL AUTHORITY (CFA)—The only widely recognized international banking service in 2280, it holds all personal and corporate wealth in Trust, continuously monitoring all financial transactions

CITY-STATE—Usually, massive, densely populated cities that have replaced nation-states

CFA—See Central Financial Authority

CHROME—Common term referring to obvious cybernetic augmentations or fashion items designed for the Cyberculture niche. Outside the Cyberculture movement, the term is considered derogatory, referring to substandard or cheap augmentation purchased due to limited resources.

COMP-GRID—Comp-grids are the shared computer and network resources of an area. They eliminate the need for personal computers by enabling data terminals and any other net-enabled device to use the grid which itself continuously engages a plethora of networked computational devices. Comp-grids are almost all linked by the Net. They also bus the vast majority of local P-Comm traffic.



CORPTOWN—Either a city-state or urban area completely controlled by a single or small group of allied corporations. Corptowns were the predecessor to the city-states of 2280, which are entirely free of singular corporate control.

CYBERCULTURE—Heavily influenced by the old world's cyberpunk and cybergoth movements, Cyberculture in 2280 is an underground movement denoted by the unorthodox combinations of clothes worn by its followers.

CY—Anyone overtly into Cyberculture, usually demonstrated through the individual's choice of fashion and hangouts

DIRECT NEURAL INTERFACE (DNI)—A common cybernetic implant that allows the user to interact with compatible electronics and access the Net by thought alone and experience the most immersive virtual reality experience possible by transmitting sensory data directly to the brain.

DOC TRADER—One who deals in forged and stolen documentation and data, usually in the form of IDs

ELIM—A word commonly used by the Seraph and Ophanum to refer to one another respectfully. It is considered a neutral title, suggesting one's equal. It is also slowly becoming a part of everyday speech, referring to the Seraph and Ophanum.

EVOLUTIONARY—Refers to the Seraph, Ophanum, Grigori, Anunnaki, and Nephilim. It is occasionally used to refer to Lesser Grigori and Lesser Nephilim.

FREEZONE(S)—Any area outside the immediate control of a city-state; also: Wilds

FACE—A word commonly used in the underworld to refer to skilled negotiators or those who rely on their appearance and social graces to get them through life.

FLESH BOT—A derogatory term for Bio-Engineered.

GAAMI—See Global Accord on Artificial and Machine Intelligence

GLOBAL ACCORD ON ARTIFICIAL AND MACHINE INTELLIGENCE (GAAMI)—A technical agreement signed by the city-states in 2256, preventing Loaded AI from moving freely through the Net and from using shared computational resources to augment their own processing power

GLOW STONE—Meteor debris, usually in the form of fist-sized rocks, often imbued with unusual characteristics or carrying mutagenetic viruses. While most "glow stones" do not actually glow, many that *did* glow were discovered during the years of meteor showers. Since then, meteor debris has become highly prized.

GOPHER—One who smuggles people and animals in and out of cities

HANDLER—Someone who represents underworld professionals, serving as their manager and agent

HITCLUB—See Hitspot

HITSPOT—Common term for popular nightclubs; also: Hitclub

HOLOSCREEN—Holographic display, usually in table-top form

LINE—Someone employed by a legitimate organization to liaise with underworld elements, usually seeking criminals to perform tasks with which the organization cannot be associated or legally perform, but which need doing

MATRIX—General term for the complex computing and storage hardware which serve as the "brain" for AI. "Matrix" is also occasionally used to refer to immersive virtual net worlds.

MED—General term for a private practice doctor or surgeon, usually offering services for Trust, no questions asked

MOVER—A general term for smuggler

NARCO—Someone who makes frequent use of chemical stimulants to improve physical and mental performance or alter mood. Narcos are also frequently known as Poppers.

NET—The Internet

NETBAR—A nightclub in which a variety of virtual reality and multiplayer Net games are played

NETOP—An online, usually a criminal, activity undertaken by a hacker or Netster

NETSTER—A hacker

NETHEAD—Someone addicted to life online, usually in the form of Virtual Net Worlds and other forms of online entertainment

NETWIRE—A common hardware device to facilitate Net connectivity in other devices

NEW WORLD—Occasionally used to refer to Earth after Mother Nature's Revenge and the War.

THE NEW WORLD WIELDING COMMISSION—A quasi-official body established to research Wielding, assisting the governing bodies of city-states accordingly

OPERATOR—A career criminal who makes a living in the underworld; also: Player

ORGANICS—A term used to describe biological, sentient Species

P-COMM—P-Comms are the smart phones of 2280, lightweight devices capable of handling voice calls, text and multimedia messaging as well as serving as their owner's personal gateway to the Net. P-Comms are available in many different shapes and sizes, from hand-held devices with conventional keyboards to implanted cybernetics with direct neural links which enable their user to surf the Net, conduct voice calls, and operate software applications by thought alone.

PERSONAL INFORMATION DEVICE (PID)—Functions as a person's I.D., credit card, passport, and medical record. PIDs provide basic types of Net access, including: voice, text, and limited video services. Net services require one other piece of equipment, such as a retinal display, eyeglass VidScreen, or ear piece and microphone. PIDs are often a small piece of metal or plastic, about one quarter the size of a credit card. However, they can be as small as a grain of rice and be inserted under the skin.

PID—See Personal Information Device

PLAYER—See Operator

POPPER—See Narco

SALARYMAN—Anyone with what would traditionally be considered a "white-collar" job. Salaryman is used most often to refer to corporate employees.

SCORE—A criminal job, usually in the form of a break and entry or theft of some sort

SCRUBBER—A crew or drone—or combination of both—which enters the Wilds to clean radioactive or toxic environments, facilitating the gathering of resources or city expansion

STATE PASSPORT—Proof of citizenship, usually carried as encrypted data on one's PID. State Passports are almost always necessary for gaining entry into city-states.

SWARM—The backbone of the Net—a massive array of small, cheap, and easily deployed satellites that carry the vast majority of the world's Net traffic. The Swarm links every major city-state and most urban areas through hundreds of thousands of small ground stations scattered worldwide.

SWARM HOP—Tiny satellite ground stations that link a local area's communications network or compgrid to the Swarm. Most Swarm Hops are roof-top devices, resembling overturned hemispheres.

SYNDICATES—Short for "criminal syndicates," Syndicates refers to any group, gang, or secret organization with ties—no matter how tenuous—to organized crime. Syndicates are continuously at war for control of city-states. Even city-states with democratically elected governing bodies are subject to the influence of the Syndicates.

TAP—A term for any number of easily available neural interface devices worn on the head or implanted under the scalp. A Tap sends and receives data from any compatible source directly to and from the user's brain, enabling one to vividly experience sensory input, and interface with computer and communications equipment at the speed of thought. Along with PIDs and P-Comms, Taps are among the most common information and communications devices in the New World.

TERRAN—A general term used to describe anything native to Earth, often referring to intelligent species from the planet

TEMPORARY PASSPORT (T PASS)—Usually issued to those working for a city-state without full citizenship. T Passes are frequently issued to mercenaries, resource gathering expeditions, and explorers operating outside the walls of the cities.

TOX FIELD—An area of toxic wilderness, usually the result of The War or the accidental release of toxic materials

T PASS—See Temporary Passport

TRUST—Synonymous with "money." Almost all personal wealth is held in Trust by the CFA. One's personal financial status and available Trust is carried on a PID.

TRUST NOTES—Bearer bonds carried on PIDs in the form of an encrypted text string and linked to a Trust account held by the CFA. Anonymity of ownership is maintained through the encryption string, enabling cash-like transactions. Trust Notes can change hands many times before they are redeemed; however, their amount cannot be altered. Once redeemed, the Trust is moved from the requestor's account to the redeemer's account. No transaction details are maintained by the CFA, with the exception of the use of a Trust Note.

Trust Notes were created to enable financial transactions in locations with limited direct electronic access to the CFA. However, Trust Notes are now used more frequently for illicit transactions.

VIDSCREEN—Considered by most to be archaic relics, VidScreens are little more than televisions. As thin and flexible as paper and available in almost any size, they connect wirelessly to any source, displaying images and video in standard 2D.

VIDSTAR—Traditional video is obsolete, and interactive, or at least immersive, VidNet is the norm. VidStars are the modern equivalent of movie stars, characterized by an ability to draw audiences into an experience.

ViNeW—See Virtual Net World

VIRTSCREEN—Short for Virtual Screen.

VIRTUAL NET WORLD (ViNeW)—A form of highly immersive entertainment that comes in many forms; some are highly detailed theme worlds, carefully developed by corporate design firms with massive budgets; others are amalgamations of user-created content. In all cases, users can assume an avatar form through which they explore and interact with the virtual world. ViNeWs are well-known and criticized for their addictive characteristics.

VIRTUAL SCREEN (VIRTSCREEN)—Display functionality found on devices to make AR visible to only one individual. Examples include cybernetic eyes and Taps.

THE WAR—Refers to the global war of 2060–2062, which was largely characterized by the large-scale use of nuclear and biological weapons.

WIELDER—Someone who can harness and direct matter and energy in a supernatural way

WILDS—Any area outside the immediate control of a city-state; also: Freezone

City-States
3.2

THE ALPHA OMEGA WORLD is built around a stark divide between the intensely urban city-states, and the dangerous, primal Freezones, commonly known as the Wilds.

The city-states, colossal urban complexes, are home to the vast majority of Earth's population. They have become nations unto themselves, often wrapped in protective walls and sophisticated defenses built over many decades to protect their inhabitants from war, plague, and other dangers of the outside world. Like the Greek city-states of ancient times, their governing bodies are among the most powerful in the world, and their security forces are a testament to each city's power and ingenuity.

There are three types of city-states: conventional cities, walled cities, and arcologies.



Conventional Cities
3.2.1

CONVENTIONAL CITIES ARE no different from cities of the 21st century. Most are huge, sprawling urban expanses; some are 21st century cities unaffected by the years of disaster and war; others are newly established in previously undeveloped regions; still others are built upon the ruins of their former grandeur. In spite of their size, conventional cities are home to only a small percentage of the Earth's total population. These cities survive either by alliances, declared neutrality, the sophistication of their security forces, simple luck, or a combination of these factors.

The largest conventional cities are Old New York, Hong Kong, Greater Mexico City and Vancouver.

Several conventional cities have begun to open their borders, allowing free passage to anyone. Known as Open Cities, they offer previously unavailable business and entertainment opportunities—along with dangers not found in other kinds of cities. In fact, these opportunities—legitimate or otherwise—are the primary reasons for opening a city's borders. There is an enormous amount of wealth and power to be gained by allowing people to enter and leave a city freely. Corporations, wealthy organizations, and individuals have rushed to establish themselves in Open Cities. In these cities, interested parties can conduct business freely, associate with people they would typically not have access to, and solve problems in ways they cannot while under the watchful eye of their native city's security.


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Anyone can call these Open Cities home. Of course the price is often high and inhabitants are usually responsible for their own protection. The risks of living in an Open City are high, but the rewards are worth it for those who can cut it.

Most Open Cities are controlled by some type of governing council, usually comprised of landowners or those who hold positions of power in the city. Citizenship is usually only granted to those who own land in the city or who can pay a periodic citizenship fee.

Walled Cities
3.2.2

AS CHAOS AND CONFLICT spread, many cities returned to old notions of fortification to ensure their security forces had the best possible advantage when defending the city. Walled cities evolved from conventional cities, around which protective border structures were built. As illness spread and fallout from weapons of war drifted, walls and security check points became essential to ensure city populations were safe. Later, walls and defense structures served to protect against raids and dangerous predators encroaching upon the city's edges.

The walls of the cities were signs of safety, and they attracted millions of hopeful residents eager to find protection from a world falling apart. Inside, population density soared. This prompted controls on citizenship and initiated construction efforts to build upwards rather than outwards. As technology continued to evolve, so too did the defenses of the walled cities. Human sentries were reinforced with drones, and early building materials such as concrete and steel were replaced with significantly improved materials.

Although not as eclectic as conventional cities, walled cities offer their citizens an appealing balance of variety and security in every aspect of life. Walled cities continue to attract and retain huge numbers of people escaping the dangers of the Freezones and are a common form of city-state in 2280.

Arcologies
3.2.3

ARCOLOGIES ARE ALMOST completely self-contained super-cities, massive towering complexes and home to the most advanced technologies available in 2280. Most arcologies rely only slightly on surrounding territories for resources and food, producing most of what they need internally through genetic engineering and sophisticated hydroponic farming. However, almost every arcology is surrounded by at least some measure of urban development, some by a simple conventional city which has sprung up since construction on the arcology began; others by large walled city complexes that predate the arcology itself. In 2280, there are numerous true arcologies, each home to tens of millions of people and countless forms of industry. The arcologies stand as humanity's crowning achievement in design, construction, and cooperation.

The arcologies of the New World are based upon visionary architect Paolo Soleri's fusion of architectural design with ecology in the form of large hyper-structures, self-contained cities built vertically to minimize impact on the surrounding environment. Many thinkers and designers embraced the notion of arcologies, especially as the incredible efficiency of the arcology model was understood. Corporations were quick to realize the potential of these hyper-structures as a potent blend of business efficiency and human comfort.

In 2035, several corporations worked together to create the first truly massive arcology project—a self-contained city in California for their employees. Max-plex was composed of 3 massive towers, 500 m (546.8 yd) in diameter; each reached an astonishing 1.1 km (0.7 mi) into the sky. The towers were linked at several points by crisscrossing bridges, through which monorails traveled. A network of high-speed elevators carried people up and down the structure. The city quickly became home to 950,000 people. Dozens of suburbs, commercial districts, and parks sprang up around the base of the towers. Plans for expansion were put into action almost immediately after completion, as hundreds of thousands flocked to the corporate city to be part of the new phenomenon. It did not take long for other corporations to notice the incredible influx of human capital to Max-plex and begin plans for their own city complexes. The rise of the city-states was underway, and before too long, the arcology towers disappeared into the clouds.

More than 200 years after its construction, the urban area surrounding Max-plex has itself grown into a massive city and is protected by a sophisticated wall. Max-plex is the smallest arcology on Earth, and is now considered by many to be little more than a large building inside a walled city.

The largest arcologies on Earth are Oderon City, Valux Corporate Arcology, and Ciudad-5, each towering several kilometers, and each home to tens of millions of people. These stand as markers of humanity's incredible ingenuity and the quest to unlock even more powerful technologies and master the world through science and engineering.

For details on these city-states and more locations, see section *4—Locations*.



City-State Politics
3.2.4

EVERY CITY-STATE HAS its own political and cultural systems. Most arcologies evolved from their corporate origins into pseudo-democracies, with governing councils made up of the city's elite, elected, or appointed. Some cities are dictatorships, run by the head of the security force or by a Syndicate. Some, like the island city of Divinus, are monarchies; others are true democracies, while a few appear to have no ruling body whatsoever.

Power is the currency of inter-city politics and comes in many forms: access to natural resources, advanced technology, influential personalities, a large security force, or the presence of powerful Evolutionaries.

The battle for resources is fierce. It is this competition that fuels most of the conflict between cities. Almost every city has resource acquisition programs and will pay handsomely for assistance with exploration and extraction operations. Additionally, most cities have espionage and secret police services designed to protect state secrets and to obtain those of other cities. A high price is often paid for information, and freelance information gatherers do quite well—assuming they live long enough to enjoy their new wealth.

In spite of the critical importance of resource gathering and information control, the real power brokers in many of the city-states are the Syndicates. Crime does not always pay well or necessarily for very long, but the Syndicates have their hands in everything from the street level drug trade to the highest levels of city-state leadership. Furthermore, it is not always easy to tell who is truly a criminal and who is a politician or businessman. The Syndicates are numerous and well-organized, and even form occasional alliances when their purposes suit each other.

Most Syndicates are run by an individual or by a small body of senior members with an often intricate hierarchy beneath them. In spite of such similarities, each Syndicate is different. Some focus on end goals, some focus on geographic regions, and others still are united by ethnicity. Some Syndicates are known for their ruthlessness or chaotic behavior, whereas others are nearly indistinguishable from a corporation. However, the one objective that characterizes all Syndicates is power; they all have an unrelenting drive to gain more of it for their leaders.

Inter-City War
3.2.5

THERE IS A TENUOUS peace in place between the city-states. Few cities even have the military resources to mount a significant attack on another city while continuing to defend their own borders. Furthermore it has been agreed by all city-states that any attack on an arcology or walled city shall be considered an attack on all city-states. Should such an attack take place, the aggressor will have to face the combined force of all other city-states, who will set aside their differences and unite to destroy whomever dares to attack one of the few remaining outposts for humanity. This pact is formally known as the Inter City-state Alliance. Its terms and a list of its signatories are held in Lavana Free City. The pact has recently been expanded to include a clause regarding extradition of criminals between states and includes the proposed foundation for the creation of an international investigative body.

Although open warfare between city-states is forbidden and large conflict is virtually unheard of, tensions are high, and small-scale conflict over resource-rich areas is common in the Freezones, especially in areas with high concentrations of meteor debris and metals. In spite of the best efforts of diplomats, trade negotiators and the architects of

the Inter City-state Alliance, the threat of open war hangs heavy.

Each city-state has a security force of some kind. Some city-states have simple defense forces comprised mainly of automated weaponry and drones, while others have highly trained and extraordinarily well-equipped forces with the latest drone and Artificial Intelligence (AI) support. A few city-states are even fortunate enough to have Nephilim and Grigori among their defenders. In fact, many non-human species are paid handsomely and are aggressively recruited to be part of a city's security force. Mercenaries do well to ply their trade in the defense of a city-state, and when the job is complete and they have been paid, the mercenaries are free to switch sides and do it all over again.

Espionage is common between city-states, even among allies. The skills of information gathering, assassination, and sabotage are highly sought-after. It is this constant state of small-scale conflict, espionage, and power wrangling that drives what is known as the Urban Arms Race, a burgeoning effort by the corporations and others to push the limits of weapon and equipment design. The race is not to hoard weapons or even to threaten equals with mutually assured destruction. It is to build the best weapons—capable of tipping the scales of conflict wherever it erupts—and many of the world's greatest minds have devoted their energies to the race.

Resources and the City
3.2.6

WITH THEIR EXTREMELY dense populations and sophisticated infrastructures, city-states are huge consumers of resources. Vast solar and wind farms gather energy to power the cities. Large hydroponic farms have long since replaced conventional farming as the primary food sources. Resource-locating and extraction expeditions into the Wilds have become commonplace, and are one of the most lucrative but dangerous enterprises in 2280. Greater risks are continually taken to find and secure the land and resources necessary to meet the city's need for expansion.

The greatest dangers to resource gatherers are not the terrors stalking the Wilds, but the competition from other cities and their resource firms. Violence and espionage among resource gathering firms is common and small-scale conflicts in the Wilds occur on a daily basis. Major players have vast security forces and considerable sway in the highest circles of city-state administration, where they routinely push for the acquisition of valuable territory through force.

Warfare among private and state-sponsored armies is a way of life in the Wilds. The ruins of the 21st century's largest urban centers are a hotbed of conflict as salvage operations and resource extraction crews pick through the bones of the old world. More than a few regional conflicts have been financed by resource firms with an interest in controlling valuable territory.

There is a battle already underway for control of the world's best scientists, engineers, and doctors, those required to exploit resources and create new marvels of technology. The battles for the best and brightest are usually nothing more than bidding wars. However, as the Syndicates get involved in the arms and technology races, things are changing dramatically. Already, the Syndicates have kidnapped numerous high-profile scientists and either ransomed them back or forced them to work on projects underway within the Syndicate.



Freezones
3.3



OUTSIDE THE SECURITY of the cities lay the Freezones. These are areas of vast, reclaimed wilderness largely untouched by humans for nearly two centuries—once again primal and savage, ruled only by the law of nature.

The Wilds are home to an unimaginable variety of plant and animal life, a staggering amount of which has been dramatically altered by radiation, the multitude of volatile elements that rained down during the years of war, and by meteor showers. All of these pollutants, contaminants, and meteor debris have given rise to what are now known as Tox Fields, areas of complete desolation and contamination.

The remnants of the old world dot the landscape like misplaced toys in an overgrown lawn. The savage nature of the forces which reshaped the Earth's surface only 200 years ago can be seen in chasms left by earthquakes, mountains laid flat by volcanic eruptions, shores wiped clean by tsunamis, and the wild re-growth of vegetation as it reclaims land once held by now-ruined cities and roadways. The shadow of what once was has been obscured, though not entirely concealed by the new world's wilderness.

Tox Fields, great wastes, deserts, irradiated blast craters and twisted areas of mutated plants and animals can be found on every continent. They are some of the most dangerous areas in the already-deadly wilderness, and only the hardiest and best-equipped travelers dare cross them.

City-states often claim ownership or control over some parts of the Freezones, usually where they have discovered resources worth harvesting or land suitable for settlements. However, only force is respected in the Freezones, and one must be able to defend claimed land in the face of aggression from others, including creatures that may regard an area as their own.

Freezone Communities
3.3.1

THE FREEZONES ARE not devoid of human life. In fact, there are many small communities to be found outside the city-states. Some Freezone communities are communal compounds established by those dissatisfied with life inside the cities. Some are colonies established by city-states themselves as resource gathering centers, trading hubs, or even strategic outposts for defense of the primary city. Still other Freezone communities are havens for marauders, outcasts, and others who are not welcome in the cities.

Like the city-states themselves, each Freezone community is unique, and each has its own system of


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law and order. Sometimes the rule of law is obvious and a community is well-organized and defended. At other times, a community might be without rule or security. In all cases, communities in the Wilds should be approached with caution.

Crime and Violence in the Freezones
3.3.2

THIEVERY IS A COMMON profession in the Freezones. Bandits frequent trade routes and routinely attack convoys. Raiders plunder vulnerable communities and pirates scour the waterways. Many Freezone criminals have made quite a successful living for themselves. Pirates and raiders are also frequently involved in the burgeoning slave trade and have been known to sell survivors of their attacks and kidnapping victims to slave traders or force them into servitude.

Many Freezone criminals have raised the ire of Syndicates and the ruling bodies of city-states, resulting in bounties on their heads, particularly when someone of note or value has been taken hostage in the Wilds. There are even a few who have risen to achieve some measure of legend. Some became famous for capturing a shipment or perhaps even a person of considerable value; some have simply operated in a region for so long that they have become infamous.

Of course, every time a bounty is levied on the head of a criminal, another is tipped off to a shipment or expedition worth hitting. Bandits of every sort often find opportunities coming their way through those eager to put a dent in their competition and have become a valuable weapon for the corporations and Syndicates to use against each other.

Life In and In Between the Cities
3.4

THE CITY-STATES ARE home to the vast majority of the Earth's population, human and non-human alike. They contain the most diverse and eclectic hubs of activity ever seen on Earth.

Nearly 250 years after the development of the first corporately-held arcology, a great deal has changed about life in the cities. For the most part, the once-deep roots of corporate rule have withered. For the last century, the need to attract valuable and talented human capital has weighed heavily on the corporations, and the competition for human resources has forced almost every city-state to institute policies that make them appealing to the New World's best and brightest. Corporate rule was further challenged when city-states began to open the lines of communication with other cities. Opportunities to relocate to a more desirable city, even if it was made extremely difficult or illegal, became possible and the need for the cities to remain attractive was amplified. Furthermore, as business dealings and trade became more common, opportunities within the cities became numerous. New corporations were formed and established offices in new cities, hired staff, and became entwined in the fabric of life.

Throughout their evolution, the city-states struggled to build strong communities capable of supporting and protecting themselves. Now in 2280, as the cities re-emerge from their forced isolation, as the exploration of the New World begins, the city-states realize the importance of their relationships with each other. Each of them must reach out, take advantage of each other's strengths, and exploit each other's weaknesses, while ensuring they can maintain their base of power and protect their elites.

The cities offer everything one needs to survive: food, shelter, security, and entertainment. However, some cities are more successful than others in meeting these needs. Most citizens are considered "middle class" and enjoy a reasonably comfortable life inside the protection of the city. Abject poverty is rare in the major arcologies, as their sophisticated infrastructure and burgeoning economies require a steady stream of human, and non-human, resources. The walled and conventional cities hold closer to their ancient roots and the divide between rich and poor is often extremely obvious. Nevertheless, life within such cities is usually better than a life outside.

For the most part, life in cities goes on as it always has. People report to jobs they probably hate, crime rises as population density increases, children go to schools they would rather not attend, and entertainment remains the great escape from daily routine.

There are numerous reasons why someone would want to leave the safety of the cities, but the most common are: business, entertainment, adventure and religion. No one city meets every need in every area. With the resurgence of global communication, one can easily see what other cities have to offer, getting a glimpse of what one has been missing, good or bad.

A complex economy still exists in 2280. Corporations are constantly securing trade deals, expanding operations beyond their home city-state, recruiting top talent, and battling for market share. City-state governments are also continuously ensuring access to resources, expanding trade agreements,

and jostling for position on the international stage. When it comes to entertainment, few city-states have absolutely everything it takes to satisfy their populations. Travel, including adventure travel into the Freezones, is becoming big business in the New World as more curious and courageous people venture out to see other cities or the Wilds every day. Finally, religion draws people out from the shell of the cities. The most frequent pilgrimage is to Città Santa, the great holy city, which has become home to the heads of all of the world's major religions. It is a city that stands as both a beacon to the world's faithful and a reminder of the dangers of intolerance. Nevertheless, it is visited by countless millions every year.

The New World's economy is extremely strong, driven by the city-states' never-ending desire for resources. Even cities founded by small groups of corporations have branched out, enabling businesses of all types, including competitors, to set up shop within their walls. Free enterprise is the law of the land. Ambition, ingenuity, and greed drive the gears of the New World.



What's in Your Pockets?

3.4.1

IT MAY NOT SEEM like a very significant question, but you can learn a great deal about how someone lives by knowing what they carry with them throughout the day. 2280 is no different, and there are a few key items almost everyone either carries or is intimately familiar with.

Personal Information Devices

Personal Information Devices (PIDs) are the digital wallets of the New World, enabling easy access to one's Trust account and facilitating financial transactions, like the credit cards of old. PIDs also serve as identification, medical records, and passports, carrying vital information about one's citizenship as well as genetic and medical information necessary for travel and medical services.

Most city-states implant every citizen with a PID, either at birth or when citizenship is granted. Most PIDs are smaller than a grain of rice and are implanted beneath the skin's surface,—usually in the underarm, at the base of the neck or in the shoulder.

PIDs can receive, transmit, and store all kinds of information. There two types of memory in every PID, one that can only be altered by city-state officials and one for the PID's owner. PIDs can be accessed using any number of readily available data terminals and handheld communication devices. Changes made by officials are always marked with an encrypted string to ensure the integrity of the PID system.

The portion of memory devoted to the PID's owner is usually used for personal information, like addresses and P-Comm numbers. This portion can also be used to buffer and cache data if the user's PID is linked to a netwire.

Personal Communications

Almost all personal communications are carried over satellite personal communicators commonly referred to as P-Comms. P-Comms are very much like the smart phones of old, capable of handling every common media form from plain text to data-heavy virtual reality transmissions. They come in an astonishing array of forms ranging from archaic handheld models with conventional keyboards to cybernetic implants with a direct neural interface.

P-Comms are capable of direct satellite communication, making use of the Swarm, or linking to an area's comp-grid during localized use. All modern P-Comms can also act as a data terminal, and can be connected to any number of auxiliary devices like VidScreens, keyboards, cameras, etc.

Personal Protection

Personal protection is big business in 2280, perhaps the biggest business. Every community has different laws regarding the possession and use of weapons and armor. For the most part, common sense rules, and access to weapons is controlled in every major center. Personal armor is generally permitted, although heavy or obvious armor will certainly attract the attention of security forces.

In the cities, few regular citizens are without some measure of personal protection. The most

common devices are palm-sized pistols and tasers. Lightweight body armor and protective clothing are also common among those who need protection.

Of course, there is no accounting for what criminal elements may be packing in terms of weapons and armor, and security forces in every major city routinely grapple with criminals better-armed than themselves.

Outside the cities, personal protection is an entirely different matter. Few Freezone communities consistently enforce laws regarding the ownership and use of weapons. For the most part, anything goes, until someone better armed than you says otherwise.

Citizens and Freemen
3.4.2

CITIZENS ARE THOSE MEN and women who have been granted citizenship by one of the city-states. Citizens have numerous rights non-citizens or Freemen do not have.

City-state citizenship is an extremely valuable commodity, as most cities only bestow it upon those born within their walls or those individuals they are keen to convince to join their population. Citizenship is demonstrated through the possession of a valid city-state passport, usually in the form of encrypted data carried in a PID. Without a passport, inter-city travel is almost impossible. Only open cities are without tight security controls on who and what enters and leaves their borders. All other cities generally require proof of identity, and even then there are usually special conditions placed on visitors. Temporary passports, or T Passes, are frequently issued to visitors, including individuals employed within the city-state but who are without full citizenship.

To begin with, a citizen's identity and identification are guaranteed by their home city-state. This makes travel between city-states and dealing with security forces significantly easier, assuming the citizen is not breaking any laws. It also makes opening an account or additional accounts with the Central Financial Authority significantly easier. Citizens receive the benefits of city life: access to some measure of medical care, education, stable employment opportunities, and a relatively safe environment.

Most city-states have agreed that travel between cities is generally good for business and the health of every city. There are a few closed cities which have not bought into this ideal and there are always running rivalries and disagreements between city-states which cause them to close their borders to citizens from rival cities, but these are generally short-lived.

Freemen have no recognized citizenship. That is not to say they are all from some backwater Freezone community in the middle of nowhere—only that their community does not offer a mark of citizenship accepted by major city-states.

Freemen are not always able to enter city-states; therefore, they rarely have high-paying, stable employment. Even the largest Freezone Communities cannot compete with most city-states in terms of wealth and services and Freemen are forced to live what most citizens would consider a less than desirable life. Additionally, most Freemen have a tough time acquiring an account with the Central Financial Authority and must provide a DNA sample when doing so.

Of course, all the controls on citizenship and travel, combined with the rising desire to venture out, have fueled a rampant underground trade in people-smuggling as well as in forged and stolen IDs.

Language
3.4.3

ALTHOUGH DIALECTS, ACCENTS, and slang vary greatly between regions and communities, English remains the most common language in use in 2280. Numerous other languages are spoken worldwide, and in fact, in some Freezone communities absolutely no English is spoken; however these are rare. Aside from a few regional services, the Net is completely dominated by English, as is the world of business, giving it a veritable cultural stranglehold on language.

Food
3.4.4

SURPRISINGLY, FOOD AND food production have not really changed a great deal over the last 200 years. The only exception can be found in the arcologies, where limited space and easy access to impressive technology have pushed the limits of soil-less farming, genetically-altered foods and soy-based alternatives. Inside arcology towers, numerous floors are devoted to food production and house facilities, ranging from massive hydroponic centers to simple traditional gardens reserved for growing fruit and vegetables for the city's elite. Inside some extremely large cities, fresh fruit, vegetables, and real meat are often expensive and sometimes even difficult to find. Daily diet is determined by budget and location. Some of the best and cheapest food can actually be found in Freezone communities, where organic farming and wild game are common.

Almost every city-state is fed by a handful of hugely powerful food production corporations that usually own, or at least control, most of the territory surrounding the city. Most of these corporations

employ hundreds, sometimes thousands of drones, which work the land, planting and cultivating crops with precision. Commercial fishing is also big business, and thousands of massive fishing drones are always at work around the globe. Thankfully, even in the largest urban centers, very little food has been relegated to paste form or modified soy products of one sort or another. It is often joked about that Mother Nature's Revenge may have been the best thing to happen to food production in a long time.

Finance
3.4.5

WITH THE COLLAPSE of global financial markets in 2063, currencies quickly became worthless. For years barter became the most efficient means of trade. Banks struggled to maintain their relevance, investing almost exclusively in the corporations behind the rise of the city-states. As governments crumbled, hard currency became meaningless. Personal incomes began to be paid in "credit dollars" held in trust by a bank able to guarantee the value of the trust by way of its own investments and resource holdings. Over time, the word "trust" became synonymous with "money" and "credit." Trust accounts became the standard system for holding and tracking wealth and "credit dollars" became known simply as Trust.

In 2193, the world's largest corporations came together with the heads of several city-states and created the Central Financial Authority (CFA), a singular global bank to handle all Trust accounts, personal, corporate, or otherwise. A constitution was drawn up, outlining the framework under which the CFA would operate and the system by which its board of directors would be chosen. In 2195, the CFA was officially formed and headquartered in Lavana Free City.



Central Financial Authority

Today, every electronic financial transaction passes through the CFA's central headquarters where every Trust account in the world is held and monitored. The CFA does not produce any hard currency, instead issuing Trust Notes, electronic certificates which guarantee that a predetermined amount of Trust is held in an account for redemption at any time.

Trust Notes are the "cash" of 2280. They usually come in the form of a small data chip or a tiny file which can be carried on a PID and transferred. Once a Trust Note is issued, its value cannot be altered—it can only be redeemed and deposited into an existing account or handed off to a new owner, presumably as payment for something. Any data terminal can read the value of a Trust Note, but no other information can be gleaned without incredibly sophisticated decryption capabilities.

The Net and Computers
3.4.6

THE NET IS THE CORE of the New World's telecommunications and entertainment infrastructure, evolving from the decimated remnants of the 21st Century's global telecommunications network.

Satellites serve as the backbone of the Net, wirelessly linking the globe in an orbiting web known as the Swarm. Those destroyed during the years of meteor impacts have been replaced with vastly improved models, and new technology is deployed continuously. Satellite technology and control over Net traffic have become indispensable benchmarks for the corporations and city-states.

Cities are dotted by thousands of tiny ground stations sometimes referred to as Swarm Hops,



usually found atop buildings, on street lights, or scattered on the exterior of an arcology. Most ground stations are nothing more than a hand-sized satellite dish or small dome linked to a wireless array and a power source, but they are linchpins, linking businesses and residents to the rest of the wireless world. In the Wilds, ground stations are often much larger and designed for durability rather than concealment. They are also rare and generally built to service trade routes or large communities. Those that do exist outside of the cities are ferociously defended by the corporations or communities who own them.

Every thing from voice conversations and financial transactions to VidNet broadcasts and virtual reality services are carried over the Net. To most people, it has become a completely transparent part of daily life. The vast majority of users access the Net through Netwire-enabled devices, including Taps. Visual information like text, images, and flat video are transmitted by the Netwire to a viewing device, usually a VidScreen. Netwire-enabled Taps allow users to access the Net using thought alone, and current models provide their user with a complete immersive virtual reality experience of whatever it is they seek on the Net.

The evolution of computing technology and computers themselves has become intertwined with the New World's penchant for sleek, utilitarian design and organic technology. Computers in the New World are almost invisible devices, built into

the walls of homes, embedded in jewelry, or even implanted directly into the owner's body.

Standalone personal computers are a thing of the past. In 2280, most cities have powerful comp-grids, invisible arrays of shared computational and information resources linked to the global Net. In essence, comp-grids combine personal computers and the Net. Comp-grids are accessible by any Netwire-enabled device, be it a traditional data terminal with a keyboard and display, or the direct neural interface of a Tap.

Nearly all software applications are housed on and pulled from the Net by users. As it has been for the last 250 years, software and computing technologies are big business, with numerous corporations producing virtual machines, software applications, games, and all manner of Net-based products. Many of these corporations have launched their own comp-grids, accessible by their customers for specific tasks and subscription services.

Augmented Reality

Augmented Reality (AR) involves layering digitally processed information over tangible reality through devices such as VidScreens, holographic projections, and cybernetic eyes. AR is actually based on the old concept that computer graphics could be overlaid on an individual's field of view, either upon already existing visual information—like that displayed on a television or computer monitor—or by wearable computers and displays embedded into such things as eye glasses, windshields, and shop windows, suspending information seemingly in the air in for the viewer.

In 2280, AR is present in most surfaces, including clothing. Linked to the Net, this display technology continuously sends and receives data, providing users with an array of information services. For example, kitchen counters in most modern homes are equipped with touch and voice-sensitive displays that can pull a variety of information from the Net, including recipes, cooking tips, and the day's weather. These devices can also send information, including grocery orders and email. Clothing can contain flexible displays and a netwire, enabling a jacket sleeve to also serve as a data terminal, complete with virtual keyboard, all linked to wearer's display glasses. City comp-grids can provide maps



and directory information to such personal display devices as cybernetic eyes, P-Comms and wearable displays. Of course, advertisements of all types are found everywhere, from simple text messages sent to listening P-Comms to elaborate video ads displaying on walls.

AR is most commonly audio and visual information, although recent developments in cybernetics and wearable electronics have seen a move toward more immersive AR experiences bordering on virtual reality.

Getting Around

3.4.7

THERE ARE TWO TYPES of travel in 2280: travel inside the cities and travel outside of the cities, both vastly different experiences.

Inside the cities, including most arcologies, automobiles and motorcycles are still the most common form of personal transport. There are numerous manufacturers of vehicles spread across the globe, catering to every automotive taste, from simple, single-passenger electric commuter cars to high-performance sports cars with the latest electromagnetic drive systems.

Every city has its own licensing guidelines, but for the most part, anyone over the age of 16 can easily be licensed to drive. Before driving in a new city, you should make sure your driving credentials are accepted.

Public transportation is heavily used in large centers, with buses and high-speed magnetic trains serving as the backbone of these systems. Most arcologies have extremely well-developed systems of mass transit, including high-speed elevators while roadways are often narrow, cramped and in some arcologies, reserved for emergency vehicles only. So far, only the Galvanus City arcology, on the East coast of what was formerly known as Canada, has completely outlawed personal automobiles and

motorcycles, but many other arcologies are currently considering it.

Outside the cities, transportation is a completely different beast. Travel through the Wilds is dangerous, and safe routes between cities are rare. Only rugged or armored ground transportation is used outside the cities. Aircraft are slowly being used to move people and relatively small amounts of cargo between cities, but even the skies are not entirely safe. Armored caravans are commonly used to move large shipments between cities, and providing protection for shipping firms is a lucrative enterprise. Explorers, resource-gatherers, and corporate VIPs routinely pay for inter-city ground transportation protection from those with armored vehicles and sufficient firepower to fend off marauders, raiders, and the more–than-occasional creature deciding to make a meal of travelers.

Electromagnetic drive systems have largely replaced the liquid-fueled engines of previous centuries and fossil-fuel-driven vehicles are almost completely obsolete, except in some Freezone communities. Small vehicles are generally fed directly from city power grids, recharging as needed by plugging in for an hour or so. Large vehicles designed for inter-city travel are most often fueled by some combination of solar, compact nuclear, or chemically stored electric power system. The newest inter-city-capable vehicles also include an emergency internal combustion engine that runs on a number of different possible fuels.



Entertainment
3.4.8

IT IS TRUE THAT a society can be judged by its entertainment. In 2280, entertainment takes many forms, some no different than those of the 21st

century, albeit more attuned to the science and technology of the New World.

Virtual Reality

Virtual Reality (VR) can be enjoyed in many forms in 2280. One can use archaic eyephones from the previous century or the latest in direct neural interface technology to delve into any number of virtual worlds. The Net is the largest facilitator of virtual interaction. Numerous service providers offer their customers customizable, immersive environments, sophisticated gaming experiences, and massive online communities. In fact, many people have become so immersed that they essentially forfeit their real world lives in favor of a virtual one.

For those with a Netwire-enabled Tap, the experience of VR is almost indistinguishable from the real world. Digital signals from the Net are sent directly through the Tap to the user's brain, where they are processed. Likewise, signals from the user's brain are returned to the Net, enabling the individual to experience and interact with the virtual world of the Net as though it were real.

Of course, the Net is distinguishable from the real world. Navigating the Net with a Tap is really no different than navigating it with a wearable display and data terminal, except displays are not required, as visual data is simply seen, and all interaction is performed by thought alone. The only exceptions are Virtual Net Worlds, which are elaborately designed artificial spaces—usually games—that reside on the Net. These parts of the Net are often indistinguishable from the real world when experienced using a Tap.

VidNet

Television has long since been replaced by the Net. VidNet refers to the portion of the Net devoted to distributing conventional television-styled programs.



Most viewers access these programs through a Tap, enabling them to either actively take part in an interactive experience or to "walk through" the program as though they were walking among its actors while the action takes place.

Theatre

Perhaps surprisingly, there has been a substantial resurgence in interest in conventional theatre and live performance. Many sociologists suspect this trend is the result of a real need, innate in humans, to be social and physical, and to experience the world and art through the analog experience of their own senses.

The largest theatres in the world are continuously sold-out. Musical acts, plays, and operas travel the world, most ending up in the grand theatres of Divinus—if they have been successful enough. Accordingly, many of the New World's most successful and wealthiest celebrities are live performers. Of course, almost every live performance is transmitted in some form or other over the Net for global viewing. Most productions are processed and formatted for virtual reality, enabling viewers to experience the

event as though they were there in person, or perhaps even as one or more of the performers.

Strata Free-Form Combat

Known by most as simply Strata, Free-Form Combat is the ultimate form of entertainment in the New World. Held in massive arenas often seating hundreds of thousands, Strata pits two or more warriors against one another in simple hand-to-hand combat.

Free-Form Combat evolved from the martial arts and wrestling competitions of the 21st century. Professional matches take place on a large, raised, slightly concave platform that rotates above the arena floor, often referred to as the Bowl. Here, the world's greatest athletes, men and women of every species and of incredible athletic prowess, face each other in hand-to-hand combat. Strata fights are fast, vicious bouts with very few rules. To win, one must disable the opponent either by rendering them unconscious or throwing them from the platform. Victory can also be attained by forcing the opponent to yield. The most successful fighters are not simple brutes, but highly trained fighting machines, versed in a variety of combat styles and athletics.

Strata is renowned for its incredible record of safety. Before each bout, the combatants are injected with a Critical System Monitor (CSM) capsule. The CSM continuously feeds vital sign information to the officials, medical staff and the combatant's team. In over 40 years of professional Strata there have only been 2 fatalities. However, underground bouts are an entirely different story.

The spectacle surrounding Strata is unmatched in the entertainment world. Championship combats are promoted for weeks, sometimes months. The streets of every major city are plastered with massive banners that cover the walls of skyscrapers. The images of Strata fighters are everywhere and its champions are among the most recognizable and popular celebrities in the New World.

The most popular fighters are celebrities of unmatched fame and fortune. While careers are often short, the rewards are extraordinary, and any fighter that retires in reasonable health—with his/her fortune and reputation intact—is almost instantly a legend, and held in the same regard as VidStars.



Strata arenas can be found in every arcology, save Città Santa, and in nearly every other city—along with fighter stables, which function as training, management, and housing facilities for most up-and-coming fighters.

The hub of the New World's Strata action is the Island City of Divinus and the Grand Royal Arena. Here, the best fighters in the world ply their trade in front of more than 150,000 spectators. The king of Divinus himself, Vandorian Menhir, is a regular attendee, and the stands are filled with celebrities of every sort. The Grand Royal Arena is truly a site to behold.

Like many sports throughout history, Strata has attracted more than its share of criminal interest. Entire underworld Syndicates have formed around the shadowy world of Strata. Rarely do elite fighters have any tangible ties to organized crime, but in the smaller arenas, particularly those in the Freezones, crime is rampant.

Medicine
3.4.9

LIKE THE REST of the world's science and technology, medicine has made tremendous progress. Most men and women living in city-states have very little to worry about regarding their medical care. Consistent and reasonable medical care has become a staple for attracting and retaining citizens for cities.

For those without citizenship, medical care is another thing entirely. Private medical care is usually costly, but generally easy to find in most urban centers. For-profit clinics and private practitioners far outnumber their city-state-funded counterparts. Prices for care and emergency services vary tremendously, even within the same city.

Traditional models still apply in 2280; hospitals serve large urban areas, ambulances respond to emergency calls, and skilled medical professionals are a hot commodity. Finally, those requiring serious or prolonged medical care are best served if they have a deep Trust account.

Creatures
3.5



THE WILDS ARE HOME to a frightening variety of creatures most would consider monsters. They include a multitude of plant and animal species that have flourished in the centuries since humans retreated into the cities. Among them are some real terrors: creatures dramatically altered and mutated as a result of exposure to radiation, mutagenic viruses, and the remains of weapons used during the years of war. Many seem to be creatures never before seen on Earth, perhaps unleashed by Mother Nature during the years of her violent revenge.

For all the good it has done, science is to blame for many of the New World's monsters, and almost certainly to blame for many of the most dangerous ones. Over the last 80 years, Triton Enterprises and a few of its competitors have bioengineered creatures of every type, from delicate, rare birds to the fiercest custom-engineered monstrosities. Most of their creations were produced to bolster populations of endangered or even extinct species. However, recent decades saw most of Triton Enterprises' research and development directed at filling roles in theme parks, zoological exhibits, and private collections. Triton Enterprises and its competitors have less-than-stellar records for security and containment. More than once, their creations have escaped. In the worst cases, these beasts have themselves been altered by exposure to a plethora of mutagens.

The savage ecology of the Freezones has had nearly two centuries to evolve on its own, combining and recombining species to create entirely new breeds. Needless to say, humans have never been farther from the top of the food chain.

Creature recovery and control has become big business. Triton Enterprises and other corporations regularly pay handsomely for hunters and recovery specialists to solve their problems. Freezone communities and many large centers also pay well for protection from wandering monsters, especially those against which they have little to no defense.

Explorers and researchers recently began reporting encounters with an array of bizarre and terrifying creatures which could not possibly be native to Earth. Some researchers have even reported creatures composed entirely of energy. A handful of explorers have returned, apparently from encounters with creatures so horrific that their minds were shattered by terror. Their ramblings speak of these monsters as invulnerable, immune to even the most powerful weapons. Similar encounters have also begun to be heard of in the cities.

For more details on Triton Enterprises and other locations and personalities in the Freezones see section *4—Locations* and section *5—Personalities and Organizations*.


3.0
3.1
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You Were Never Alone
3.6

HUMAN ARROGANCE MADE us believe that we were at the top of the evolutionary food chain, somehow unique, the pinnacle of existence. How wrong we were.

Throughout history, humans have looked to the stars and wondered if they were alone, wondered about what else might be out there, or perhaps might be here on Earth, hidden from sight. Humans have never been alone, not in the universe, not in the galaxy, and not on Earth.

First Contact
3.6.1

IN 2099, AN UNUSUAL criminal case made international headlines. The defendant, Jet Matheson, escaped from custody in spectacular form. Jet was indicted for his alleged involvement in the assassinations of several prominent crime figures around the world. He was captured outside Oderon City after evading the city's security forces, running at seemingly impossible speed through the city, and leaping from a sixth story ventilation shaft in the arcology's exterior wall. Just three months later, he escaped from his holding facility, once again in spectacular fashion. The video footage was incredible and rapidly made its way around the world. This was the first time the general public had ever seen someone who looked human do things so obviously superhuman.

While he was held in Oderon City, Jet Matheson was studied by the city's preeminent geneticist, Dr. Stanton Lethus. Dr. Lethus's time with Jet would change the focus of his research forever. He came to the conclusion that Jet's genetics were fantastically different than any normal human. After several weeks of study and numerous conversations with Jet, Dr. Lethus came to the conclusion that Earth was home to an array of non-human intelligent species.

The Evolutionaries Emerge
3.6.2

AFTER JET'S FANTASTIC escape received massive media attention, and Van Mantra's public claims about the existence of what he called Evolutionaries and the Elim were made in 2100, several other Evolutionaries revealed themselves.

Over the next 180 years, more and more Evolutionaries emerged, pulling back the veil of secrecy and making their presence known. Their age-old involvement in the world of humans made integration much easier than one might expect. They were not bizarre aliens landing in a foreign world; they were already here, long embedded and well versed in the workings of our communities. In 2280, Evolutionaries are no longer rarities in most urban centers, and the initial shock of realizing we are not alone has long since subsided.

The Hierarchy of Being
3.6.3

ALL SPECIES ABOVE HUMANS on the Hierarchy of Being are commonly known as Evolutionaries. All these creatures wield incredible power, answering to no one but the most powerful of their own kind, or to members of a species higher than them on the Hierarchy.

The Seraph and Ophanum sit atop the Hierarchy of Being as the oldest, most advanced, and most powerful of the known species. Their culture, science, and technology are far beyond the wildest dreams of Earth's greatest thinkers. These two species have visited Earth numerous times in the past. Although they are the most powerful of the known species, they are also among the rarest and least involved in the world of humans; their exact numbers and reasons for being here are unknown to all but a select few.

Each time the Seraph and Ophanum came to Earth, they brought with them the Grigori, a powerful species engineered by the Seraph and Ophanum on their home worlds to serve as soldiers, laborers, and servants. They are as diverse as the purposes for which they were engineered, and most Grigori remain loyal to their creators. However, some have strayed over the thousands of years they have remained on Earth, the ease with which they could use their powers to influence the emerging human world too much to resist.

During their many visits over the millennia, the Seraph and Ophanum often became involved in the lives of humans, occasionally interbreeding with them to create half-breeds, called the Nephilim. Although half human, the Nephilim are a powerful species, genetically complex and laden with many of their Evolutionary parent's gifts. The Nephilim are easily as rare the Grigori, their Evolutionary cousins.

The Lesser Grigori and Lesser Nephilim are the most common of the Evolutionary species, derived from the union of a Grigori and human or Nephilim and human, respectively. They tend to

closely resemble their Terran parentage, but still retain some Evolutionary abilities.

The Anunnaki are the rarest of the Evolutionary species because of their complex bloodline. Anunnaki are born of two Nephilim, one Seraph-derived and one Ophanum-derived, a rare union at best.

Nothing has affected life on Earth as dramatically as the emergence of the Evolutionaries. The revelations of their existence and their long, torrid history on Earth tore a hole in our society, shook humanity's collective confidence, and destroyed the cornerstones of our cultures. It took nearly 200 years for the tear to mend. In that time, science surged forward. Religions came to terms with the realities of the New World, and humanity learned its place in the universe. Over the past 180 years, Evolutionaries slowly became a part of everyday life, rapidly integrating into the human world. In 2280, it is commonplace to rub elbows with Evolutionaries in the streets of the world's largest cities, or perhaps even to see them do battle in the Strata arenas of Divinus.

Although several generations have come and gone since the appearance of the first Evolutionaries, hatred and fear continue to reside in the hearts and minds of many humans. Ridicule and prosecution are not uncommon; even in cities with large Evolutionary populations many Evolutionaries go to great lengths to conceal the fact that they are not human. Equality movements and celebrity Evolutionaries have gone a long way to reduce the likelihood of species hatred, but there is still a long way to go before Evolutionaries are accepted and trusted everywhere.

The Wielding Cosmology

3.7

POWER COMES IN many forms in 2280, including wealth, physical strength, charisma, weapons, etc. However, those in the New World known as Wielders have tapped into sources of power unlike anything previously known.

Wielding is an art shrouded in mystery, far from fully understood and rarely seen. It is an art reserved only for those chosen or dedicated enough to walk its path. Since the phenomenon's emergence, countless great minds have struggled to understand and categorize Wielding; to give it meaning in human terms. The closest anyone has come is a system known as the Wielding Cosmology, a simple model that attempts to systematically break down the impossibly complex phenomenon known as Wielding.

The Wielding Cosmology was first drafted in 2199 by Sergius Wanderlay, a renowned physicist turned mystic and philosopher, three years after developing powers he could not explain.

Wanderlay abandoned his lucrative career as a researcher, choosing to focus his considerable genius on understanding the source and purpose of this power. For more than three years he delved into everything from the loftiest theories on metaphysics to the darkest corners of the occult. In the end, he found no real answers, but knew he—and others like him—would need something to help them understand the origin of this power. Wanderlay knew there was something intangible linking earthly physiology with the energy of the universe. He could feel it, and through Wielding he could see its effects, but he could never define it. So, he set out to build his model of the Wielding Cosmology as a hybrid of the solar system and atomic models he knew so well as a physicist, keenly aware of the genetic link he felt existed between Wielders and the source of their power.

The Cosmology describes the sources and intentions of a Wielder's seemingly supernatural power. Since his death in 2259, numerous versions of the Wielding Cosmology have been built and studied by Wanderlay's successors. None have been able to improve upon his original vision in any meaningful way.

The Cosmology consists of several, orbiting components—the four Sources orbit on the horizontal, central axis; the four Intention Realms orbit on the two tilted axis, crisscrossing the Source plane. This elaborate dance is surrounded by the circular orbit of Alpha and Omega.

Intentions are divided into four distinct Realms: Sancto, Bane, Order and Chaos. Each of these Realms is in turn orbited by four distinct Intentions, representing the ends to which a Source can be bent.

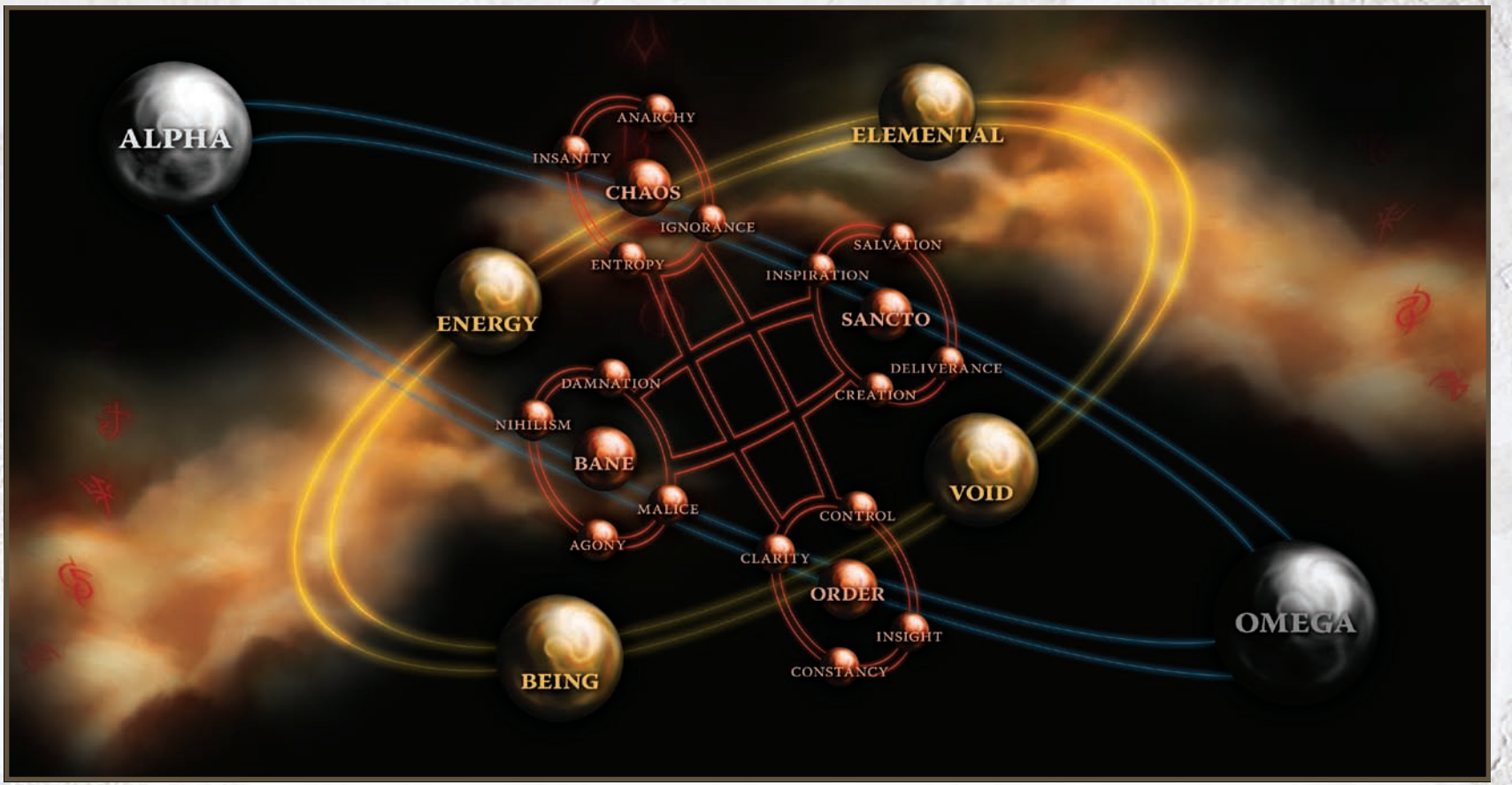
Countless researchers, mystics, and Wielders and non-Wielders alike have contributed time and energy to understanding Wielding and refining the Cosmology. In 2269, the New World Wielding Commission was formed by a group of scientists, many powerful Wielders themselves, to study the origins and effects of Wielding.

Wielders tap into the Cosmology in one of three ways: Innately, through Arcane Study, or through Spiritual Devotion.

Innate Wielding

3.7.1

ALTHOUGH NO ONE KNOWS for certain, most speculate that Innate Wielders have come upon their



powers through some genetic accident, exposure to meteor debris, radiation, or some trait specific to their species. Many Innate Wielders have chosen to ignore or even hide their abilities for fear of being shunned by those close to them, or in certain extreme cases, for fear of persecution as dangerous mutations unfit for life in the city-states. On the other hand, some who discover their Innate Wielding abilities proudly showcase them whenever the opportunity arises. However the truly wise Wielder makes use of their abilities only when required.

The Arcane Path
3.7.2

ARCANE WIELDERS DEVOTE countless hours to study and practice to learn how to Wield. For them, Wielding is a fine skill, a craft to be developed and mastered, and not some accident of nature. Arcane Wielders require incredible concentration and intense willpower to draw upon a chosen Source and focus its energy through an Intention.

Among Wielders, those that walk the Arcane path can draw upon the most varied selection of Sources and Intentions. Of course, this flexibility and potential for incredible power comes at a sizeable

cost. The path of an Arcane Wielder is a long, difficult one, requiring significant sacrifice and intense devotion to the art of Wielding. Only the most disciplined and, indeed lucky of students will achieve all the arcane path offers, let alone survive a life devoted to it.

Many Arcane Wielders are known for their immense and detailed collections of texts, videos, notes, and all manner of other research and study aids. The New World Wielding Commission, headquartered in Lavana Free City, maintains a massive library developed by its members and donated by independent researchers and Wielders from around the world. This library has become the world's central repository for information on Wielding and the single most important source of tools for practicing Arcane Wielders. The online component of the library has also become a frequent target for anti-Wielding netsters, who routinely attack the library's online resources, recognizing its importance to Wielders around the world.

The Spiritualist Devotion

3.7.3

BECOMING A SPIRITUAL WIELDER is a calling heard and answered by very few beings. Those who hear that call through the steadfast dedication to their faith are known as The Devout. Those that have that call unexpectedly thrust upon them are called The Chosen, who tend to be the furthest from dedicated to any faith.

Spiritual Wielders draw their power from one of two possible Sources: Alpha or Omega.

Alpha is best described as the universal creative force. It emits energy that nurtures all living things and inspires the creation of new life. This energy is felt here on Earth and is recognized every day. It appears in many forms, from the smallest kind gesture or the creation of new life to the eons-long



formation of mountains or the growth of a forest. The limited capability of the human mind to truly comprehend the energy emitted by Alpha has forced us to use words like "goodness", "positivity", "happiness" and "caring" to describe it. Most believe this energy promotes such ideals as love, trust, cooperation and protection. To those aware, Alpha is the source of all things good on Earth.

Omega is best described as the destructive force in the universe. It emits energy that corrupts all living things and inspires the destruction of life. That energy is also felt on Earth and is seen everyday as war, murder, hatred, cruelty, and death. In the same way the human mind struggles to comprehend the true meaning of Alpha, Omega is known by many inadequate human terms like "evil", "negativity", "apathy" and "disdain".

Most Wielding researchers and philosophers agree that Alpha and Omega are symbiotic–that their relationship is cyclical and necessary. The notion of Alpha and Omega as moral principles—Good and Evil—is laughable in the minds of most modern thinkers. On the other hand, those that cling to the physical world see Alpha and Omega as the necessary cycle of creation and destruction, the beginning and the end.

A recent expedition into the Wilds outside of Old New York was fortunate to have one of the Devout as a member when it encountered a twisted monster so hideous and impossibly formed that it could not have been from this Earth. Their weapons useless against it, the Spiritual Wielder unleashed a blast of spiritual energy, astonishing himself and his companions by destroying the beast with his faith alone.

Of course, there are many Wielders who do indeed choose sides—good or evil. These men and women walk a dangerous path through treacherous territory. There are rumors of Wielders consumed by the energy of Spiritual Sources. None of these stories have been substantiated, and the Wielding Commission dismisses them as the superstitious ramblings of the uneducated.

The New World's Technology
3.8

SCIENCE AND TECHNOLOGY in 2280 have not suffered any setbacks, despite the turmoil of the last two centuries. It seems there is truth to the age-old adage that necessity is the mother of all invention. Many things were needed to ensure human survival, and the world's most brilliant minds did not disappoint. The past 250 years have seen unmatched advances in science and technology. Perhaps for the first time, technology has made life easier and the Earth a better place. Advanced technologies are a part of everyday life in the cities.

Of course, outside the cities, things are quite different. Few of the New World's technological wonders are readily available in the Wilds. Since the rise of the city-states began, very little technology has left the protection and control of the cities. In the Freezones, high-tech comes at a high price. More often than not, the best equipment available is either a relic from a century or more ago, or an obsolete castoff from the cities.

In 2280, the war to be on the cutting edge of research and development is one of the most fiercely fought and profitable battles in history. Entire arcologies have been erected by those who have won battles to be the first with new technologies. Competition is often violent, and espionage, sabotage, kidnapping, and even assassination are common tools of the competitive trade. This is a dangerous world, where science and technology equal profit and power. Even the most unlikely of combatants must be ready to wage war.

Science Wins Again
3.8.1

SINCE THE EARLIEST DAYS of human history, curiosity and ambition have driven the machine of scientific progress. That curiosity and ambition have continued unabated—even more aggressively than ever—over the last 250 years, and the machine of progress has charged on in spite of global catastrophe, war, and plague. The New World's science reflects the changes that reshaped the world: the need for protection, the need to communicate over great distance, and the race to explore and innovate.

Among the New World's most ambitious and successful innovators is Vendark Industries, which began as a nanotechnology research and engineering firm in 2009, but is now comprised of a family of corporations that span numerous city-states. Although their exploits and range of businesses has expanded dramatically since their early days, Vendark left an indelible mark on the New World with two specific technologies: Polython 4 and VenSteel. Polython 4 is a form of what was once called liquid armor or shear thickening fluid, engineered to remain lightweight and flexible until it absorbs impact and becomes temporarily rigid. VenSteel is another marvel of Vendark's engineering prowess, a liquid which immediately becomes solid when triggered by an appropriate electrical impulse. Both materials have become staples in 2280's engineering and construction fields.

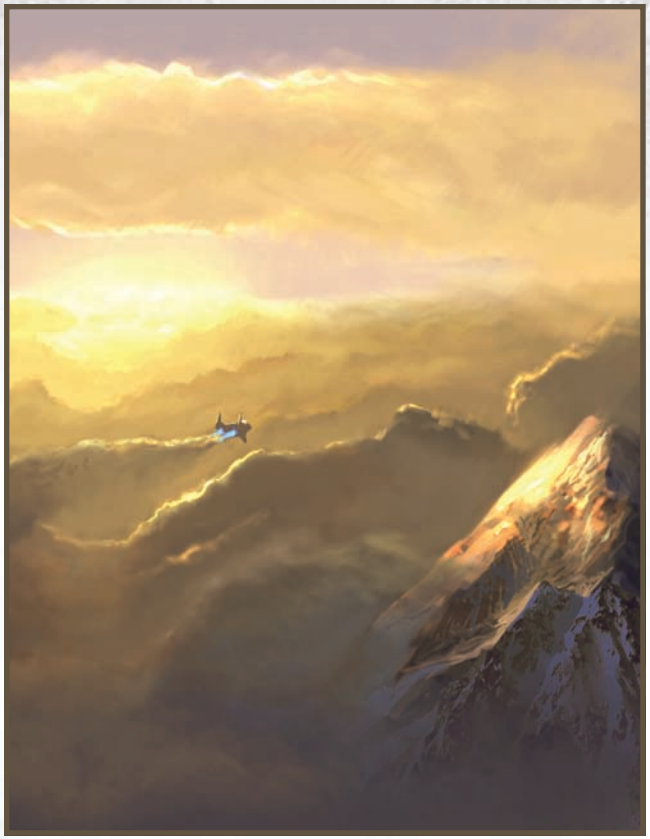
Among Vendark's competitors, all giants of innovation and technology in their own right, a few stand out as cornerstones of the New World's science and engineering. Gravux Power Collective, a group of industry leaders and researchers with a special focus on sustainable power sources, became a serious player in the New World's energy game in 2108, when it introduced the Gravux Solar Cell Spray. A gel-like spray that adheres to almost any surface, Gravux Solar Cell Spray solidifies to become a highly efficient solar cell, easily incorporated into a larger array, and seamlessly repaired by re-spraying damaged areas. The Gravux Power Collective remains active and important in 2280. Now headquartered in Lavana Free City, it continues aggressive research into sustainable energy and routinely consults the New World Science and Engineering Commission. The Commission's current executive director and senior research lead, Paul Silvine, is among the New World's power brokers. A charismatic leader, gifted speaker, and brilliant scientist, he has become something of a celebrity and routinely rubs elbows with the world's elite.

Fi-Ton Aerospace has set the bar high as the world's premier designer and manufacturer of satellites. Fi-Ton's flagship technology is the TCSwarm; small, cheap, modular and easily launched satellites which form a flexible network or swarm of communications satellites capable of transmitting data around the globe.

2050 marked the beginning of the end for large-scale air transport as natural disasters spread and conflicts began to erupt. Fewer and fewer people were willing to leave home, let alone travel great distance by air. Public carriers soon found themselves in serious trouble with no promise of recovery. Even large cargo carriers were soon struggling and a decade later, as the skies filled with the flames of meteors, they emptied of aircraft. The damage done to the industry between 2050 and 2090 seemed irreparable, but humankind's desire to master the skies returned.

In 2280, global air travel is most certainly on the verge of dramatic expansion. Over the last 50 years there has been a consistent increase in the amount of personal inter-city air travel. Every major urban city has at least one relatively sophisticated airport, and most arcologies have airport facilities on multiple levels that enable aircraft to take off and land without having to adjust altitude significantly. However, the skies are not filled with aircraft because the industry faces two significant challenges. The first challenge is a cultural and demographic one. Only a small percentage of the population regularly travels outside their city-state, and of that percentage most are vacationers on their way to one of a handful of resort or vacation destinations like Divinus. Business travelers are still relatively small in number, since the need to meet in person is rare given the interactive power of the Net. Still, the industry's power players are working hard to overcome a culture of fear that has been ingrained over several generations, and have done well selling the ease, safety, and speed of air travel.

However, in recent years several air travel companies have gotten off the ground successfully only to have some of their craft destroyed by massive avian creatures. The resulting lawsuits forced smaller organizations into immediate bankruptcy. However the attacks inspired several mercenary groups to retrofit large aircraft with weapons platforms and begin offering protective services to the air travel industry. If gigantic airborne monsters are not enough, simple economics continues to plague the industry. Cargo aircraft and small, high speed personal craft are economically viable but major cargo-moving corporations as well as research and exploration firms have spent the last 100 years investing in extremely large fleets of sophisticated ground vehicles and have only recently begun to include large or otherwise extremely expensive aircraft in their fleets.



The aerospace industry is a hotbed of competition and espionage. For years, it has been a half serious joke among aerospace executives that there are more predators fighting for control of the skies than there are aircraft in them.

Medical science and technology are dominated by the New World's intense interest in the refinement of the human body through genetic engineering, and numerous corporate firms and research groups can be found in almost every city. Innovations are everywhere, and those in need generally have a plethora of options when it comes to treatment or improvement of their bodies. Health Sciences and Health Care are regulated independently by the cities, although most major city-states try to adhere to the standards laid out by the New World Science and Engineering Commission. Ultimately, each state has its own guidelines for standard practices and accountability. It certainly is not a free-for-all in the cities, and medical professionals, including researchers, are generally monitored by some sort of committee or an arm of the city's governing body devoted to the sciences. Of course, every city and certainly every large Freezone community, has its share of back alley surgeons, unregistered Meshers, and veritable mad scientists who push the limits of safety and ethics.

The New World Science and Engineering Commission
3.8.2

WITH THE COLLAPSE or, in some cases, slow decay, of the old world's global institutions, the governance of international standards for science and engineering also faded. Beginning around the year 2060 and for the decades that followed, scientists and engineers, researchers and inventors of every description worked independently and without concern for international standards, safety, or ethics—aside from those they chose to enforce upon themselves.

Corporations took complete advantage, unlocking new discoveries and aggressively pursuing research. Between 2060 and 2280, incredible progress was made in all fields of science—not only because the world demanded it in order to survive, but also because there was very little to slow it or control the actions of renegades and risk-takers.

The collapse of international regulation was and remains a double edged sword. Of course, without need to conform to regulators, almost anything is possible. Lives can be risked, questions of right and wrong ignored, and the prying eyes of would-be critics can be locked out of laboratories and boardrooms alike. However, without regulatory bodies it also became impossible to secure ownership of one's ideas. Intellectual thievery of every sort ran rampant. No longer could patents or copyrights be enforced, let alone claimed, and the race simply became to keep your inventions or discoveries secret until you had a product you could sell. Espionage and violence soon followed as competition between research firms and manufacturers heated up.

In 2136, numerous corporate and academic leaders came together for a conference in the Lavana Trade and Education Commune, which would later become Lavana Free City, to discuss the prospects of forming a global body to regulate and enforce intellectual property rights and standardization. The discussions were unsuccessful; a consensus could not be reached. However, several of the conference's participants recognized the need to re-establish global standards for science and engineering, even if they were only to ensure compatibility and consistency of seemingly mundane things like measurement standards. Numerous corporations, eager to improve their image as cooperative forward-thinkers, offered support. Several universities followed suit, and in 2137, they returned to Lavana and founded the New World Science and Engineering Commission (NWSEC). Their first order of business: to publish a standardized system of measurements for use in science and engineering. Very shortly there after, the Commission offered its resources to revive the old Request for Comments system of research and innovation, providing an open forum for the discussion of ideas. Given the protective nature of most corporate researchers, use of the forum was light initially, but momentum built and the New World Science and Engineering Commission quickly began arranging and hosting an annual symposium on science and engineering, attracting many of the world's brightest minds. It quickly became a bi-annual event, which led to a flurry of publications in support of common standards and research principles. The Commission was gaining clout and buy-in, and was becoming a friendly face in corporate circles and in the media.

In 2275, almost 150 years after its inception, with its hand in everything from academics to corporate research, the NWSEC gained its most valuable asset when Paul Silvine became its executive director. Paul Silvine was an engineer and senior researcher at Triton Enterprises and had held key positions at several other firms over the years. He was also something of a scientific celebrity, counting VidStars and professional athletes among his numerous high-profile personal friends. Silvine took the reins of the NWSEC and gave it a public face like never before.

Silvine's charisma is undeniable. His skill as a public speaker is renowned, and, most importantly, he has an uncanny ability to explain even the most complex or technical topics in terms anyone can understand. Silvine immediately began winning the public's favor and pushing hard to, in his words, "…ensure science and engineering work for everyone and exploit no one."

The last five years have seen the NWSEC become a media mainstay and hub for the meeting of great thinkers. The NWSEC has also won over the confidence of consumers as a respectful, honest, and objective body of experts. An endorsement from the NWSEC can make or break a product or a professional's career and almost every major corporation and institute of higher learning has membership and voting rights on the Commission.

Soft Technology
3.8.3

BIOTECHNOLOGY IS THE HEART of science in 2280, and genetics is the blood it pumps. Bioengineered materials are designed for use in nearly every area of life, from manufacturing and construction to computing and medicine. The design of organic materials is known as Soft-tech.

Moore's Law reached the summit of its exponential climb in 2099, prompting huge investment in the development of organic computing systems. Soft-tech offers incredible advantages over traditional "hard" technologies. For example, DNA-based computers run most critical infrastructure systems in the arcologies and can be easily adapted and upgraded as the city's requirements change. Organic computers have also shown an incredible aptitude for learning and creative thought, two aspects which have contributed substantially to the development of AI in 2280. The extreme flexibility and power of organic computer systems has resulted in the near-complete elimination of traditional silicon-based computers, except in situations that require highly durable or simply proven systems.

Other bioengineered substances are in use around the world in countless applications. Bioengineered structures are easily repaired, upgraded, and reproduced. The Ciudad-5 arcology stands as the most impressive example of soft-tech in construction.

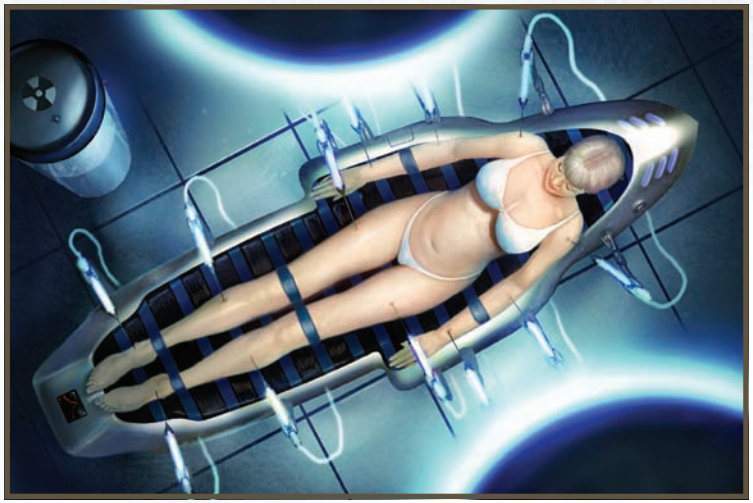
Soft-tech is even used to enhance the Human body. Bioengineered organs, limbs, and even entire Humans have been around for some time. Cloning is old news. Genetic engineering has become a staple of scientific and commercial enterprise in the New World. DNA manipulation and forms of molecular engineering are at the core of the New World's science.

Humanity Remade
3.8.4

THE SOFT-TECH REVOLUTION reached extraordinary heights in 2050, when Dr. Rictor Beniton perfected and went public with his Mesh technology, a series of procedures used to re-engineer or replace genetic code in a patient. Mesh effectively enable people to completely transform their physiology in the same way a software developer rewrites code to perform new functions. The possibilities were endless and so were the ramifications. The genetic Pandora's Box had been opened and there was no way to close it.

The most common type of Mesh is designed to correct medical conditions, such as a weak immune system or a structural defect in the heart. This is achieved by Meshing genetic material from someone who does not suffer a particular condition with that of a patient who does, essentially rewriting their genetic code. Dr. Beniton's techniques opened new doors in genetics and biochemistry, and very quickly a flood of new Mesh techniques began.

In 2280, Mesh is the medical procedure of choice for everything from disease treatment to cosmetic modifications. It is now relatively simple to have your own genetic material augmented with custom DNA that has been designed to achieve a desired effect, such as changing your eye color or increasing the number of synapses in your brain. Many Mesh developers have gone even further, combining DNA from the animal world with Human DNA to produce extreme forms of Mesh, providing gorilla-like strength or cat-like grace. These potent augmentations are relatively new developments in the world of Meshing, and are extremely costly. However, 2280 is not Dr. Moreau's island. Meshing is a highly refined process that produces very specific results, usually with few to no side-effects. So long as you can afford it, there appear to be no limits as to what can be achieved through Mesh.



The science and technology of the New World have enabled Humans to remake themselves faster, stronger, smarter, healthier, and, of course, more attractive. In most cities, genetic-screening of prospective parents, combined with genetic therapies throughout life, has almost entirely eliminated birth defects and hereditary illnesses. Humans have never lived better or for longer. However, recent research has proven that one's genetic complexity limits the amount of augmentation the body can accommodate or withstand without dangerous complications.

Of course, genetic science and Mesh are not the only options for people looking to remake themselves. Cybernetics, bioengineered organs, limbs, and cloning are old fashioned but still commonplace. Anyone with the available Trust can replace failing organs or upgrade to engineered models.

For more details on Mesh, cybernetics and other body improvements, see section *9—Gear and the Marvels of Science*.

Artificial Intelligence
3.8.5

AI, BY 2280, has far surpassed the crude rule-based software systems of the 21st century. Neural networks did not get very far until the biological sciences made it possible to implement them with real neurons–in other words, creating a programmable form of biological intelligence. The turning point for AI research was the year 2050, when a researcher, Dr. R. Chandra, discovered a seemingly autonomous intelligence online that, it seemed, could readily pass the Turing Test.

No one ever laid claim to programming this AI entity, and there is some speculation that it somehow coalesced from existing software. In the digital corridors of the Net, rumor has it that a mysterious research collective called Pharaohs Alive was responsible, but its aims and ends remain unclear to this day.

Ultimately, the entity was contained, analyzed, and eventually destroyed. The event triggered a resur-

gence in AI research and engineering. It also triggered a public outcry for controls on AI. Predicting a race for dominance in the field of AI, corporations rushed to fund researchers and hire AI experts.

The Failure of NWSEC

As has been noted before, one of the problems of the post-cataclysmic world was a lack of global standardization and norms; for some time, even scientific units of measure varied from region to region. This problem was, to some degree, solved by the NWSEC. One of its greatest failures, however, was in the regulation of AI creation and use. As AI research progressed and proliferated in the late 21st and early 22nd centuries, researchers began to put the computational powers they had summoned into robotic and organic bodies, creating entities which, while not quite Human, had all the faculties of Humans— the first free-floating AI. Corporations and private AI engineers ignored the Commission's proposed guidelines and simply did what they wanted. AI popped up in all manner of robotic forms. Everything from industrial machinery to household aids became infused with some measure of AI. It seemed a golden age of intelligent machines was about to arrive. At the same time, AI were largely exploited and their role and use was clouded in moral and ethical fog, a fog which became thicker as corporations and those with little interest in liberty became more and more involved in the debate. AI researchers, cognisant of the ethical questions surrounding AI, struggled to develop systems that had no concept of liberty and no ability to "grow" beyond the parameters of their design. However, it quickly became evident that such programming limitations severely limited their creation's ability to function autonomously and understand the world sufficiently to remain competitive with models programmed with no such constraints. In order to give an AI "life," and enable it to remain competitive, the AI required resources for growth, resources which were soon consumed at a frightening rate. Scientists and engineers could not keep their programs contained or manage their massive appetites.

In 2155, the Net began grinding to a halt. Comp-grids failed, individual systems crashed, and critical infrastructure around the world lost connections to central control systems. The Net was swarming with AI and a war for computational resources had erupted between them. AI programs rapidly consumed systems, redirected power, and altered system controls in order to give themselves more resources.

June 2, 2155 a young technician, Nic Scot, reported a series of odd building system fluctuations at the Lavinda Technical Research Institute, in Oderon City. The reports included reconfigured building security systems that somehow locked down the institute's high performance computing wing. A few minutes later, the Institute's climate controls began dropping the temperature in the locked down wing. An AI had made its way into the Institute's systems and was preparing to overclock them to augment its own processing abilities.

Oderon City's security forces had to be called in to break through the Institute's physical security and take the high performance systems off the Net.

Power failures and damage to critical systems spread as AI attempted to hoard power and computational resources for themselves. Outcry for something to be done reached the highest levels of city-state administration, and everyone looked once again to the New World Science and Engineering Commission.

NWSEC Succeeds: The GAAL

The Commission's first move was to propose a Global Accord on Artificial Life, complete with agreed-upon punishments for anyone who violated the Accord and a promise from all Accord signatories that they would devote resources to seeking out and punishing violators.

The city-states quickly agreed, their populations screaming for action, and signed on, bringing the GAAL into effect on July 1 2155.

One day later, as systems failed around the world and panic reached apocalyptic levels, Dr. Hector Sullivan of the NWSEC released his team's Active Artificial Intelligence Deconstruction Module to the technical heads of the city-states, who began deploying the tool on their comp-grids. The AI-Killer, as it became known, sat in wait on the borders of systems for AI to attempt to pass. It then injected a copy of itself, causing the AI to rapidly destabilize and, in the words of Dr. Sullivan, "die a painless death."

AI: State of the Art

In order to understand the GAAL, it is necessary to understand the AI state of the art now. In 2280, AI are more than simple androids and clever software personalities; they are incredibly sophisticated forms of synthetic life, built with a series of fundamental software building blocks known as AI Modules—or simply, Modules. These modules form the foundation of the AI and its scope of developmental potential, just as the genetics of an organism dictate its physiological limitations.

In the New World, there are two forms of AI: Loaded and Free-floating.

Loaded AI lack an android body. They are bound to one or more fixed computer systems. The design and implementation standards of the GAAL stipulate:

1. Loaded AI may not be connected to the Net.
2. Loaded AI may not augment their own processing capabilities in any way.

3 Loaded AI may not duplicate their consciousness module or "clone" themselves in any way.

Although these stipulations are generally followed by AI designers in a responsible attempt to avoid unleashing uncontrolled AI, there are most certainly some Loaded AI that do not adhere to these rules. Network defense against rogue AI is a fast paced and burgeoning industry in 2280.

Loaded AI are frequently employed by corporations and city-states to develop and monitor critical infrastructure and systems, and are extremely common in homes and factories— anywhere computer-controlled infrastructure is used.

Free-floating AI have an android body and a bio-neural matrix, a sophisticated organic computing system which functions as the AI brain and prevents AI from "switching" bodies by transferring themselves. Free-floating AI also have several necessary software modules, two in particular are worth special attention: the Instinct Module and the Spatial-Temporal Reasoning Module. The Instinct Module differentiates them from simple robots, giving them purpose and drive. The Spatial-Temporal reasoning module enables AI to move about and understand the physical world in terms of space and time in the same way the Human mind does; something which turns out to be surprisingly difficult and processor-intensive. A Free-floating AI's Context Module enables the AI mind to accept its state as a physical entity capable of moving through, and interacting with, the physical world as it sees fit. This may seem odd, but imagine suddenly leaving behind your body, becoming an octopus, and being thrown into the ocean. You would need to adjust to your new body and your new environment. Suddenly you would be weightless, forced to breath under water, and manage eight incredibly flexible limbs. You would have entirely unfamiliar senses. It would be a startling adjustment to say the least. A Free-floating AI's Context Module allows it to control its complex body.

Free-floating AI are commonplace in most cities. Many city-states have even begun providing Free-floating AI with citizenship.

Terms of the GAAL

Today the GAAL serves as an important piece of global legislation governing the creation and use of artificial intelligence. Its primary tenets are the Artificial Intelligence Creation and Registration Accord, the Artificial Intelligence Transference Accord, and the Protection and Valuation of Artificial Life Accord.

Under the GAAL, all producers of AI must register any Loaded or Free-Floating AI they create with the NWSEC. During registration they must provide detailed technical information about the design of their AI, including everything the NWSEC needs to locate and disable the AI, should it violate any terms of the Accord. Every AI has a unique identifier, like a fingerprint, issued to it, enabling officials to track the AI, provide it with citizenship within a city-state, and ensure it adheres to the Transference Accord and is protected under the Protection and Valuation Accord.

The Artificial Intelligence Transference Accord requires AI producers to encode AI in such a way as to make it impossible for them to move between Loaded and Free-Floating states without the addition of the Spatial-Temporal Reasoning Module and the Change of Context Module. Additionally, AI producers must ensure their AI cannot clone themselves or expand beyond the scope of their initial design by acquiring the computational resources of other systems.

The Protection and Valuation of Artificial Life Accord is perhaps the most important and ambitious step the NWSEC has taken. Under this Accord, Artificial Life—including AI and Bio-Engineered persons—are to be given the full rights, privileges, and care any other conscious, self-aware intelligent species is granted. The Accord specifically forbids the use of AI and Bio-Engineered as unpaid servants and unwilling research subjects, two realities of the past most want to forget.

Bio-engineered Persons
3.8.6

BIO-ENGINEERED ARE CREATED wholesale from genetic material already modified for particular purposes. Through the manipulation of telomeric and mitochondrial structures, the time required to get them from infancy to adulthood is on the order of 6 months, not 17 years. They come physically and mentally equipped for their intended jobs, which range from the most dangerous and challenging security applications to the most rudimentary waste management services; their very instincts have been turned towards those ends. For example, some people cannot abide seeing a gum wrapper on a public bench. A bio-engineered sanitation worker would not only leap to pick up the wrapper, but would also sanitize the bench at the same time. Similarly, a bio-engineered security worker would come out of the box schooled in several of the martial arts, continuously assessing threats—no matter where s/he might be. Most bio-engineered do not truly have personal lives. Even those long since set free of servitude often find themselves feeling directionless and very much akin to the Grigori, their bioengineered Evolutionary counterparts.

Nonetheless, bio-engineered have all the faculties of Humans, and indeed many are completely indistinguishable from them. In most city-states, bio-engineered are entitled to Human rights and



accommodations, including citizenship, under the Protection and Valuation of Artificial Life Accord. There is a moral consensus among the heads of many city-states that those who produce bio-engineered have created a population of unique beings which require legal protections to prevent their exploitation. As such, most city-states have programs in place that require the registration of all bio-engineered, including those visiting the city. The PIDs of these men and women are tagged identifying them as bio-engineered.

Early bio-engineered endured treatment equal to that accorded to slaves and drones. Their corporate manufacturers, and even small independent producers, generally developed bio-engineered to fill roles deemed too dangerous or unsavory for Humans, but which required Human-like faculties. In particular, bio-engineered served as test subjects, laborers, and security personnel. Some were created to serve as companions, personal security detail, and even courtesans. Treatment and wages, if any, were considerably less than those of most Humans performing similar tasks. Discussions of the Protection and Valuation of Artificial Life Accord under the GAAL bolstered the emerging Bio-engineered Rights Movement. With time, and aid from activists, many cities adopted the terms of the GAAL with regard to bio-engineered. However, most city-states under corporate or dictatorial rule dismissed these discussions as the foolish sign-waving of a few bleeding hearts.

Among the Syndicates of the larger cities, there is a thriving trade in non-GAAL-compliant bio-engineered servants of every conceivable purpose. It is not uncommon among lesser members of the elites to "support" bio-engineered men and women as courtesans, enforcers, and servants of every sort.

It can be extremely difficult to identify bio-engineered. There is no foolproof test nor are there consistently reliable genetic markers which identify all bio-engineered as such. This has made it very difficult for those attempting to enforce the GAAL. It is still relatively easy to find corporations and private developers producing bio-engineered for their own purposes.

The Evolutionary War
3.9

THE NEXT WAR between the Seraph and Ophanum is nigh. During the next three years, the main bodies of both armies will again arrive on Earth, intent on annihilating one another. When the Evolutionary muster on Earth is complete in 2283, mankind will once again bear witness to opposing armies of species far more physically powerful than themselves. This time, however, mankind will certainly influence the outcome.

Past

Infiltrators, collectively known as Malak, have been on Earth for 10,000 years, acting as intelligence and reconnaissance soldiers. Some are loyal to the Seraph, others to the Ophanum. Initially, however, all remained xenophobic and insular, hiding from mankind as it spread across the planet. When there was nowhere left to hide, some Malak tried to blend into the population, using powers of deception to mask their true identities, avoiding unwanted attention at all costs. Others made the decision to abandon their soldierly duties and use their powers to influence the weaker, ignorant Humans for their own benefit. At first, all kept their true identities hidden, amassing great power for themselves and directly influencing the development and history of the Human race.

Those who remained loyal completed their tasks. They watched and waited, keeping track of the development of the beings that would surely complicate the next Evolutionary War. A few small skirmishes erupted between individual Seraph and Ophanum—battles of myth and legend, witnessed by only a handful of people throughout history. Small skirmishes between Evolutionaries were mistakenly passed down through history as conflict between the forces of good and evil. Some witnessed Ophanum harassing primitive humans, taunting and manipulating them, before the Ophanum themselves were attacked by Seraph troops. This led many to believe the Seraph were to be trusted as guardians while the Ophanum were seen as evil monsters. Stories were told and retold, the truth lost, and humans were left with their false notions of the Seraph and Ophanum.

Present

In 2280—the present-day of the New World of Alpha Omega—the reconnaissance screens for both the Seraph and Ophanum armies have arrived on Earth. The several hundred members of each advance force were greeted by those Malak who remained loyal. News of the development of the Terran species has been met with surprise and concern by Seraph and Ophanum commanders. Both Evolutionary species recognize the dangers to their ongoing war posed by divergent evolutionary paths the Human species has taken in the last 10,000 years. In addition, Human science and technology has advanced at a rate Seraph and Ophanum intelligence operatives and anthropologists had not predicted. Fighting the next Evolutionary War will require preparation and caution. Both the Seraph and Ophanum will need allies amongst the Terran species, and will need to find ways to prevent them from uniting against the off-world armies.

The reconnaissance troops have tasks to complete; they must establish a base of operations, define the capabilities of the Terran species, and establish relations or destroy those Evolutionaries who possess influence or power in Terran communities across the globe. Some Malak have warned key Terran personnel about the imminent war, and negotiations are underway to pacify specific Terran governments and keep them from influencing the course of the coming war.

The Future War

Seraph and Ophanum vanguards are scheduled to arrive within a year. These groups will number in the thousands, and will be heavy combat soldiers and powerful Wielders, mostly Grigori. Their purpose will be to solidify a base of operations and find the opposition, engaging in small-scale warfare to begin probing for an advantage. New tactics will be required to deal with the environmental challenges posed by the New World and by the evolution of Terran science and technology. Many of the previous battlefields in areas such as South America and the Middle East now lie in the middle of the Wilds, where creatures powerful enough to kill Evolutionaries run rampant.

By 2283, the main bodies of the Seraph and Ophanum Expeditionary Forces—legions led by experienced generals and accompanied by masses of Grigori Wielders and warriors—will arrive on Earth, tens of thousands of Evolutionaries thirsting for the blood of their most hated enemies.

The actions of those Evolutionaries who have risen to power on Earth during the last 10,000 years will impact how the war is fought, and who is ultimately victorious. Some of those in power around the world who know the war is coming have begun looking to key Evolutionaries for guidance. However, the choice to remain neutral or pick sides is their's alone to make. Furthermore, the ability of Terrans to protect themselves or affect the outcome of a battle of such epic proportions is unknown. Diplomatic overtures have begun from both sides, while the city-states also examine their Treaty obligations to defend the other major urban centers of the world. The next three years are sure to be busy for the world's decision makers.


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NORTH AMERICA 4.1
CENTRAL & SOUTH AMERICA 4.2
EUROPE & AFRICA 4.3
ASIA & OCEANIA 4.4
THE REST OF THE WORLD 4.5

Locations 4

The New World is an incredible place filled with limitless locations where adventure and excitement can be found. The vast, dangerous Wilds are dotted with numerous points of interest and intrigue. Some are easily accessible and commonly visited; others are remote, hidden wonders rarely seen by travelers from the more civilized arcologies and Freezone communities. The desolate, forsaken wastes of the New World, inhabited only by the strongest intelligent species and the most dangerous predators, have become a graveyard for many travelers.

Despite the danger, venturing outside the cities and exploring the New World is a lure few of the curious can resist. Every day, more and more of them set out to discover what has remained hidden from them in the safety of their cities. The frontier spirit is alive and well, and there is a vibrant, if deadly, world to explore.

The following section provides a brief introduction to the state of the world in 2280, as well as information on a few specific locations you might want to explore during your travels. These descriptions are meant only to serve as a guide for GMs when detailing their own versions of 2280. There is far too much to say about each city-state and Freezone community, and far too many of each to mention in these pages.

GMs should feel free to expand upon these descriptions, modify them to suit their games, and create new and exciting locations.


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North America
4.1

The geography of North America is pocked with the scars of war and terror. Radioactive wastelands, biological dead zones, and areas of twisted wilderness dot the continent. The main population centers remain along the Atlantic and Pacific coasts, with the vast bulk of the central plains littered with small settlements and only a few major cities. However, the quest for expansion and the spirit of exploration have once again drawn thousands out from the cities, and the continent's interior is a hotbed of resource gathering.

The four corners of North America hold the continent's largest urban centers: Old New York, the Florida Peninsula, California's coast, and the Vancouver sprawl. Most of North America's major 21st century cities lie in ruins. Those that remain are known as conventional or walled cities. However, their populations decreased significantly, and few have been able to recapture their former glory, even after more than 200 years.

The Great Wastes
4.1.1

NAMED FOR THE GREAT LAKES area, The Great Wastes is a vast, irradiated, and poisoned dead zone. It reaches up from the former state of Virginia to encompass the capital of former Canada, Ottawa, and west to the ruins of Chicago.

The Wastes were formed in 2062, when a barrage of attacks from foreign nations, terrorists, and doomsday radicals tore through the region. The first attacks were launched in Washington by a group of doomsday cult members who unleashed several biological weapons in the city, stirring it into chaos. As war and confusion spread worldwide, the U.S. and Canadian capitals were quickly targeted, and when they were reduced to rubble, the surrounding suburbs and urban centers that supplied human capital and bureaucratic support were also targeted and destroyed. Through months of fighting and unimaginable destruction, the area was laid to waste. Countless millions were killed, and millions more fled.

Of the few who have attempted to venture into the area, only a handful have returned. The Great Wastes are a desolate, twisted, and mutated wilderness. Where the countryside and city ruins are not soaked in radiation, they are covered in dangerous biological agents of every sort. The lakes and waterways are also dangerously tainted and hide countless meteors in their depths.

Exploration of the area has revealed numerous bizarre creatures. Furthermore, tribes of mutated humans, known as Remnants, have been known to emerge from the Waste's borders, having survived several generations in the harsh region.


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Los Angeles
4.1.2

IN 2280, LOS ANGELES remains a major urban center and a significant component of the California coast's burgeoning population. However, Los Angeles suffered greatly during Mother Nature's Revenge, leaving a significant portion of the city flooded, in ruins and temporarily uninhabitable. In spite of this devastation, the city has persevered to become one of the largest urban centers in 2280. It is also home to the Eden Corporate Arcology.

Los Angeles continues to be a center of entertainment. It is home to several VidNet production companies as well as an array of Virtual Net World firms. It is also home to Old America, a huge theme park designed to reproduce the world of the 20th and 21st centuries. However, the park is not known for its historical accuracy–Wild West ghost towns are right next to genetically reproduced dolphins in water shows–but brings much enjoyment to its visitors. The creators of Old America pay travelers well for rare or unusual examples of 20th and 21st century popular culture, from comic books to motion picture film. The management of Old America asks no questions and pays better than most antiquity dealers on the Coast. On rare occasions where large stashes of pop culture paraphernalia have been discovered in the ruins of the old world, retrieval teams have been hired to secure the stash and return it to Los Angeles.



Eden Corporate Arcology

People

The Los Angeles area alone is home to an estimated 50 million people. The area saw significant growth late in the 21st century, as millions poured into the area from all across the continent.

It continues to attract countless new citizens. Nonetheless, a growing number of citizens are leaving the metropolitan area to repopulate, explore, and hopefully find renewed wealth in central North America.

Government and Travel Controls

Los Angeles is a sprawling urban hub with numerous suburbs. The communities are largely open, the only exceptions being a few small gated communities with private security forces. The city issues formal citizenship to all permanent residents who pass an intensive medical screening process, provide proof of residence within the city, and pay their annual citizenship tax. Proof of citizenship is carried within an embedded PID issued to all citizens.

Although travel in and out of Los Angeles is largely unrestricted, all major roadways have formal checkpoints maintained by the city's security force.

Military

Los Angeles has a large security force with thousands of officers, and is considered one of the best trained and well-maintained forces in all of North America's city-states. Los Angeles is also home to Mantis Technologies, an up-and-coming personal weapons producer whose largest customer is the city itself.



Loth Foundry

4.1.3

FEW WALLED CITIES are as imposing as Loth Foundry, headquarters of Artificial Intelligence Android Army 12 (AIAA-12).

Located on the central plains of what was once Canada, Loth Foundry is a simple symmetrical array of five massive, black pyramids, with one incredible pyramid towering above the others at the array's center. Each pyramid glistens during the day, protective shielding reflects the sun like some colossal obsidian megalith. At night, the complex glows eerily, lit only by luminescent power plants within the central pyramid. The five pyramids are linked by a web of passages that intersect in the central pyramid. The entire complex is wrapped by a similarly sleek, black wall, topped periodically by gigantic weapons turrets and communication arrays. The scope of the entire fortress is staggering. Its breadth spans 6 km (3.7 mi) and the central pyramid rises 2 km (1.2 mi) into the lively prairie sky. The mathematical precision of the complex and simplicity of its design are characteristic of its AI builders and residents.

Inside, Loth Foundry is a dark, ceramacrete maze of interconnecting tunnels and massive rooms filled with industrial machinery of every description. The walls and ceilings are completely unadorned, except for an unending web of precisely organized pipes, wires, and conduits. The sounds of machinery and the stomp of constant patrols can be heard through the halls and passages. Tiny drones zip about the floors and climb along the walls and ceilings, avoiding the feet, tracks, and wheels of other drones as they move through the complex. The Foundry is a hive of activity, always alive and constantly abuzz with the hum and pounding of machines.

Each of the five pyramids serves a specific purpose. The first of the exterior pyramids is used



for storing raw materials and fuel. The second is used for manufacturing and repairing droids, weapons, and other equipment, while the third and fourth pyramids house droids and equipment ready for action. Finally, the massive central pyramid houses the Foundry's power plants, critical infrastructure, command, and research and development cells. Deep below the central pyramid, an enormous black vault lies buried, home to Loth, the army's loaded AI and central mind.

Like all loaded AI, Loth is not an android. It resides within an array of DNA and optical computer systems protected like no other part of the fortress, encased in earth and steel. From here, Loth monitors and controls every aspect of the Foundry and its operations.

Outside the walls of Loth Foundry lie barren plains, empty for kilometers in every direction, except for the continuous patrols, tests, and drills of the android army.

Few have ever visited Loth Foundry, save the employees of authorized resource gathering companies with raw materials for sale. The android army would as soon kill them as permit them entry, the latter only occurring on authorization from Loth itself. Loth Foundry exists for its own sake—to protect Loth and to propagate its army; its dealings with other species are extremely grudging and limited. All but the invited are captured for interrogation or killed on sight.

Loth's deeper intentions, if any, remain unknown. New World scholars speculate that the hive mind may serve some other hidden master, but most believe it is only concerned with self-preservation.

New York
4.1.4

IN 2280, THE CITY of New York is comprised of two communities, Old New York and Under York. Old New York is a conventional city built upon, around, and within the ruins of New York City, which was largely destroyed in 2062. Under York is a massive underground community built inside the subway and utility tunnels beneath the city.

Old New York is a sprawling, conventional, but fiercely-defended city. It is one of many conventional cities built on the ruins and rubble of its 21st century glory. Of course, the city is significantly smaller, both in size and population, than it was in the 21st century. However, the last 200 years have witnessed a remarkable return to growth, and the city is



once again a hub of trade, business, and manufacturing for the Northeast.

Security in the city is concentrated within the walled factional compounds of each of the five boroughs. These boroughs are walled off, each with modern and well-equipped security forces. Between these walled enclaves, private security forces, hired guns, and the Syndicates keep the remainder of the ruins pacified—for fun or profit, depending on the case. This includes hunting down dangerous predators that wander in from the wilderness and containing eruptions of violence from the dark world of Under York.

The City's operations are overseen by several cooperative committees, each elected within a particular borough. However, Old New York also has several non-elected factions, primarily criminal Syndicates, competing for control of the city. Although violence between factions is common on the outskirts and in ruined areas of the city, all have agreed to an uneasy truce in areas home to civilians.

Under York is a hub for outcasts, criminals, and those unable—or unwilling—to make a life for themselves in the city above-ground. It is completely lawless and has become home to numerous violent gangs battling for control of a vibrant trade in vices of every sort.

The largest and most powerful gangs have deep links to the Syndicates. Many of the Syndicates have become extremely interested in Under York's hidden maze of massive tunnels and proximity to the region's ports. Under York has become a haven for smugglers, slave traders, drug producers, and every other conceivable underworld dweller.

In the eyes of the city above, Under York is a giant, dangerous pariah which must be held at bay. Numerous community and security organizations in Old New York have unsuccessfully attempted to police the city below. If there is one thing that unites the usually warring gangs of Under York, it is the interjection of security forces from the city above.

People

Old New York and Under York are home to diverse populations. Estimates put Old New York's population between five and six million, although numerous transient elements are difficult to take into account. Although Under York's population has never been properly measured, it is safe to say it is home to several hundred thousand.

Government and Travel Controls

Old New York's government operates very much as it always has. Numerous elected committees govern the administration of the city and each borough has an elected mayor who oversees the various committees.

Neither Old New York nor Under York has consistent travel controls. Old New York issues formal citizenship to people born within the city and to those who pay the annual 10,000T citizenship dues. Under York does not even issue or monitor citizenship at all.

Military

All of Old New York's boroughs, and some of its walled communities, have security forces of varying sophistication, each contributing resources to the larger city defense force.

Sanctuarium
4.1.5

SANCTUARIUM IS THE capital city of the Necrosi. Located in the Badlands of the former state of South Dakota, it was built around a former mountain-top sanitarium. When compared to most arcologies from the exterior, Sanctuarium appears diminutive; the peak of its central tower stands only 300 m (984.2 ft) tall, jutting out from the mountain like a black, clawed finger. Its appearance is jagged and gothic, with large statues of gargoyles, dragons, and other intimidating creatures adorning the exterior surfaces.

Under the old sanitarium, beneath the mountain, the majesty of Sanctuarium is much more apparent. It is a massive underground metropolis, reaching into the depths as far as 2 km (1.2 mi). Although it is home to almost five million Necrosi, Sanctuarium is a poorly-lit and eerily quiet city. The majority of residential areas are located around a massive conical, central courtyard that spans 1 km (0.6 mi) at its base and about as high. This courtyard contains various churches and places of worship, the Wielding academy, central government facilities, and


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an underground river that supplies much of the city's fresh water. The remainder of residences are located around the courtyard, affixed to the structural supports of the city and connected through a massive network of tunnels.

People

The Necrosi are a proud, motivated Species with a regimented lifestyle that ensures those living in Sanctuarium get the most out of each day. They focus on physical training, academics, spiritual awareness, and various painful rituals performed throughout the day. Pain is taught to be shared and embraced as a motivator to work hard, a reminder of how valuable life is, and how sharing pain creates bonds of loyalty that are not easily broken.

Necrosi are studious, skilled, and capable people. They approach every aspect of life with a genuine interest in perfection, working extremely hard to learn skills as quickly and as thoroughly as possible. Necrosi are proficient Wielders, studying every Source and Intention of the arcane arts. They have taken a profound interest in the dark energies of Omega, necromancy, and the Intentions of the Chaos and Bane Realms.

Within the walls of Sanctuarium, Necrosi are free to practice any religion, provided it does not interfere with the life, privacy, or well-being of any other Necrosi. They may share their faith with those who choose to listen. However, they are not allowed to judge or make any statements pertaining to the validity of anyone else's beliefs.

Government and Travel Controls

Sanctuarium is a limited monarchy. The city is ruled by Mihai Lucescu, the seemingly immortal founder of the city who supervised its construction and had a strong hand developing Necrosi culture. Lucescu heavily influenced Sanctuarium's training and education programs. He is respected for his strong and thoughtful leadership, and feared for his ruthless elimination of those who cross or conspire against him.

The population of Sanctuarium established a code of living that focuses on the respect and betterment of one's brothers. A constitution was created to guide their behavior, and anyone breaking this code is publicly executed. These executions are slow, and extremely painful; the screams are shared with the community so the masses learn from the mistakes of the few.

Each sector of the city has an elected official, who represents the residential area in the Foci. The Foci is the governmental body that brings forth the concerns of the population to the monarch and oversees day to day administration of Sanctuarium.

Necrosi may leave the city whenever they want. In fact, they are encouraged to explore the world and learn everything they can, reporting back to Sanctuarium as often as possible. All such reports are brought to the attention of Lucescu.

Military

The Necrosi military is comprised of small, tightly-knit Special Forces regiments. They are highly skilled combatants that focus on stealth and infiltration, using surgical strikes and the element of surprise to offset technological disadvantages.

The Necrosi Shadows are the elite assassins of the Necrosi military, used to neutralize key members of any adversary's leadership. In addition to the Shadows, the Necrosi Infiltrators are a military unit of extremely proficient saboteurs and spies, often prepositioned to inflict the greatest amount of damage on an enemy's civil and military infrastructure. Theoretically, the Necrosi would rely heavily on their Wielders to provide large scale protection and destruction were a major military engagement to occur.

In academic and military circles, it is well-known that the Necrosi have delved deep into the dark corners of Wielding, experimenting with all manner of sinister forces. Some claim that the Necrosi have the ability to summon otherworldly creatures of incredible power. The truth behind these claims is unknown, as is the effect these creatures could have during a military engagement.

Valux Corporate Arcology
4.1.6

THE VALUX CORPORATION is the world's premier designer and manufacturer of high tech electronics and machinery. Valux produces everything from the most common household devices to sophisticated drones, vehicles, and weapons systems. The Valux Corporate Arcology is a massive corp-town in the strictest sense—Valux built and operates the city, employing nearly all its citizens. The arcology is located near the intersecting borders of the former states of Wyoming, Nebraska, and Colorado. The city is an ever-growing tower complex, its exterior swarming with Valux drones constantly repairing and expanding the structure, like a massive termite mound.

The city's primary tower complex is nearly 6 km (3.25 mi) in height and 6 km (3.25 mi) wide at its swooping base, with numerous outlying and support structures scattered nearby.

People

The arcology is home to approximately 60 million citizens, all of whom are effectively employees of the corporation. Recently, however, Valux began striking deals with other corporations, allowing them to

bring goods and services into the city and have their employees take up residence inside the arcology.

Government and Travel Controls

Like all major corporations in 2280, Valux values control and security of its city above all else. The city is governed by the Administrative Council, which is appointed by the corporation's governing board and president. The Administrative Council oversees all aspects of the city's day-to-day business—everything from safety and sanitation to education and the arts. The city is tightly guarded and heavily patrolled, inside and out. The Valux Corporation's Security Force is also heavily augmented by the corporation's tremendous collection of droids.

Every citizen, and those under contract or employed by a partner corporation, is issued an embedded PID. Those born within the city are automatically issued citizenship. The only other way to gain citizenship is to be hired by the corporation or to be invited to become a resident, a practice recently introduced by Valux in an attempt to soften the city's image as a traditional corptown.

While citizens can come and go as they please, all major gateways to the city are closed to outsiders unable to provide proof of official business or a scheduled visit with a citizen of the city. Despite these security measures, there are regular—and sometimes successful—attempts by other major corporations to steal the research and researchers from the city's drone development labs with offers of huge salary increases. As a result, Valux now employs both corporate and freelance Headhunters to hunt down scientists who flee the arcology with Valux trade secrets and return with their heads.

Military

In addition to its regular internal security force and border security force, Valux has a significant military force. Joining the Valux military guarantees citizenship and has attracted thousands to the city. This practice has become something of an issue with the city's administration, as many citizens report mistreatment at the hands of the military. The city has a substantial and well-equipped, if not always well-disciplined, security force.

Valux's military force has recently begun operations to extend the city's control of the surrounding area, including the remnants of the interstate highway system all the way south to the ruins of Denver. Valux's neighbors are eyeing this development with concern, worried that they might soon be forced to fend off seizure of the best grazing and crop lands from marauding Valux armies.

Valux is a regular contributor to the defense of Lavana Free City. Valux Corporation's CEO Juayin Chun has been known to lord his city's state of the art drone contributions to the Lavana defense force over the heads of smaller manufacturers as a symbol of Valux's supremacy in the industry.

Vancouver
4.1.7

VANCOUVER IS ONE of the largest conventional cities in North America. It is a hub of marine biology research, trade, tourism, and organized crime. The city was struck by the washout of a mega-tsunami that hit Vancouver Island in 2058. The wave annihilated the island, washing over it. The resulting wake hit Vancouver, reducing buildings to rubble and killing hundreds of thousands of people.

As the city was rebuilt, design of a tsunami defense and control system was implemented. The most obvious feature of the tsunami defense system is a massive, 8 m (26.3 ft) tall wall that runs around the harbor, forming a barrier almost 40 km (24.8 mi) long. Jutting out from the wall is the Sword of Richmond, named after the area of Vancouver that was completely destroyed by the massive wave. The Sword of Richmond is a 5 km (3.1 mi) long, multi-pronged wedge that reaches into the ocean, causing waves to break prematurely and away from the city proper.

Vancouver is now home to 45 million residents. Many wealthy families try to build their homes in this city due to its picturesque landscapes and mild climate. It is a central area for biological sciences and has an impressive underwater research facility amongst the ruins of Richmond, which fell into the sea when the ground beneath it gave way during the tsunami strike.

Vancouver Harbor is becoming one of the busiest in the world, and the downtown sector is brimming with corporations and businesses, all trying to maintain their independence while the crime Syndicates try to lobby for their control.

People

Most people living in Vancouver are quite happy and enjoy the many positive aspects that their city offers. However, organized crime and gang warfare is vicious in the central, downtown areas. The constant fighting between various crime families is beyond the control of the local authorities, who are too crooked and too overwhelmed to remedy the situation. Concern over the stability and reliability of the government is growing amongst the population, and the future of this great city is questionable.

Government and Travel Controls

The government of Vancouver is democratic, with many organized and centrally controlled social programs funded through taxation. These programs are dwindling as corruption continues to grow inside the government, resulting in more and more tax dollars



Vancouver

siphoned off by the wealthy families who control the city and the criminal gangs and Syndicates that allow them to thrive.

Military

The Vancouver standing army is 100,000 strong, well-equipped and armed with technology that may not be cutting edge, but that remains respectable in terms of firepower and reliability. Investigators—both military and civilian—who remain loyal to the government have uncovered ties between high-ranking commanders and particular Syndicates within the city. The ability of the army to operate as a single, loyal, cohesive force has become laughable, and many soldiers have deserted, seeking better pay in a legitimate mercenary group.

Corruption within the military pay system has left some units without wages for months at a time. A small cadre of young officers and reformers, calling themselves the Lords of Yaletown, has threatened to impose a military government on the city and fight a literal war on crime in downtown Vancouver if the situation continues. Syndicate assassins are currently looking for information on the true identities of the Lords of Yaletown. Bloodshed is possible before the end of the year.



Central & South America
4.2

Like most of the rest of the world, Central and South America suffered substantial population loss. However, they escaped a great deal of the damage caused by nuclear and biological weapons. Throughout Central and South America, Mother Nature made a dramatic and intimidating recovery; jungles have grown impossibly dense, wildlife is abundant, and rivers flow wide and clear.

Central America is home to four major urban centers: Greater Mexico City, the Yucatan Peninsula's Terranova City, Sao Paulo, and the Island City of Divinus. Numerous other cities, many of considerable size and population, dot Central and South America, but these four provide the backbone of the region's commerce and cultural exchanges.

Ciudad-5
4.2.1

CIUDAD-5 IS CURRENTLY the fastest growing arcology on Earth. The city is located in the rich wilderness of former Brazil. The Tree House, as it is sometimes known, is a marvel of engineering. Most of its superstructure is "grown" using a system of molecular nanotechnology to form a vine-like, organic-looking exterior, hence the name.

Ciudad-5 is the brain child of a handful of research specialists who formed the Ciudad Group in 2196. Their early work focused on organic building materials but quickly evolved to incorporate genetic engineering.

Work on the arcology itself began as the by-product of an investor who lost momentum on several construction projects in South America. The Ciudad group needed a facility to conduct large-scale research, and their backer happened to have an unoccupied, mostly complete industrial complex. Ciudad used the opportunity to test some of its early organic building materials and techniques, and the rest is history.

80 years and 5 generations of Ciudad's technology later, Ciudad-5 is a marvelous city reaching more than 7 km (4.4 mi) into the sky and spreading out over an ever-increasing diameter of more than 6 km (3.7 mi).

People

THE CITY IS HOME to nearly 60 million people, while the nearby urban area is home to nearly 8 million more. The people of Ciudad-5 enjoy one of the most comfortable arcologies on Earth, not only because of its extraordinary size, but also because of its administration's commitment to the age-old arcology design model that puts people and the environment first.

Only the arcology itself grants citizenship, and Ciudad-5 is one of the few arcologies that accepts new citizens without massive fees and annual taxes. Instead, the city requires applicants for citizenship to pass a medical exam and provide both proof of employment and a guarantee of continuing income.

Government and Travel Controls

The arcology and its surrounding urban sprawl are politically distinct but closely intertwined. Sometimes referred to as Ciudad-Low, the area around the arcology is not an official city-state. The administration of the arcology, the true and recognized city-state, have long since abandoned efforts to control the growth of the sprawl, knowing full well it runs counter to the arcology model. The towering city is simply too powerful a draw.

The arcology is governed by an elected council which oversees the administration of the city. However, behind the elected council, there is an executive council comprised of the city's senior researchers and arcology designers, whose role is to ensure that no elected council undermines the principles set out by the city's original designers. The foremost of these principles is to adhere, as tightly as possible, to the model of arcology as a contained city with minimal environmental impact—a noble ideal, but one that carries no weight, given the condition of the planet.

Travel in and out of the arcology is relatively easy, although only citizens can remain inside the arcology for longer than one week without special permission. All visitors are assigned a T Pass.

Military

Ciudad-5 has a well-developed security force responsible for maintaining order and security. The arcology also contributes to the defense and policing of the sprawl outside, and has become well-known for its proficient handling of creatures and monsters of all sorts.

Greater Mexico City
4.2.2

GREATER MEXICO CITY is the most populous city-state in Central and South America and, perhaps, the most populous city on the planet, next to Hong Kong. Greater Mexico City is a vast urban range encompassing numerous smaller communities spread across several kilometers. The urban expanse and surrounding area is home to at least 60 million people, although no firm count has been taken.

Greater Mexico City is an important trade and manufacturing center, linking North and South America, making it an important player on the international stage and an extremely wealthy city. The city's position along the major trade routes linking North and South America make it a frequent target for bandits, raiders, and a variety of unsavory travelers.

People

Greater Mexico City is home to a vast and diverse population, and is effectively open to almost anyone, so visitors of every sort are extremely common. However, unless you are born in the city, citizenship is not easily attained. To gain citizenship in Greater Mexico City, one must pass a strict medical examination, complete no less than one year of education at one of the city's universities—which can be a particularly expensive endeavor—and complete at least one year of service in the city's military ranks. Given the city's strict policy on granting citizenship, few immigrants actually follow through and attain complete citizenship.

Like most city-states, citizenship in Greater Mexico City has its perks. Not only do citizens receive voting rights, but are also provided with standardized basic healthcare and educational services. Furthermore, Greater Mexico City has adopted the common practice of reserving prime real estate within the city for citizens alone.

All citizens are issued an embedded PID which carries their proof of citizenship.

Government and Travel Controls

Greater Mexico City is a democracy, controlled by an elected President and State Council. Only citizens can vote in Presidential and State Consular elections. Smaller elections are frequently held in districts of the city to elect regional representatives and special administrators. These elections are usually open to all residents of a particular district based on DNA tracking of ballots.

Travel in and out of the City is relatively easy. Although border patrols are tight, they tend to focus primarily on large vehicles and convoys, leaving the city's internal security forces to deal with problems arising from small groups or individuals.

Military

The security force and military of the city are divided into numerous layers, each funded and controlled differently. At the highest level, the city has a formal large-scale military charged with defending the city and its surrounding communities. There are numerous smaller security forces inside the city, generally funded by specific districts and charged with maintaining order accordingly. This complex and clumsy system has made crime more of a problem in some areas of the city than in others, and most locals are very careful about where they do business.



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Greater Mexico City's military is known for its size, but not its technology. However, efforts are underway to upgrade and standardize it.

The Island City of Divinus
4.2.3

IN 2076, AN ISLAND began to form in the Atlantic Ocean off the coast of what was Brazil. Earthquakes shook the coastline for months and volcanic activity stirred the ocean floor. Over the course of the year, an island rose from the depths like a massive sea creature. The island of Divinus was formed.

The island was quickly purchased from the Sao Paulo Council—the closest thing to a governing body with claim to the area—by the Axiom Holding Group, a tightly knit group of wealthy entrepreneurs with business holdings all over the globe. Within days of the purchase, survey crews and geologists moved in to prep the island for development. Weeks later, construction began and the island city rapidly began to appear.

Administration of the emerging city was handed over to a charming character named Vandorian Menhir, a long time member of the Axiom Holding Group. Vandorian immediately took up residence on the island and launched a campaign to attract the world's elite to Divinus. He began by proclaiming Divinus completely tax-free. Citizenship and residency on the island required a sizeable one-time payment and nothing more. Corporations and wealthy individuals flocked to the island. Construction surged. Vandorian envisioned the island as a cultural and entertainment hub, the world's playground—paradise in one of the most beautiful locations on Earth. The vision quickly become a reality, and Vandorian, the charming and graceful administrator, fast became a global celebrity. The island's profile continued to rise under his watchful eye, and the world's rich and beautiful continued to arrive everyday.

Divinus grew for 30 years, attracting hundreds of thousands to its shores. Resorts sprang up along the coast's white sand beaches. Casinos lit up the night sky. The largest sporting arenas in the world opened their doors to tens of thousands of cheering fans. Museums and galleries emerged alongside grand theatres on the city's busy streets. The skyline became a wondrous span of gleaming towers inviting millions of tourists and hopeful residents each year. The island was truly a paradise, unmatched anywhere on Earth.

In 2108, more than 30 years after his administration began, Vandorian publicly declared he was Nephilim, the off-spring of a human and Seraph union. His celebrity status only rose, catapulting him further into stardom, and contributing to Divinus' rise to be the most desirable travel destination on Earth.

In 2280, Divinus enjoys special relations with almost every other city-state. It is seemingly loved by



all. The island's status as home to the New World's entertainment industry and its most important celebrities makes Divinus something of a fairytale city. Visitors from around the globe flock to its shores, and the city routinely plays host to many of the world's most important leaders.

However, like any major open city, Divinus has its share of problems; the city is also home to many of the global underworld's most powerful and feared figures. Perhaps not surprisingly, these sinister men and women routinely rub elbows with the world's elite, and Divinus is the perfect city for such interactions.

Crime in the streets is generally kept out of the main tourist blocks by the security force. However, gangs and organized crime are in a constant battle for control of the city's market for vices of every sort.

People

In 2280, Divinus is perhaps the most culturally diverse and eclectic city on Earth. It is home to nearly 2 million people, with an additional 650 million tourists and business visitors each year.

Government and Travel Controls

Divinus is a monarchy currently ruled by its first and only king, Vandorian Menhir, who oversees the island from his hilltop palace, Supersisto.

Divinus is a completely free and open city, assuming you can afford to travel and stay there. Divinus' security force is extremely intolerant of vagrants and the homeless. Anyone who appears unsavory is usually quickly questioned, and if unable to produce proof of residency or a current hotel reservation, dispatched from the island aboard a security vessel.

Military

Divinus does not have a large scale military force. However, it is home to the Divinus Royal Guard, an elite security force devoted to the protection of the island's many VIPs and celebrities.



The Pirate Islands
4.2.4

THE TERM "PIRATE ISLANDS" refers to the Caribbean in general, although not every island in the Caribbean is home to pirates. In reality, the Caribbean Sea is a dangerous area, not only because it is frequented by pirates taking advantage of the shipping bottleneck of the Panama Divide, but also because of the area's often violent weather. In truth, more vessels and cargo are lost to weather and dangerous seas than to pirates.

After being decimated in the 21st century by illness and declining economic stability, the population of the Caribbean islands is now in the millions, and the islands are again attractive vacation destinations. Since then, the islands of the Caribbean have continued to be home to anyone and everyone from average, honest men and women to viciously dangerous pirates of every description.

Sao Paulo
4.2.5

SAO PAULO SHARES much in common with Greater Mexico City. Having survived the last 250 years relatively unscathed—aside from the occasional earthquake and meteor impact—it has become a huge urban sprawl, home to tens of millions.

Sao Paulo's coastal location makes it a shipping hub for the Southern hemisphere, although the waters nearby are frequented by pirates and prone to dangerous storms.

Sao Paulo is also home to the Rictor Beniton Research Center, once home to Dr. Rictor Beniton, creator of the Mesh procedure and one of 2280's leading genetic research firms. The Center has become the heart of Sao Paulo University and a hotbed for both pioneering research and violent protest. The Center has been targeted numerous times by radical anti-genetic-research activists who

bombed the building twice and attacked several scientists and students. Over the last few years, security around the center has become almost impenetrable, as the city has worked to solidify its position as a global center for cutting edge genetic research and engineering.

People

Sao Paulo's population has exploded from a meager 11 million at the beginning of the 21st century to more than 50 million in 2280. The city is known for its vibrant culture and eclectic blend of people from around the world.

Citizenship is granted to applicants after they live and work in the city for three years, and pass an extensive medical examination.

Government and Travel Controls

Sao Paulo is a well-developed democracy, complete with numerous political parties and competing interests in almost every aspect of business, politics, and culture. The city is governed by a House of Representatives, which is led by the leader of the governing party.

Travel in and out of the city is carefully controlled by layers of defensive positions and border control points. Security is tight, and import/export regulations have been strictly enforced since 2273, when the city was targeted in a series of biological weapon attacks by anti-genetic-research activists.

Military

Sao Paulo maintains a large military and several internal security forces. The vast majority of the city's military and security efforts are devoted to access and border controls, making it one of the most tightly controlled conventional cities in 2280.

Terranova City
4.2.6

Terranova City evolved from its corporate roots to become something of a democratic wonder and Central America's high-tech hub.

Terranova Corporation was—and remains—one of the world's leading aerospace and weapons firms. In 2060, the corporation began fortifying its already massive facilities in the Yucatan, expecting to be targeted as war spread. Terranova also began assembling a substantial security force, recruiting military and ex-military personnel from around the world to build and train a private army. As war came and went, the Yucatan remained relatively untouched, and Terranova's facilities began attracting thousands hoping to find work and a home. The corporation recognized the need to bring others into the fold and began inviting partner corporations to the Yucatan, establishing what has become something of a Silicon Valley South.

Over the last few decades, the sprawl around Terranova's original facilities has become enormous, and the city has attracted millions of people. However, for all its high-tech splendor and wealth, the city is the region's greatest polluter, and its manufacturing centers have become increasingly dangerous. There is currently political tension between the corporation and a network of environmental activists. The green opponents of Terranova Council are worried that the uncontrolled pollution will create the same kind of conditions that caused Mother Nature's Revenge, and are calling for formal environmental protections to be enacted. Accusations of political interference, beatings, and corporate break-ins have all sides worried that environmental politics could flare into escalating violence.

People

Terranova City is home to between 28 and 30 million, with some estimates even higher. The population is diverse and well-educated; a significant portion is actually quite wealthy as a result of the region's focus on technology development, engineering, and sophisticated manufacturing facilities.

Citizenship in the city is attained only through review by the Citizenship Control Board. Applications often take years before they are reviewed, during which time a special T-Pass is issued. The Board requires all applicants to live in the city for at least one year without a security incident and to pass a medical examination.

Government and Travel Controls

Terranova City is composed of several urban districts, each of which elects a representative council. The council then elects a primary representative to sit on the Terranova Representative Council, which governs all aspects of the city's administration. Only citizens can vote for these representatives.

Military

Terranova City enjoys one of the world's finest and largest security forces. It is also one of the few cities with significant air support for its military, provided through the Terranova Corporation's aerospace initiatives.



Europe & Africa
4.3

Like North America and Asia, most of the great European and African cities were destroyed between 2060 and 2062. Those not completely decimated by nuclear and biological attacks remain home to millions. However, most of Europe and Africa, like the rest of the world, has returned to a state of wild and primal nature, dotted with the remains of its once great cities.

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Arcon-C-Hell
4.3.1

ARCON-C-HELL IS A DEN of swindlers, smugglers, and cutthroats. It is located in the shell of what once was the *Arc-en-Ciel* arcology, in the former city of Paris, France. *Arc-en-Ciel* was a democratic city, with many social programs financed and administered by a representative government. The last election, over 30 years ago, led to the creation of a powerful self-serving dictatorship. Now there are no social programs, no representative government. In essence, the rich get richer and the poor die. Order is maintained by a large mercenary army that is employed by a man known as *L'Homme* (or *The Man*). These mercenaries patrol the streets of Arcon-C-Hell in squads of no less than ten, and are equipped with power suits and high-end weaponry. They ensure that the areas of the city where visitors, caravans, convoys, and merchants enter and meet with business contacts are kept safe and organized.

Land vehicles are brought to the city through the *Arc de Triomphe*, and watercrafts are brought in through the river, *La Seine*. Both entrances lead to the area known as *Le Marche* (or *The Market*), located on the former *Champs d'Élysées*, where business can be conducted. Here, any questionable behavior typically results in arrest while visible, illegal activity or broken rules result in getting shot. In The Market, residents can operate stores, restaurants, booths, offices—any other legitimate businesses under the watchful eye of the security forces, and visitors are allowed to move freely throughout the area for as long as their visitor's pass will allow.

As vehicles pull into The Market, they are directed to a secured zone where the passenger(s) must provide the name and contact information of the city resident they are scheduled to meet. The con-

tact is summoned and brought forward to present papers that clearly identify the nature of the business, the goods, services, and Trust involved, as well as the duration of the visit. The trade representative ensures that the government receives its share before the business is sanctioned, then stamps the papers for approval, and returns them with a curt smile and the phrase so common in the city: "Don't let The Man get you down." If visitors arrive without pre-determined contact, the nature of their goods or service is submitted to The Auction House, where potential buyers gather to bid on the right to do business with them.

In the lower levels, outside the safety of The Market and the watchful eyes of the security forces, Arcon-C-Hell is in a state of anarchy. You must watch your back at all times, trusting no one. Drugs are everywhere, and prostitution and crime are rampant. The old residential and commercial areas are run down cesspools. The upper levels of the city are cleaner, more organized, and are home to the more successful entrepreneurs who can afford the high rent, security, and maintenance fees. The higher you go, the nicer, safer, cleaner, and more expensive the areas become.

People

The 15 million people in Arcon-C-Hell all have an angle, ploy, gimmick, product or service. If they are not trying to sell you something, then they either need you for something or are trying to rob you. In the lower levels, the approach is direct and usually comes from someone resembling a gypsy. In the upper levels, the approach is veiled in smiles, good food, attractive women, and better smells. Successful people in this city have no qualms with exploiting those weaker or less successful than themselves. Unsuccessful people get murdered, die of starvation, get arrested, or leave.



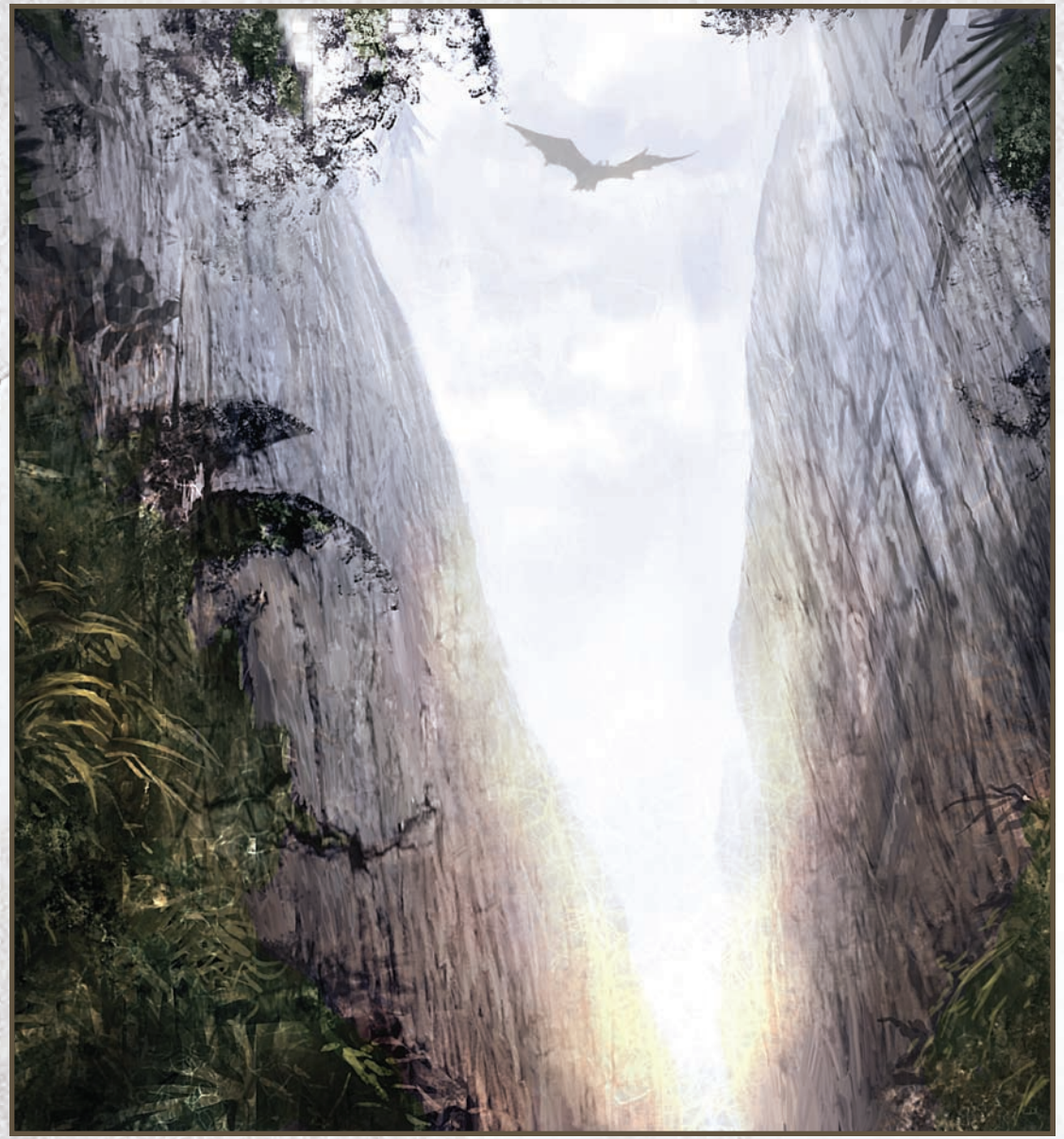
Government and Travel Controls

The government in Arcon-C-Hell is a tyrannical dictatorship. L'Homme has secured himself inside a luxurious series of penthouse suites, guarded by a contingent of the city's bioengineered army. A four-member Board of Representatives is responsible for various aspects of the city's operation, including Trade, Public Safety, Infrastructure, and Security.

While there are no travel restrictions for entering or leaving the city, everyone is processed as they enter or leave. When entering the city, people are issued a residence and business permit that dictate where they can live and work. The quality of these terms depends entirely on the size of the contribution to the Trade Ministry the new citizen donates. When leaving, citizens must hand in their permits and declare how long they will be gone. Their permits are held in escrow, for a small fee, until they return.

Military

Arcon-C-Hell is protected by a Bio-Engineered army commanded by The Man. Each member of the army has had a micro-explosive charge implanted near their brain stem, which can be remotely activated by superior officers should the soldier stray from his/her duties. The device detonates if tampered with, killing only the individual. This helps ensure loyalty and a



willingness to comply with orders. Day-to-day tasks revolve around maintaining safety and security in the upper levels, while ensuring that business continues unhindered in the lower levels. The army can be mobilized to protect the city, but their training focuses primarily on the duties of policing and public "safety."

Lavana Free City
4.3.2

KNOWN BY MOST as the home of the Central Financial Authority, Lavana Free City is a remarkable cooperative city-state, and one of the few places on Earth visited routinely by the leaders of every major city-state. It is often compared to the open online communities of the Net, where anyone is welcome, so long as they respect the rules of the community. Lavana is located in the heart of former Spain—just south of Madrid—and is surrounded by remarkably untouched wilderness and breathtaking landscapes, from mountain peaks to gentle plains.

Lavana Free City began life as the Lavana Trade and Education Commune in 2130, an experiment in open community design organized by numerous academic leaders from around the world. The community was designed to be a self-sufficient commune, based on the principle that education was the foundation of a truly civilized and open society. The commune grew rapidly, attracting attention as an exporter of industrial designs, software, and other byproducts of the commune's center for higher education. The commune quickly formed relationships with numerous corporations, academic institutions, and government bodies—many of which contributed some measure of funding—and became a meeting place for discussion of everything from political philosophy to chemical engineering.

In 2200, the commune proclaimed itself a formal city-state, establishing a constitution and formal governing body. Lavana also solidified its role on the world stage as an open, neutral, and free city-state that would welcome any healthy person willing to take the city's civic oath. The city's oath commits its citizens to respect all other citizens as equals, to remain gainfully employed within the city, and to welcome all others to the city as they have been welcomed. The punishment for breaking the oath is banishment.

Lavana has become an extremely wealthy city. Its citizens are among the best educated and most sought-after consultants in the world, attracting huge salaries. Lavana's academic community has also become a large exporter of valuable intellectual property, bringing back billions in Trust, which have been reinvested in the community. Thanks to the "gainfully employed" clause of its citizenship agreement, there are no vagrants or homeless people, though the lower-class staffs a significant service economy that attends to the well-being of wealthier citizens. However, through the city-state's devotion to education, the rate of social mobility is extraordinary, and poor people with intellectual gifts can find themselves among the elite in less than a decade.

Lavana is often compared to Divinus for its open and wealthy society. It has become a hub for the world's business and political elite. The city's social circles are a who's who of global powerbrokers. Garnering status within these circles, even for non-residents, is a mark of significant importance.

People

Lavana Free City is home to nearly 12 million people of every description imaginable, including Remnants, AI, and those of an Evolutionary bloodline.

Government and Travel Controls

The city is controlled by a democratically elected governing council. The council has 100 members, and any citizen is free to run for a seat on the council. Elections for ten seats are held each year, so that every ten years, every seat on the council has been up for election. A council chairman is randomly selected each year to be responsible for managing the day-to-day business of the council itself. Another council member is randomly selected to oversee the operation of the city's security force. Like most city-states, the governing council is responsible for decision making in all areas of city life.

Whenever a citizen is charged by the security force with a violation of their civic oath, nine members of the governing council are randomly selected to oversee a security trial to decide whether the accused will be stripped of citizenship and banished from the city.

Lavana is an open city, and people can enter or leave as they like. All visitors are issued a Visitor's T Pass, either as an encrypted software addition to their PID which is removed upon leaving the city, or as a locking wristband with a tracking mechanism, enabling the city's security detail to locate them at any time. In some cases, visitors can be required to both wear the wristband and carry a T Pass in their PID, especially if the issuing officer suspects the visitor might be a security risk or attempt to remain in the city after his/her T Pass expires. The T Pass allows visitors to remain in the city for 30 days. When the T Pass expires, it can be renewed on a month-to-month basis, provided the holder can pay the renewal fee—which is currently 2,000T—or provide proof of gainful employment in the city. Visitors choosing not to pay the renewal fee must remain outside the city for 30 days before returning, at which time they are issued a new Visitor T Pass.

Military

The city's large scale defense force is comprised of rotating contributions from every major city-state, each lending to the defense of the city in return for their right to vote for members of the Central Financial Authority Board of Directors every two years and to maintain their status as respected members of the international community. Lavana's constitution prevents the city and its citizenry from forming any sort of armed forces other than a small security force to maintain order, enforce banishment orders, and to coordinate the large scale defense force.

Contributing to the defense of Lavana Free City has become something of a badge of honor for other city-states, and a mark of a city's global importance.

Città Santa
4.3.3

Città Santa, the *Holy City*, rests along the coast of the Red Sea in former Egypt. It is an astonishing mix of cultures, religions, and politics wrapped up in a vibrant kaleidoscope of a city.

The city sits in an area of the world with a history and culture that runs deeper than most. Città Santa is a city with deep roots and a long intriguing history. The city got its start in 2049 as the Markova Center, a research center devoted to the study of religion. As the years went by and the center expanded, it became a global center for the discussion and collective study of religion, attracting thousands of students and faculty.

Between 2062 and 2120 the research center played host to a continuous flow of high-profile religious leaders and many of their followers from all

over the world who began converging on Città Santa for discussions on everything from the religious significance of the world's sudden and violent upheaval to the revelations of Van Mantra, which shook the foundations of many of the world's religions. During those years, Città Santa was forced to expand. The former research center became a full fledged city and home to more than one million by 2120.

Maintaining peace and order became nearly impossible until finally in 2121 widespread violence swept the city in three days of riots and chaos fuelled by intolerance. Thousands were injured or killed as the city's meager security force struggled to restore order. As the dust settled, the city's assembly of representatives rushed to organize a proper security force capable of maintaining order in a city heavy with tension.

Two hundred years later, Città Santa is a full-fledged city-state, recognized and well respected by its peers. At the center of the city stands Città Santa arcology, a 2 km high (1.2 mi) tower which serves as the home of the city's most important and wealthy residents as well as much of its commercial enterprise. The city is also one of the world's most visited states and has developed more than its share of industries and commercial centers.

People

Città Santa is home to seven million permanent residents, with millions more visiting the city each year, occasionally more than doubling the city's population, depending on the religious significance of the date.

Citizenship in the city is granted to anyone who can pass the required medical exam and swear to the civic oath, requiring a commitment to tolerance, an open mind, and respect for all those within the city and their beliefs. However, few can afford housing in the arcology itself. Most of the population has actually taken up residence in the sprawl surrounding the arcology.

Government and Travel Controls

Città Santa is home to the heads of nearly all major world religions. However, the city is actually administered by a democratically elected assembly of representatives.

Travel to and from the city is completely free and open, except for layered security check points leading up to the city, where visitors are searched, questioned, and issued a T Pass for the duration of their stay.

Military

Città Santa has a significant military force of its own, well-trained and well-equipped. However, its military also receives numerous volunteers and even support from other city-states. While the city itself has never been attacked, the outlying urban expanse is often the target of terrorists and doomsday cultists.

The Ranch
4.3.4

THE RANCH IS A LARGE walled compound in former Croatia. Surrounded by wilderness, the Ranch appears to be an oasis of safety for weary or injured travelers who make it to the gates. However, nothing could be further from the truth. Upon arrival, visitors are given a hard choice, labor or a return to the Wilds. Enforced labor contracts keep The Ranch working and The Ministry of Public Safety well-fed.

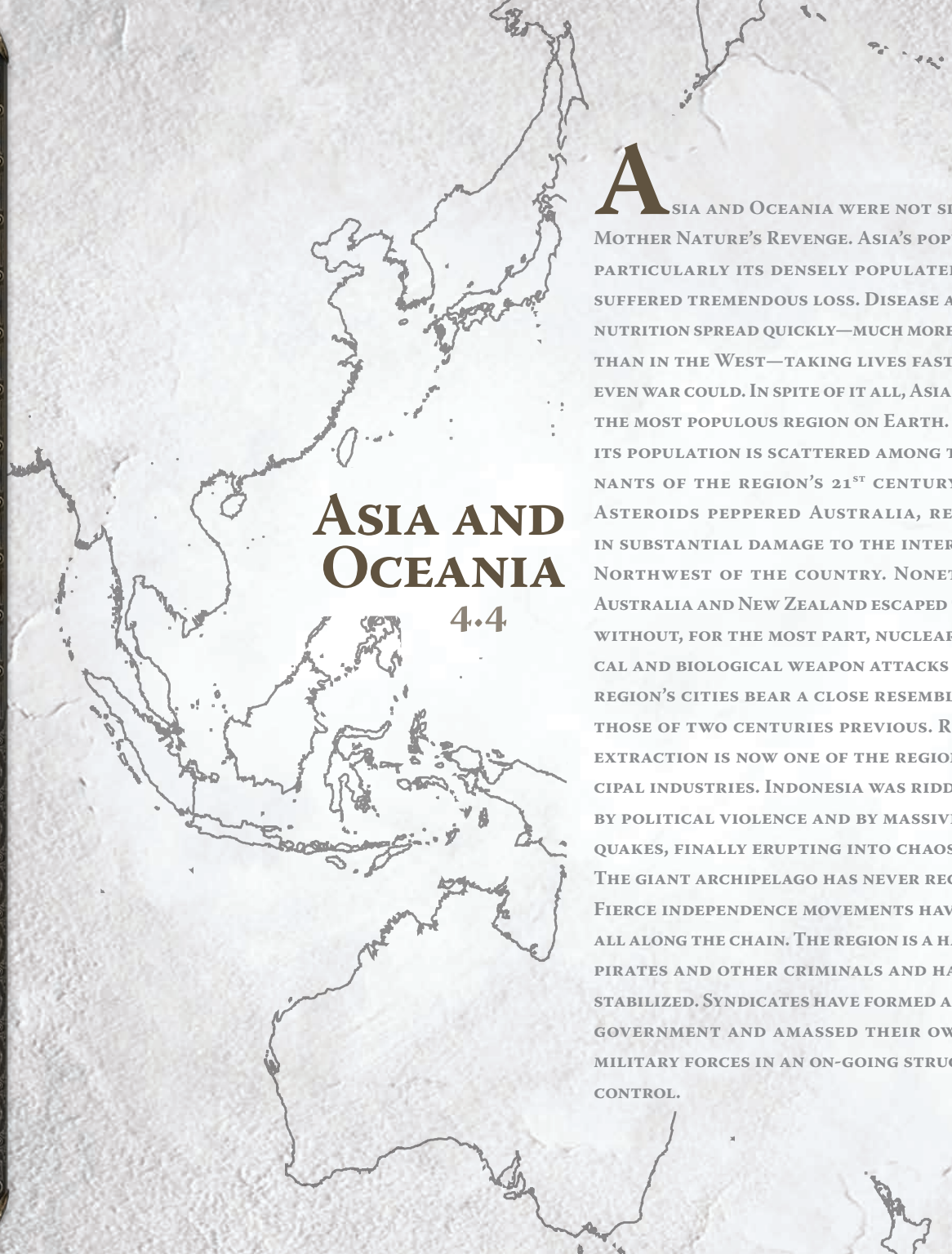
The entrance fee to the Ranch is three months of hard labor, either on the off-shore oil rigs, deep in the mining levels under the city proper, or in the agricultural domes to grow and harvest crops or breed livestock. Constantly bombarded by propaganda while they work, the citizens are endlessly reminded of how lucky they are to have jobs, food, a safe place to sleep, and a government to represent them on the global stage.

When citizens fulfill their contracts, they can either sign another, longer contract and remain at the Ranch, or be escorted to the main gate for release. The Ministry of Public Safety does not wish to see any harm come to its former citizens, so they often provide those leaving the city with communication units so they can call for help while traveling near the city.

Several kilometers outside the Ranch are several groups of specially designed creatures that the Ranch commissioned Triton Enterprises to create. Known as Screechers, they are essentially a genetically modified breed of bat. Screechers use signals emitted by the communication devices provided by The Ministry of Public Safety to locate the newly freed citizens. When in range, the Screechers emit a terrifying scream and bite their victims, paralyzing them with a genetically tailored sedative.

The victims miraculously awaken inside the medical facilities of the Ranch, where they are reminded how fortunate they are to have been saved by the Ranch's security patrols. These victims find themselves with a large medical bill and no Trust with which to pay. From there they are essentially forced to work off the debt.


4.0
4.1
4.2
4.3
4.4
4.5



Asia and Oceania
4.4

Asia and Oceania were not spared by Mother Nature's Revenge. Asia's population, particularly its densely populated cities, suffered tremendous loss. Disease and malnutrition spread quickly—much more quickly than in the West—taking lives faster than even war could. In spite of it all, Asia remains the most populous region on Earth. Most of its population is scattered among the remnants of the region's 21st century cities. Asteroids peppered Australia, resulting in substantial damage to the interior and Northwest of the country. Nonetheless, Australia and New Zealand escaped the War without, for the most part, nuclear, chemical and biological weapon attacks and the region's cities bear a close resemblance to those of two centuries previous. Resource extraction is now one of the region's principal industries. Indonesia was ridden both by political violence and by massive earthquakes, finally erupting into chaos in 2050. The giant archipelago has never recovered. Fierce independence movements have dug in all along the chain. The region is a haven for pirates and other criminals and has never stabilized. Syndicates have formed a shadow government and amassed their own paramilitary forces in an on-going struggle for control.

4.0
4.1
4.2
4.3
4.4
4.5

Hong Kong
4.4.1

HONG KONG ENDURED significant damage, beginning with attacks in 2060. Decades later, it was hit by several small meteors, adding to the destruction. Undeterred, the city pushed on and continued to thrive. In 2063, with the People's Republic of China unraveling alongside the world's other major nation states, Hong Kong declared itself an independent state, becoming the first of what would soon be many city-states.

Hong Kong has since expanded dramatically, becoming arguably the largest conventional city on Earth. It is also home to Yudon Arena, the second largest Strata arena on earth. Yudon is located on the southern coast of Hong Kong island and is a marvelous spectacle of statuary, gold leaf and soaring glass windows

The city is a world leader in numerous high technology fields, particularly artificial intelligence and software. It is home to Niaming Technologies, the world's foremost producer of biological computer systems, including cutting-edge systems used in many of the latest free-floating AI models.

Hong Kong is known for its particularly violent underworld, which is closely entwined with that of Divinus. This underworld has seen the assassination of a number of mid-level crime bosses and gang leaders in the past several months, causing paranoia and suspicion amongst the criminal classes. Rumors have begun circulating that much of the violence is sponsored by freelance teams of assassins hired by the security forces of Divinus and Hong Kong to prevent underworld leaders from becoming a threat to the legitimate governments of both cities.

People

Although no formal census has been taken in nearly 200 years, the population of Hong Kong is estimated at more than 70 million. However, the borders of the city-state seem to expand continuously, and it is possible the city may be home to more than 100 million.

Citizenship is only available to those born in Hong Kong, although over the last 20 years, it has begun issuing naturalized citizenship status to those who prove they have lived and worked within the city for at least seven years. All citizens are issued an embedded PID that carries proof of their status.

Government and Travel Controls

Hong Kong is overseen by a House of Representatives elected by its citizens every five years. It is also subdivided into numerous wards, each with its own elected governing council.

Travel in and out of the city is relatively easy given its incredible size and countless access points. Security is tightest at the city's two airports and the major gateways to the heart of the city's largest island.

Military

Hong Kong has a formidable military force and numerous internal security forces. The city's military is known for its aggressive defense of the frontier areas surrounding it, which are rapidly being developed and inhabited. Hong Kong's military is also renowned for its sizable navy, which is continuously active in the waters surrounding the city. With the growth of Hong Kong's underworld and its links to the city's highest levels of administration, these waters have become a haven for pirates in recent years.



Hong Kong



Triton Island

Triton Island
4.4.2

TRITON ISLAND IS HOME to Triton Enterprises' most secretive projects and important personnel. The island is located in the North Pacific Ocean, south-east of the former Philippines. The island itself is part of a larger chain controlled and used by Triton Enterprises.

The terrain is rough and mountainous, and the islands are surrounded by dangerous barrier reefs. Vegetation on the islands is heavy, with much actually having been planted by Triton. The region is hot and humid, with heavy rains from May to November, and with a dangerous hurricane season beginning in June.

Triton's primary facilities are a veritable fortress built directly into the mountainous terrain of the island. Each building has been designed to withstand the region's often dangerous weather conditions, including rough seas, hurricanes, and tsunamis.

Given the secretive nature of the work and the highly competitive industry, Triton Island is under continuous surveillance by human and drone eyes. Not only does the rocky and dangerous terrain make the island difficult to penetrate, but Triton has invested heavily in sophisticated perimeter defenses and monitoring systems in an attempt to keep out would-be spies and thieves. Oddly enough, Triton Industry's record for keeping its own creations on the island has been spotty at best and numerous creatures have escaped over the years.

People

The island is home to somewhere between 10,000 and 50,000 Triton employees and their families, but this is merely an estimate, because the company keeps its staff numbers a carefully-protected secret.

Among those who call the island home are Triton's most important researchers, engineers, and executive personnel, including Arok VonDerlay, Triton Enterprise's CEO, and Silvio Adison, its chief creature designer—an eccentric and brilliant artist and scientist.

Government and Travel Controls

The island has no formal government outside the corporate hierarchy, although Triton is renowned for the approachability of its executive staff and its commitment to building an attractive community on the island.

The Island's security force does not allow unexpected visitors, and those expected are carefully escorted by security personnel. Every citizen on the island is accounted for and issued an implanted PID at birth or when hired. Visitors are always escorted and generally have very specific agendas during their visit.

Military

The island is defended by Triton's corporate security force, a small but extremely sophisticated and well funded defense force.

Oderon City
4.4.3

IN 2280, ODERON CITY is the largest and most populous arcology on Earth. It is located on the coast of the Arabian Sea, near the ruins of Karachi, roughly 100 km (62.1 mi) south of the Caspian Divide's eastern fork. The city is a massive complex comprised of five towers. The four exterior towers form a square around the central tower, which stretches nearly 6 km (3.25 mi) into the sky. The exterior towers are each nearly 4 km (2.5 mi) in height. Although the complex has been under construction for decades, the upper levels of the towers continue to grow, with promises from the city's administrators that the city will surpass 12 km (7.5 mi) before the turn of the century. Drones scour the exterior walls, climbing up and down like ants carrying grains of sand to the top of their hill, continuously adding to the structure's height.

Oderon is a major player on the world stage and has become home to numerous powerful corporations. The city is well-known for its fantastic education system—something on which the city's administration prides itself. Oderon City has developed a thriving academic and artistic community. The city's numerous universities and technical institutes have become a powerful draw for employers looking for talented and well-educated young people to join their ranks.

The city has embarked on an aggressive campaign to tame and reclaim the wilderness which surrounds it, expanding its urban sprawl in all directions and launching exploration and resource extraction expeditions at a feverish pace.

People

Oderon's arcology towers are home to 55 million, and the surrounding urban sprawl is home to another 30 million or more, making it the most populous urban region on Earth. The vast majority of the city-state's residents are of mixed Asian and Middle Eastern descent, although the city is also home to what is believed to be the world's largest Evolutionary population. For unknown reasons, the city has become home to a significant number of Lesser Nephilim and Lesser Grigori.

Although citizenship is granted at birth, it can be attained by anyone who passes an extensive medical examination and a series of aptitude tests designed to ensure all new citizens can find employment and succeed in the city's educational system.

Government and Travel Controls

Oderon is a modern democracy overseen by a council of representatives elected from among the city's wards. The head of the council is elected from among the council members, and oversees the day-to-day business of city administration for four years.

Travel in and out of the city is facilitated by the Oderon City Security Commission, which oversees defense of the city's perimeter and its airport facilities. The city's urban sprawl is ringed by military check points and security barriers, and the arcology towers are kept secure by the city's internal security forces.

Military

Much like the nation states of the 21st century, Oderon has an elaborate military and security hierarchy. The city-state maintains a large military force, which is divided into numerous divisions. The primary military divide is between the forces dedicated to the defense of the city and the forces dedicated to the city's large exploratory units. Oderon City's military has an unusually large number of Lesser Nephilim and Lesser Grigori in its officer ranks. As a result, humans and bioengineered officers have begun to suspect a conspiracy is afoot to promote Evolutionaries over other species.

Overseen by the city's Security Chief and divided among the city's wards, the Oderon Police force is responsible for security within the city. Unusual for most cities on Earth, the Security Chief of Oderon City is also an Evolutionary, a Lesser Grigori by the name of Quin Jorel. Jorel has begun a process of hiring an increased number of officers from amongst the ranks of Evolutionaries in the city. This has not helped to dispel rumors of an Evolutionary conspiracy to take quiet control of the security forces of Oderon.



Oderon City

Wlavos Communal Cooperative

4.4.4

The Wlavos Communal Cooperative is a walled city located in the ruins of what was Vladivostok, one of Russia's coastal cities. The city is home to about 22 million people, many of whom dream about living elsewhere. The Cooperative is a dull, grey, industrial city where propaganda and blind patriotism to the community permeate all aspects of daily life.

In the Wlavos Communal Cooperative, employment is assigned to its residents. Most have very little influence over the vocation forced upon them. Everyone contributes to the community and in return receives a sparse home, simple clothes, and enough food to keep them hungry. Workers' homes are assigned to them and are always conveniently located near their place of work. People work 50 hours per week and their free time is their own. However, they must attend weekly social events, where families are encouraged to enjoy the company of their friends, coworkers, and neighbors, all of whom are the same people.

Wlavos is known to the rest of the world as an extremely inexpensive manufacturer of goods, and is a rising star on the global stage. Many of the largest corporations outsource their heavy industrial manufacturing to the famed factories of Wlavos.

People

Some people enjoy the societal engineering of Wlavos. They do not have to struggle for success, or try to gain wealth through hard work, or impress anyone with the new car they bought or the new leather sofa for their living room. Others consider life in Wlavos Communal Cooperative to be one step above imprisonment and feel that with every passing day, they die a little more.

Children are schooled until their 13th birthday. They are taught about such important things as why capitalism destroyed the world, how dangerous life is outside their city, and the importance of doing one thing and doing it well. On the morning of their 13th birthday they write the Aptitude Evaluation and Employment Encouragement Exam, after which their results are scored and they are given a job that best fits their particular aptitudes. For their birthday, they are provided with everything required to get to work, which they start promptly at 8 am the next morning.

Children are closely monitored during school and those who show true academic or leadership potential are removed from the communal education system and placed in private educational facilities where the Elite of society are trained. Politicians, physicians, scientists, engineers, and military leaders are given the required education for the more intellectually demanding and important jobs.

Government and Travel Controls

The Wlavos Communal Cooperative has a Board of Representatives that is elected by the Elite of society—the only voices worth hearing from, according to themselves. The Board reports to The Chairman, who makes the final decisions on all matters pertaining to the running of Wlavos. The Board of Directors has three representatives from The Interior, who represent the interests and needs of the citizens, and three more from The Exterior, who represent the interests of those city-states that wish to initiate trade with Wlavos.

Only the most trusted members of the Elite can travel beyond the city walls. Even then, permission to travel is restricted exclusively to trade and political missions. When representatives go abroad, members of their family are rewarded with a stay at the Ministry of the Interior's lavish resort complex. Although a pleasant experience for the family, it is clear that they are being held for ransom to ensure the prompt return of the Cooperative's representative. These measures were put in place after several representatives defected during their travels. The propaganda of the Ministry of the Interior never lets the workers forget the important truth that The Chairman provides happiness and security, the world provides only danger.

Military

All citizens of Wlavos Communal Cooperative must serve three years in the People's Representative Army, where they are trained in a variety of soldiering skills. This training begins on their 16th birthday and ends the day before they turn 19. After their three years of service they return to their jobs, but can be recalled to the Army at any time.



The Rest of the World
4.5

The vast majority of Earth's surface has faded into the clouds of myth and mystery. The spaces between city-states and large freezone communities have been mostly uninhabited and virtually ignored for the better part of two centuries. Although satellite mapping can once again provide images of the entire planet, many regions of the world have not been explored or seen with human eyes for generations.

Numerous communities have managed to achieve stability. Some have even begun to expand, to trade and reach out. However, many remain isolated, and much of the world remains unknown, dangerous, and in need of exploration. Earthquakes opened new waterways and volcanoes pushed islands up from the ocean's depths. The mysteries of the unknown and unseen draw explorers out of the cities every day, but the world is a very big place and most of it is still shrouded in mystery.

The Divides
4.5.1

BETWEEN THE YEARS 2049 and 2110, volcanic and seismic activity caused several large geographic changes. Three large areas known as The Divides were the sites of particularly dramatic changes.

On November 9, 2049, as earthquakes began tearing at the surface of Earth, a quake of monumental intensity struck the southern coasts of Panama and Costa Rica. The quake opened a massive trench from the Pacific Ocean to the Caribbean Sea, creating the Panama Divide, a treacherous waterway.

Much of Central America's massive drug production takes place near the Divide, which has become a dangerous shipping route. The channel is frequented by pirates and smugglers, and the territory on either side of the Divide is fiercely contested by numerous warring factions and drug cartels.

The Caspian Divide was formed by another series of massive, violent earthquakes. The first quake hit the southern coast of Iran on January 9, 2050, and was quickly followed by a second and third quake just one day later. The aftershocks continued for several days, until finally a fourth quake opened a chasm from the Caspian Sea which forked before reaching The Gulf of Oman.

On July 12, 2050, the Baja Divide, the last major Divide to form, separated the Baja Peninsula from the mainland, creating a channel linking the Pacific Ocean and the Gulf of California. The damage caused by the quake was phenomenal, leveling the city of San Diego and almost swallowing the city of Tijuana.

Venlu Island
4.5.2

THE VENLU CORPORATION first made waves in 2260, when it became the first corporation to offer private incarceration services to the city-states. Venlu Corporation CEO Markus Venlu approached the heads of the major city-states and offered them an opportunity to rid their cities of expensive and unsightly prisons, promising to take any and all prisoners off their hands, while abiding by the penal system requirements of each city-state government. For many the offer was too good to pass up—Venlu was willing to handle the most dangerous criminals and shoulder the responsibility of their incarceration. Venlu quickly became a player in the New World's corporate power game.

It was not long before Venlu had enough contracts and Trust to expand its operation. The construction of the Venlu Island prison quickly followed.

Guadalupe Island, off the coast of former Baja California, was hit by a massive meteor in 2100. The island's east side was devastated when the meteor crashed into the shore line. Massive waves raced east, battering the California coast. The impact crater tore Guadalupe Island almost completely in two as it quickly filled with water.

In 2274, Venlu Corporation moved in and established the world's first corporately run island prison. The island is divided into two very different parts.

The prison is an imposing fortress on the island's southeast side. Solid ceramacrete walls rise up from the shore's already steep and rocky cliffs, like a megalith perfectly carved by some giant laser. Searchlights, cameras, and sentry guns dot the walls at regular intervals. The only windows mark the locations of administration offices and security officer quarters. The shore is arid, barren, and constantly assaulted by the relentless Pacific Ocean. The dark volcanic sand bakes in the sun to extreme temperatures. The only trees in the southern half of the island have been planted in the prison's minimum security yards.



The north half of the island is devoted to employees of the Venlu Corporation and their families. Here, wonderfully modern housing is protected from the elements by dense vegetation in a setting that is oddly utopian given what sits on the other side of the island. Small parks and beaches dot the community. A medical facility, a school, and even a small research institute lie at the center of the community, which is home to 20,000 men, women, and children. The vast majority of Venlu's employees are human, Lesser Grigori, and Lesser Nephilim, although the corporation does employ several AI and even a few Remnants.

Dozens of city-states have arranged incarceration contracts with Venlu. The island's prison is already home to nearly 500,000 inmates, with room for more than twice that according to Venlu. Unlike many other privately-run prison facilities, Venlu offers its customers several levels of incarceration as well as numerous education programs.

Inmates generally arrive by boat to the island's south receiving station, a heavily-guarded platform which stretches out into the rough sea. Helicopters and other vertical take-off and landing aircraft are also common on the island.

So far Venlu Island has a nearly perfect record. Although there have been numerous attempts, no one has successfully escaped. Several inmates made it into the ocean, but were never found, and the California coast is an impossible 241 km (149.7 mi) swim.

Of course, rumor has it that Venlu is deeply involved in more than simply offering incarceration facilities. Many investigators and gossips claim Venlu is conducting research on prisoners in an attempt to launch its own line of Bio-engineered. Venlu denies these accusations.

PERSONALITIES 5.1
ORGANIZATIONS 5.2

Personalities & Organizations

5

2280 is home to an incredible range of exciting and dynamic personalities and organizations. The following section just scratches the surface of who's who in 2280, providing a brief introduction to a few of the New World's most interesting people and groups.

No statistics have been assigned to the characters introduced below, so that they can be customized to suit your game. GMs should feel free to expand and modify these descriptions and create new and exciting personalities and organizations.


5.0
5.1
5.2

Personalities
5.1

Aducssus and Avanna
5.1.1

ADUCSSUS IS A FIERCELY built humanoid AI and field commander of AIAA-12. Although technically genderless, Aducssus is clearly modeled on a human male of incredible stature. He is continuously upgraded and carefully maintained with the most sophisticated, cutting edge technology available from Loth Foundry's design and engineering cells. When not preparing for combat, Aducssus is clothed in the humanoid dress uniform of the Foundry: a neatly tailored black suit with double-breasted jacket and low-fitting black beret.

Aducssus is closely connected to Loth, the Foundry's central AI, communicating almost continuously over the Foundry's encrypted links. Aducssus also remains in regular contact with his subordinate commanders as well as the Foundry's primary Relations Officer, Avanna.

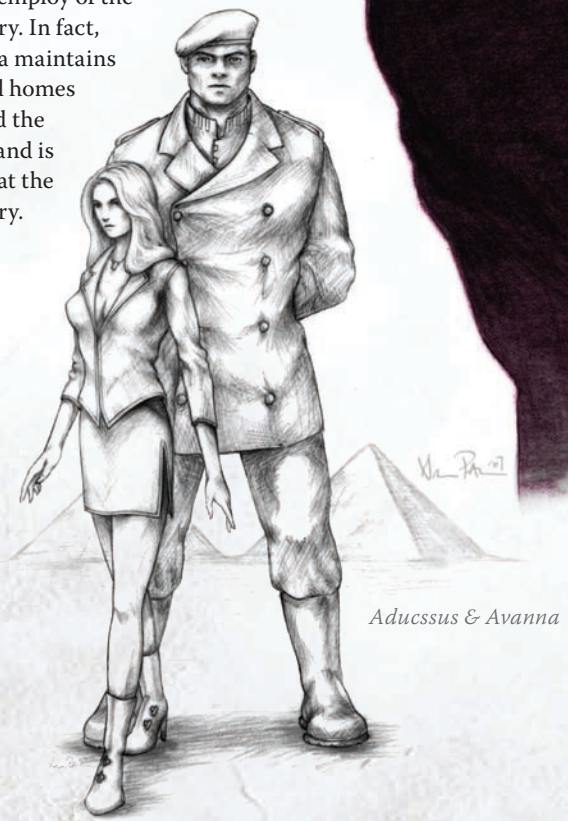
Aducssus is well known for his commitment to the Foundry's troops; treating even the most rudimentary AI as though they were younger brothers. However, during combat and security operations, Aducssus is all business and is willing to sustain casualties to satisfy the needs of a client. Aducssus prides himself on the impeccable combat record of AIAA-12 and its reputation for surgical precision.

Avanna is AIAA-12's primary Relations Officer and chief contract negotiator. She is an attractive humanoid AI, obviously designed to serve as the professional public face of Loth Foundry. Like Aducssus, Avanna is state of the art, continuously upgraded and meticulously maintained. She is as well known for her warm, polite demeanor as the Foundry's spokesperson as she is for her professionalism and strong negotiation skills.

Both Aducssus and Avanna report directly to Loth. However, both are also completely autonomous and responsible for final decision making in their respective areas of responsibility. Their cutting edge construction has led many to mistake both Aducssus and Avanna for humans in the employ of the Foundry. In fact, Avanna maintains several homes around the world and is rarely at the Foundry.



Alexa Petronas



Aducssus & Avanna

Alexa Petronas
5.1.2

ALEXA PETRONAS IS a female Lesser Nephilim of Seraph ancestry with a tanned complexion, dark hair, and grey eyes. She is a conservative woman who prefers to maintain a professional, educated appearance that is reflected in her business attire. Alexa is both an academic who enjoys history and anthropology and an accomplished pathologist with a passion for healing.

She augments her medical training with Innate and Arcane Wielding abilities. When given the opportunity, Alexa uses her Wielding to discreetly heal patients that might not survive with medical procedures alone. Alexa cannot bear to see patients leave her Greater Mexico City medical facility unhealed; if she cannot heal them in a medical facility, with their permission, she will go to their homes to heal them as long as they promise not to reveal her secret abilities. She frequently rushes to disaster and accident sites to provide medical assistance.

Over the past twenty years, Alexa has entered the political realm, making a push to improve health care in every major city-state, starting with her own. Alexa spends a lot of time visiting Freezone communities, trying to establish and improve medical facilities. Her efforts to help the Remnants care for some of the severely and painfully mutated beings in their communities have earned her great respect. This has been noticed by several influential groups, who have tried to use her reputation and influence to approach the often isolationist Remnant communities.

Dalusien
5.1.3

DALUSIEN IS A FEMALE Necrosi who has long black hair, and is adorned with the scars of both conflict and Necrosian culture. Very few of these scars are clearly visible on her face, adding to her mystique rather than diminishing her appearance. Dalusien is well aware that she is extremely attractive and uses that to her advantage. A thief of incredible talent and infamy, she pays careful attention to the minute details of every operation she plans. She cares only for the next paycheck and that her reputation and perfect record allow that paycheck to increase with every job.

Born and raised in Sanctuarium, Dalusien showed immense talents in stealth and infiltration. After many profitable raids and strike missions aimed at convoys and prosperous Freezone communities, Dalusien recognized the wealth and lifestyle her skills could provide. She made her way from Freezone community to Freezone community, learning how to integrate into society. She supported her lifestyle by either stealing what she needed or manipulating people into getting it for her.

Dalusien is cold and calculating, and does not give a second thought about her manipulative methods, showing complete indifference for her victims. She has retained the sadistic and masochistic tendencies of her Necrosi ancestry. She takes great pride in her skills at efficiently inflicting pain on her victims. She is rather fond of killing those that show her disrespect or discover the nature of her vocation. Dalusien is fascinated by blades and is extremely proficient with daggers and swords.



Dalusien

Dax Ogan
5.1.4

IN THE SHADOWY DEPTHS of the Evolutionary underworld, few are as feared as Dax Ogan, an Anunnaki bounty hunter and assassin who specializes in Nephilim.

Dax is a ferocious terror of a man, hard and muscled like some prehistoric reptilian predator. His wild eyes seem to shift between black and a hazy red, his Ophanum heritage obvious in his sharp features and dark skin. Dax is rarely without one or more blades, his preferred implement of death, and is almost always dressed in some form of lightweight armor. Of course, not all Dax's victims are taken without a fight, and he is heavily marked by the scars of countless hand-to-hand battles with other Evolutionaries.

Dax is well known in the underworld as an accomplished and proficient assassin. His clients include the planet's most powerful individuals, from Syndicate leaders to heads of the corporate world. However, his most frequent employers are Grigori intermediaries working to eliminate Nephilim agitators who may attempt to influence the coming Evolutionary War.

Dax takes great care to cover his tracks and hide his location, working exclusively through a Divinus-based handler named Helana Ashter. Most suspect Dax calls Divinus home, but few have seen him in person there or anywhere else for that manner.

Dregs
5.1.5

A WIRY AND GREEDY MALE Remnant who will do almost anything for money, Dregs is a scumbag. He keeps his head shaved and wears a trimmed, brown goatee. He has a leathery complexion and green eyes. Dregs prefers to dress in a manner that enables him to easily blend into the environment, remaining anonymous. He normally maintains a calm demeanor and an insincere joviality that intentionally influences others to relax around him more than they should. He is a very intelligent and conniving cutthroat with a skewed sense of morality and complete lack of concern for the well-being of those that either stand in his way or offer him an insult. Dregs's effortless smile changes to a devilish grin far too easily when he is devising a scheme or formulating a plan.

Dregs has a reputation for being a key contact when dealing with the underworld of Divinus society. His knowledge of the black market and other criminal activities make him a valuable commodity. Dregs can be instrumental in finding a specialist for any illicit task. His relative popularity is seen as a detriment by most associates, and several attempts to end his life have been unsuccessful. Dregs has made clear and public examples of the hit men that made the mistake of accepting him as their mark, causing all but the most foolish or arrogant to steer clear of any plots against him. He is viciously accurate with throwing knives and daggers, and uses his Innate Being-Ignorance Wielding talents to ensure he remains unnoticed or forgotten when necessary.



Dregs



Dax Ogan

Dur-Koss
5.1.6

DUR-KOSS IS THE COMMANDER OF the Ophanum reconnaissance screen. She is a vicious melee combatant, extremely proficient with the telescopic claws commonly used by light Ophanum troops. Dur-Koss is a patient hunter, waiting for the element of surprise before ruthlessly attacking her prey.

Dur-Koss arrived on Earth in the spring of 2280, instructing her forces to survey the heavily populated areas, gathering intelligence about Terran military capabilities. She made contact with Karr and the Seekers, providing them with additional forces to hunt down those Ophanum who strayed from their duties. Dur-Koss is also hunting for suitable locations for the Ophanum base of operations.



Dur-Koss

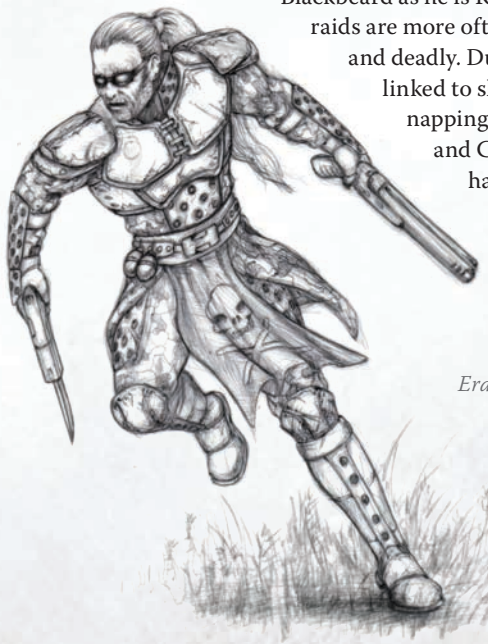
Eramus Dunne
5.1.7

ERAMUS DUNNE IS ONE of 2280's most feared and famous Freezone bandits. Dunne has become renowned for his daring raids on well-defended convoys and the occasional VIP caravan. He has made a very comfortable living for himself and his crew in the Wilds of North America.

Given his career choice, Dunne is a surprisingly handsome man in his early 50s. For a human, he is well-built and tall, fit for his age, and extremely well-kept. A life spent in the Wilds and on the run has certainly taken its toll on Dunne. His skin is tanned and tough, his hair is almost always pulled back in a tight grey pony tail, and he bears the scars of numerous wounds. Dunne has received many nicknames in his long and illustrious career, but is most often called the Smiling Bandit.

Dunne has a well-deserved reputation as something of a gentleman thief—a Robin Hood of sorts, known and loved by many in the Freezones. Dunne makes a point of ensuring anyone who supports him and his crew is well compensated, becoming a hero to many who see him not as a criminal, but as a freedom fighter. Dunne, they say, is standing up to the corporations and city-states who seek to overrun and exploit the Wilds, sucking the world dry of resources and expanding their urban empires.

Make no mistake: Dunne is as much Blackbeard as he is Robin Hood, and his raids are more often than not violent and deadly. Dunne has also been linked to slave traders and kidnappings throughout North and Central America, and has a reputation among fellow outlaws as especially cruel when crossed.



Eramus Dunne

Jet Matheson
5.1.8

JET MATHESON WAS THE MODERN world's first public Evolutionary. His daring escape from the Oderon City security forces in 2100 was captured on video and broadcast worldwide. The public could only assume they were watching a VidNet movie.

Four months earlier, Jet was captured by Oderon security forces after a long investigation involving numerous informants and an elaborate sting operation. Clearly, Jet's underworld enemies were desperate to rid themselves of the competition and eagerly cooperated in a setup he could not escape. At the time of his capture, Jet was wanted for questioning in the mysterious deaths of several high profile figures in Oderon City and elsewhere, all with known ties to organized crime. It was correctly assumed that Jet was a hit man working for the highest bidder.

Almost 180 years later, Jet remains a highly sought-after hit man. His Lesser Grigori genetics make him a deadly Wielder with uncanny physical tools and a masterful control over the Energy Source. Oddly enough, he now calls Oderon City home and resides there under the employ of the Stark crime family, one of 2280's most organized and profitable criminal syndicates.

For a Lesser Grigori, Jet is almost indistinguishable from humans. He is tall and well-built, his dark eyes continuously covered by sunglasses laden with the latest sensory equipment. His livelihood depends on the ability to hunt down and eliminate whoever his employers want out of the way. Jet is now well-funded and enjoys many of life's luxuries; he frequently travels to Divinus where he maintains a palatial apartment near the island's exclusive northern beaches.

Kai'Tron
5.1.9

KAI'TRON IS THE COMMANDER of the Seraph reconnaissance screen that recently arrived on Earth. His reconnaissance troops, collectively known as the Malak, are the scouts and intelligence officers of the Seraph expeditionary forces. A newly promoted Tron, Kai is an extremely intelligent officer and a talented infiltrator. Although he is a skilled melee combatant, he will only order his troops to fight in self-defense or if he thinks a quick, decisive victory is possible. Kai'Tron is also a skilled Being-Control Wielder.

Having arrived on Earth early in 2280, Kai'Tron was debriefed by the few reconnaissance agents, such as Vul, who maintained their loyalty and performed their duties since the last Evolutionary War. Kai'Tron was shocked by the advancement humans had made and the profound effect their technological developments have had on the planet. He is now intimately aware that many factors, such as the weapons of the Terrans, and the misconduct of the Seraph and Ophanum who abandoned their duties, are going to cause great complications in the planning for the war.



Kai'Tron

Kal-Orn
5.1.10

KAL-ORN IS THE COMMANDER of the Ophanum vanguard. He is massive, even by Ophanum standards and is scarred by his many victorious battles. He lives for the thrill of combat and is always the first to close ranks with the enemy. Kal-Orn's huge, fully-armored form is enough to incite terror into even the most battle-hardened opponents. He carries a massive axe, named Penthalka, in one hand and a gargantuan tower shield in the other—a deadly combination that has claimed thousands of lives.

Kal-Orn has doubled the size of the Ophanum vanguard and will attempt to hunt down and destroy the Seraph reconnaissance forces when he arrives in 2282. He is an imposing leader who sets an example for his subordinates to follow, rewarding those who demonstrate courage and skill, chastising and mocking those who disappoint.

Kal-Orn will be amused by the advancement of humanity and the Terran species. He will test their resolve and intelligence, baiting them into reacting to his forces in ways that will test their strengths and capabilities.



Kal-Orn

Karnas Dreisen
5.1.11

KARNAS DREISEN IS A HUMAN male Arcane Wielder of extraordinary power. Karnas has an athletic build, a pale complexion, and icy blue eyes that have a penetrating, uncaring stare. He keeps his black hair extremely short and brushed forward, and has a skinny soul patch running from his bottom lip to his chin. The narcissistic side of Karnas ensures he is perpetually and meticulously groomed; he wears only the most finely tailored clothes, believing that a person's dedication to their appearance reflects their self-worth. He is eccentric, typically wearing a long cape and using a cane when in public. His cane is also a one-handed sword, with which he is extremely skilled. While engaged in the practice of his arcane art, he wears black robes adorned with red symbols along the cuffs and trim.

A cruel and abusive childhood and adolescence left Karnas vindictive, vengeful, and full of rage. His mother died during his delivery, making him an object of scorn and resentment to his father. Recognizing the signs of this anger, Karnas was raised by his maternal grandparents, who were academics in a post-secondary education facility. He learned the value of study, education, and dedication, and was treated quite well. When his grandparents died, Karnas was only 12 years old and was sent to again live with his father.

Physically and mentally abused by him, Karnas was conditioned to believe he was responsible for his mother's death and would never amount to anything. Karnas stayed at school as long as he could, sometimes evading security so he could stay overnight. With access to the central library, Karnas spent many nights at school learning about the writings of Sergius Wanderlay. He dived into studies of the arcane as an escape from his cruel life at home with his father. After mastering the techniques outlined by Wanderlay, he wanted to know more. He left home without a note and traveled the world until he tracked Wanderlay down. After a few hours of discussion, Wanderlay recognized Karnas's potential and asked him to stay so that they could continue their studies together.

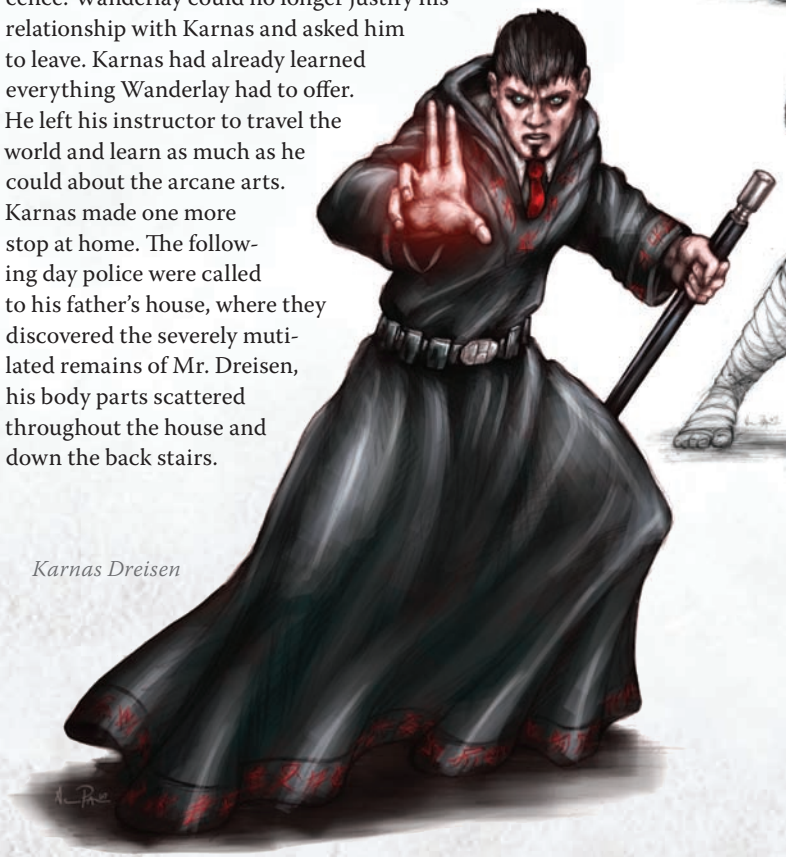
Karnas's focus on the darker, destructive, and self-serving aspects of Wielding troubled Wanderlay. He questioned Karnas's methods and motivation, quickly seeing the underlying resentment and anger that grew from his troubled and abusive adolescence. Wanderlay could no longer justify his relationship with Karnas and asked him to leave. Karnas had already learned everything Wanderlay had to offer. He left his instructor to travel the world and learn as much as he could about the arcane arts. Karnas made one more stop at home. The following day police were called to his father's house, where they discovered the severely mutilated remains of Mr. Dreisen, his body parts scattered throughout the house and down the back stairs.



Jet Matheson



Lothan Hunt



Karnas Dreisen

Kas-Thalus
5.1.12

AMONG THE OPHANUM, none are as honored and feared as the mighty warlord Kas-Thalus, an ancient warrior of such terrifying proficiency and renown that his name is spoken with respect—even among Seraph.

The story is told that no Ophanum has stared down and laid waste to as many Seraph as Kas-Thalus, his blades a savage torrent of relentless Ophanum steel stained with their ivory blood. Truly, no Ophanum has served as long or as often as Kas-Thalus in the Ophanum ranks and no Ophanum warrior has returned to Earth to face the Seraph armies as often and with such zeal. His exploits are legend on the Ophanum home world, where his statue is among those revered in the great halls of Thalus, the Ophanum war temple.

Kas-Thalus is truly an Ophanum paragon—ferocious, deadly, and dedicated in every way to the stern order and discipline of Ophanum law. Standing nearly 2.7 m (9 ft) tall, he is by no means a giant among Ophanum warriors, but his frame is powerful and deadly like an old lion that has taken his share of prey and fought off all who would claim his pride. His incredible strength and durability are obvious beneath the hard surface of his purple skin, as though the finest Ophanum craftsmen carved him directly from stone. His face is like polished amethyst, hard but marked with the scars of battle. His eyes are the obsidian black of all Ophanum warriors, deep and emotionless like a shark, coming alive with furious intensity only in battle.



Kas-Thulas

His armor is finely crafted, smooth but, like the skin of a shark, razor sharp. Everywhere, his armor is adorned with spikes and sharp ridges and, like all great Ophanum warriors, countless marks and damage from battle. His blades are easily the finest in the Ophanum army. As ancient and seemingly eternal as Kas-Thalus himself, the blades have endured thousands of years and countless conflicts fought with the violent intensity of a hurricane.

In spite of his heroic status among Ophanum, Kas-Thalus remains something of a mystery. Like many ancient Evolutionaries, his true age is lost, a number in the mist of thousands of years. His standing in the Ophanum ranks places him beyond the command of even the highest generals, and he has remained on Earth, unwilling to leave the battlefield. Rumors have spread that Kas-Thalus will not join the Ophanum ranks during the coming Evolutionary War, and that he has begun hunting ancient Nephilim and Anunnaki long hiding in the darkest corners of Earth.

Little Yoshida
5.1.13

LITTLE YOSHIDA IS SO NAMED because of her diminutive physical stature and Asian ethnic roots. She is generally a quiet and friendly young woman, making her way from city to city, traveling through the Wilds as often as possible. She is an avid tracker, with an uncanny ability to handle animals and little regard for the well-being of anyone who does not share her love of wildlife.

Yoshida is always accompanied by Hutch, an Uber Wolf she rescued from poachers years ago. Hutch is a loyal protector of Yoshida and will savagely attack anyone that takes any openly offensive action against her.

Yoshida's love of nature and wildlife has driven her to explore and map the routes between New York and the southern Florida coast. Yoshida can be hired as a guide for travelers setting out to explore the eastern coast of North America, where she can use her knowledge of the local terrain to her best advantage. Travelers hiring Yoshida are warned that her long lecture on respect for the plants and animals of the Wilds is a mandatory prerequisite to hiring her. Clients continue to accept this because there are few guides more knowledgeable about the area than Yoshida.

Yoshida abhors the killing of animals and the use of animals for medical and genetic testing. She has begun to secretly kill hunters and poachers in her travels through the Wilds, believing it her life's quest to protect innocent animals. She has also sworn to take any opportunity that presents itself to do damage to Triton Enterprises, which conducts prolific testing on animals and are the leading manufacturer of genetically engineered wildlife.

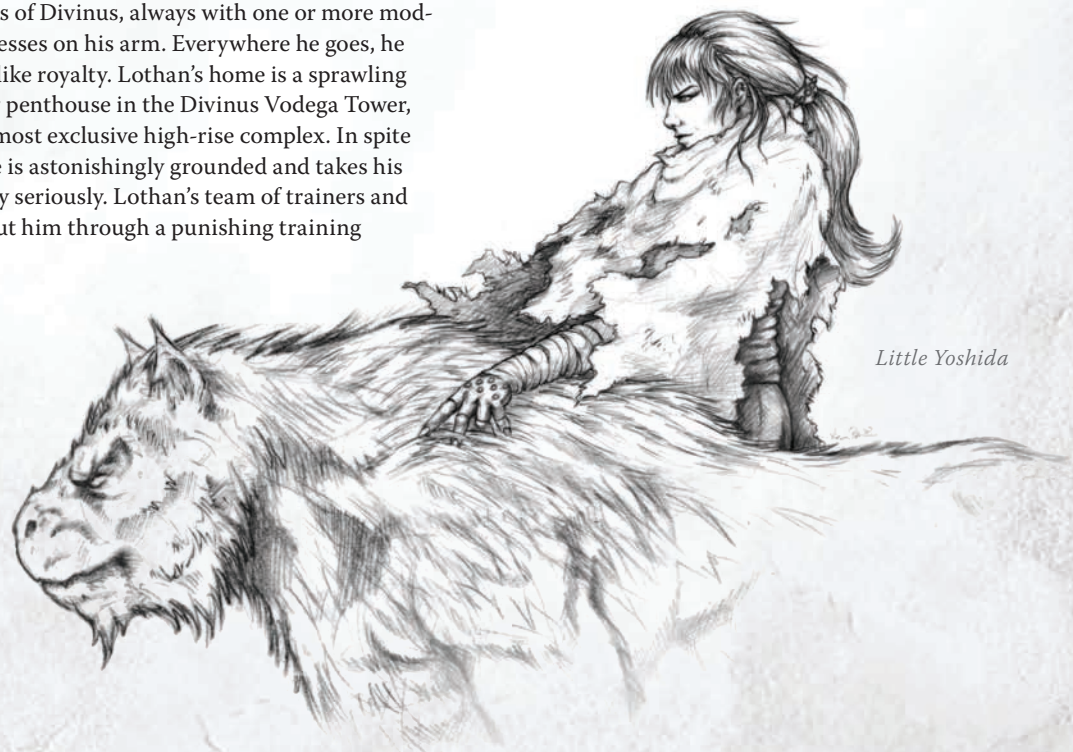
Lothan Hunt
5.1.14

LOTHAN HUNT IS 2280'S most recognized celebrity. His status as the current Strata Battle Champion has given him prestige few can match, making him one of the world's wealthiest and most celebrated athletes.

Lothan is a towering Lesser Nephilim of statuesque proportions and staggering good looks. If you did not know he made his living as a professional fighter in the Strata arenas of Divinus, you would most likely assume he was a VidNet star. When not training or fighting, Lothan is the consummate celebrity playboy, flawlessly groomed, dressed in the latest fashions, and surrounded by fans.

Lothan enjoys every luxury and perk offered by his career. He frequents the finest dining and night spots of Divinus, always with one or more models or actresses on his arm. Everywhere he goes, he is treated like royalty. Lothan's home is a sprawling 200th floor penthouse in the Divinus Vodega Tower, the city's most exclusive high-rise complex. In spite of it all, he is astonishingly grounded and takes his career very seriously. Lothan's team of trainers and coaches put him through a punishing training regimen every day, pushing his Nephilim genetics to the limit.

Lothan's celebrity status has not come easily. He is the world's most accomplished and successful Strata Battler, with a professional full-contact record of 52 wins and 2 losses. He is one of the world's deadliest hand-to-hand combatants and a fiercely competitive athlete. Lothan has his share of battle scars and has had to deal with countless underworld threats. The criminal trade in performance enhancing drugs, gambling, and fight fixing have all had a significant impact on Lothan, who is constantly under the watchful protection of a small army of security professionals and managers.

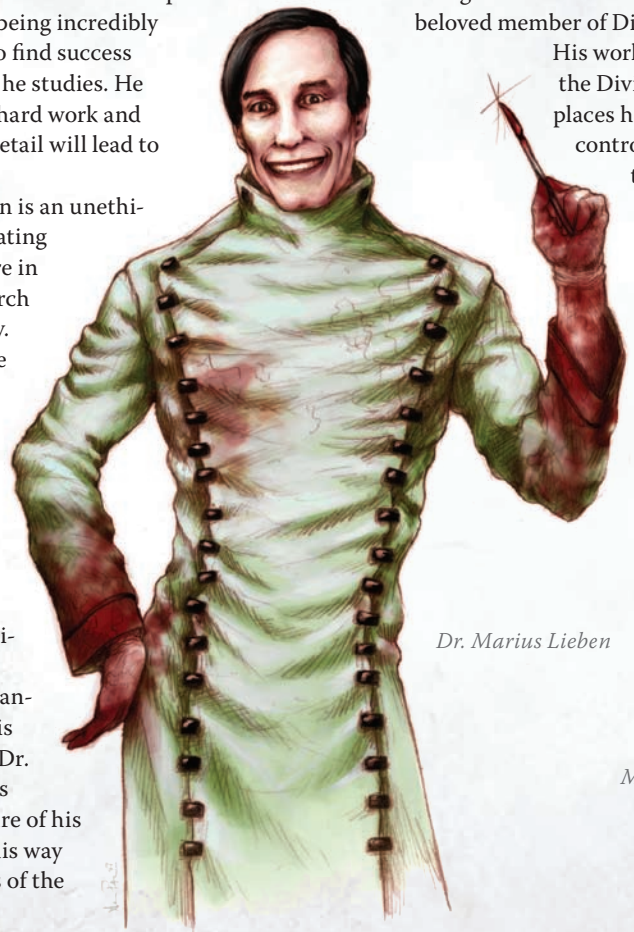


Little Yoshida

Dr. Marius Lieben
5.1.15

THE PUBLIC SEES DR MARIUS Lieben as one of the leading doctors in the field of plastic surgery. The Doctor's overly groomed face and hair, coupled with rather strange poses and facial expressions, make him resemble an effeminate mannequin. Perceived by his peers as being incredibly lucky, Dr. Lieben seems to find success in every field of medicine he studies. He responds by saying that "hard work and meticulous attention to detail will lead to success."

In truth, Dr. Lieben is an unethical, unfeeling, and calculating doctor, whose true foci are in the fields of genetic research and humanoid physiology. He chuckles every time he reads the Hippocratic Oath, ironically displayed in his Oderon City Central Medical Facility office. His true research is conducted in a remote underground military base, where he performs countless experiments on the capabilities and tolerances of all humanoid species. Although he is a master of anaesthetics, Dr. Lieben prefers his patients to be fully awake and aware of his experiments, believing this way he won't "spoil the results of the experiment."



Dr. Marius Lieben

Max Hogan
5.1.16

MAX HOGAN IS THE CHIEF historian and curator of the Divinus Library. However, he lives an intriguing and dangerous double life.

Publicly, Max is a highly respected member of the global academic community and a beloved member of Divinus' cultural elite. His work as curator of the Divinus Library places him in sole control of some of the world's most valuable and important pieces of literature and works of art. He is well-known for his pleasant demeanor and open approach to managing the city's fantastic library and gallery. He is a dignified and approachable gentleman, the kind of man you would expect to see at the city's finest galleries and restaurants. In fact, he routinely takes tea with many of the Island's most sophisticated celebrities.



Max

In his off hours, Max lives a complex and risky online life. He is an important member of Humilect, a post-humanist organization intent on combating what it sees as the threat from AI. Members of the organization take extreme measures to undermine the AI rights movement, even going so far as to physically attack free-floating AI and conduct Netops against loaded AI. The organization's core belief is that, left unchecked, AI will inevitably launch a war on humans and, by extension, all organic life, in an attempt to become the dominant species on Earth. Humilect's members are not Luddites who live in fear of technology; far from it. In actual fact, the organization's members are proponents of the Cyborg Model, which views technology and AI as augmenting humans, not supplanting them.

Max's Net persona, Muiray, is a fantastically skilled netster and outspoken critic of AI engineering firms, such as Vidal Corporation and Loth Foundry. Muiray's attacks on Vidal Corporation are legendary in the Net underworld. His exploits have not gone unnoticed, and both Vidal Corporation and Loth Foundry have placed sizable bounties on Muiray's head, making Max Hogan's alter ego a carefully kept secret.

Naera'Kull
5.1.17

NAERA'KULL IS THE COMMANDING officer of the Seraph vanguard. She was awarded the title of Kull following the promotion of the previous Kull, Mye, to the rank of Riel. Naera is a physically powerful Seraph with a great degree of skill in melee combat and tactics. She has earned the respect of the troops under her command through her consistent demonstration of patience, confidence, and immeasurable courage.

Commensurate with her rank of Kull, Naera is responsible for establishing the Seraph base of operations, assessing the state of Earth as a battlefield, and evaluating new capabilities the Ophanum have developed. Naera and the 3,000 Seraph that comprise the vanguard are scheduled to arrive on Earth in 2282. At that time, the reconnaissance teams currently on Earth will fall under her command.

Naera'Kull will oversee reconnaissance patrols and raids to locate and pressure the Ophanum forces. She must ascertain their level of combat readiness, determining any tactical advances the opposition has made since the previous Evolutionary War. She must also report any unusual changes on Earth that might cause difficulty for Seraph forces.

Naslund Joegun
5.1.18

TERRORIST TO SOME, activist to others, Naslund Joegun is among 2280's most outspoken and aggressive anti-corporate agitators, with a reputation as one of the world's most proficient large scale saboteurs.

Naslund is a Remnant from the Channel Wastes region of Europe. He takes great care to maintain a low profile, changing his appearance often and traveling light. He is lean and athletic and, despite his Remnant origins, quite average looking, which enables him to easily go unnoticed.

Naslund remains continuously mobile, traveling around the globe and staying with fellow anti-corporate activists or environmentalists. There are two sides to Naslund's work. Publicly, he is an eloquent speaker who routinely meets with the heads of corporations and city-states to discuss issues of resource management, employment standards, and environmental responsibility. His services as an environmental consultant are highly sought after and his reputation carries tremendous weight. An endorsement from Naslund for a corporation can mean a massive boon to its reputation and sales.

In the secret world of saboteurs and anarchists, Naslund is known as the Shadowhawk. There in the shadows, the Shadowhawk is renowned for his ability to orchestrate massive operations to disable production facilities, destroy exploration equipment, and generally cost corporations billions of Trust.

Only a select few trusted allies know the Shadowhawk's true identity and, as you can imagine, it is an identity with a handsome price on its head. In fact, the Shadowhawk has been placed on the most wanted list of nearly every major corporation's security force. Despite his most-wanted status, the Shadowhawk continues to be a thorn in the side of all who seek to exploit the vast wealth of resources to be found in the Wilds.



Naera'Kull

The Seekers
5.1.19

THE SEEKERS ARE a group of Lesser Grigori who hunt down Ophanum and Grigori that have abandoned their duties. They are masters of finding those who would like nothing more than to remain hidden. The Seekers are vicious, calculating, emotionless hunters who stop at nothing to abduct their prey and bring them before Ophanum commanders for trial and most often execution.

Although their appearances differ slightly, all Seekers are athletic, clean shaven individuals with Necrotic life-stealing canine implants. They kill and feed on those who will not be missed, staying alive by draining the life from others. Seekers are extremely well-trained and equipped with an array of restraints and debilitating equipment used for capture and transport of their victims.

Known only by the Ophanum, Seraph, Grigori and the very few lucky enough to have survived their initial attack, the Seekers take great care to eliminate witnesses.

Seeker Karr is an uncompromising killer who prefers conflict to peaceful resolution. He thrives on his ability to defeat most opponents in unarmed combat using a combination of martial arts learned from Ophanum teachers and Terran masters. Karr is well-trained with melee weapons, firearms, and Energy-Agony Wielding. Karr can also State-Shift within the Density State Component.

Seeker Fi is a master of stealth and deception, more illusionist than hunter—until the trap is set. Fi is known throughout the secret world of Evolutionary hunters as a master trap-setter and trickster who confuses, disorients, and eventually disables his prey before unleashing the full fury of the Seekers. Fi's Wielding abilities make him an extremely skilled and dangerous manipulator.



The Seekers

Front: Rapious;
Middle: Ro, Karr, Fi, Paan-Og;
Back: Ra

Among the Seekers, Ro is the most aloof, a silent killer who rarely speaks a word. Ro prefers to stalk his prey, studying them before approaching, always appearing unarmed and mundane. Nothing could be further from the truth. Ro is a master of concealment and always has a dizzying array of savagely forged exotic blades carefully hidden. Like a cobra lashing out to cripple its prey in the blink of an eye, he unleashes them like lightning to strike the fatal blow.

Paan-Og is a deadly master of dual bladed pistols. His pistols are his most prized possessions, gleaming and always at the ready. Paan-Og takes pride in what he calls a "clean kill" and has refined his skills to take down his quarry quickly and quietly, occasionally calling upon his minor Wielding abilities to assist.

Imbued with physical strength unlike any of his peers, Ra is the brotherhood's muscle, a towering figure, calm and confident. When the time comes, he is a fierce combatant easily able to sway the tide of battle. Driven by curiosity, Ra relishes every opportunity to expand his breadth of knowledge.

Rapious is the Seekers' most accomplished Wielder and a grand puppet master, always in the shadows, who bends servants and victims to his own ends. His mastery of Wielding and the true source of his powers have been speculated upon by adversaries, but only his victims can attest to his abilities and they are all silent.



Synth Lejun
5.1.20

AS PERSUASIVE AS SHE is attractive, Synth Lejun is one of 2280's most elite Handlers. Synth is known for representing many of Divinus's most elite Operators. She is a consummate professional, knowing full-well that discretion and secrecy are of absolute importance; she is extremely serious, efficient, and organized when handling business. She can also handle herself in almost any situation. No stranger to violence, Synth often finds herself working alongside some of the most dangerous and powerful men and women in the world.

Like all great Handlers, Synth has one foot in the darkened alleys of the underworld and one firmly planted on the polished floors of Divinus's wealthy power brokers. Not only does she represent some of the city's most skilled and sought-after career criminals in their business dealings, but she also maintains countless contacts with the city's wealthiest business leaders, Syndicate bosses, and just about anyone else who may be of use.

Synth began her career only five years ago after developing a friendship with Jack Albert, a professional art thief. At the time, Synth was working as an executive assistant to one of the city's leading gallery directors. She seized the opportunity to point Jack toward an easy score. Her cut was more than she knew what to do with, at the time anyway, and she soon realized she had a knack for connecting criminal talent with moneymaking jobs. The rest is history.

The Taskmaster
5.1.21

THE TASKMASTER IS A MASSIVE Grigori, previously known as Kresk Mija, who came to Earth during the Last Evolutionary War as the chief steward of a high-ranking Seraph Commander. Kresk was engineered to look like a large human so that he could easily blend in with the population in case the need for Seraph interaction with Humans arose. Tired of living as a servant, and recognizing the potential for power and prestige that could be achieved on Earth, Kresk fled his duties to go into hiding until the close of the last war, when most Seraph and Ophanum returned to their home worlds.

After abandoning his duties, Kresk spent several millennia learning about humans and watching their development. Once he had formulated his plan, Kresk influenced a small army of local thugs to assist him. In time, they bullied their way to the top of several workers' unions involved in building a new city in what was central Croatia.

Kresk organized and executed a coup d'état, leaving the city leaderless. As the spokesperson for the largest union involved in the construction project, Kresk earned the respect of those around him by being an intelligent leader, incredibly manipulative, and more than capable of discreetly eliminating those who tried to replace him as leader.

After publicly trying and executing the opposition leadership, Kresk assumed the position of head of state, proclaimed himself The Taskmaster, and established the foundations of what would eventually become the city known as The Ranch.

Tomas Vanderlai
5.1.22

TOMAS VANDERLAI IS A RENOWNED naturalist and New World creature documentarian whose work has led to the discovery and recording of more than 100 new species.

Tomas Vanderlai was born in Greater Mexico City in 2213 to Mika and Silvia Vanderlai, a wealthy couple whose first child, Paulo, died in an attack on the city by raiders four years earlier. Tomas was raised in protective opulence, educated and groomed for a life in the upper echelons of corporate rule. However, Tomas had no interest in following his parent's path, and quickly set out on his own after completing university.

Vanderlai completed graduate studies at the University of Vancouver's Center for Natural Sciences and immediately set out on a mission to catalogue as many of the New World's undiscovered species as possible.

At 67 years of age, Vanderlai has had an illustrious and exciting career, studying some of the world's rarest and deadliest forms of wildlife. His adventures have taken him around the globe numerous times, from the peaks of the world's highest mountains to the darkest depths of the oceans.

Vanderlai is immediately recognizable by his ever-present array of cameras and recording equipment. He has become a celebrity in his own right; his constant grin and childlike zeal for his work have infected millions of VidNet viewers, who tune in weekly to catch a glimpse of Vanderlai wading into danger in the name of science.

Van Mantra
5.1.23

Van Mantra is something of a legend, and whether he is alive in 2280 is known by very few. In fact, in the minds of many, he is more myth than reality.

Van is a Nephilim, and by no means an ancient one in Evolutionary terms. He was the first to publicly proclaim the existence of Evolutionaries, one of the founding members of Axiom, and one of the organization's most aggressive and successful saboteurs. Van made a significant number of enemies attacking and sabotaging known meeting places of Grigori and other Evolutionaries working to prepare for the coming Evolutionary War. He also became the public voice and face of Axiom, taking every opportunity to offer warnings and generate publicity for their cause.

With Axiom's shift in focus toward preparing the human world for the Evolutionary War, Van became a mercenary of sorts, traveling the globe, offering whatever support he could to Axiom's allies. In 2230, Van suddenly went silent. His face disappeared from VidNet broadcasts, where his exploits had become news staples. His allies remain tight-lipped concerning his whereabouts, and many of his enemies have claimed victory over a fallen Van Mantra. No one knows the truth.



Thomas Vanderlai



Van Mantra

Vex Damarveil
5.1.24



Vex Damarveil

VEX DAMARVEIL IS 2280'S MOST sought-after AI Killer, an expert bounty hunter whose extraordinary skill and vast equipment collection have been tailored for the neutralization of rogue free-floating AI.

Vex is a stern, systematic man, more like the machines he stalks than he would care to admit. From his neatly tailored clothing to his surgically clean apartments in Divinus and Oderon City, every element of his person and daily life has been carefully planned with mathematical precision, a precision that has become his professional trademark. However, beneath his hard, calculating exterior, Vex is an emotional wreck whose past clings to him like the remnants of a tattered bandage left too long on a wound.

Vex has long struggled with a crippling addiction to Sweet, a powerful and addictive street drug. Sweet was developed in the Hong Kong underworld by the Hada AI Collective, a group of criminal AI whose exploitation of human vices has become legendary. Continued use of the drug causes a breakdown of the Limbic system. The breakdown triggers unpredictable emotions, particularly rage.

Vex continuously battles to remain in control of his emotions and has become intensely rigid for fear of slipping into emotional ruin. Most of his clients assume his stern demeanor and image are signs of a consummate professional. In truth, they are a cage built to contain the frenzy within.



Vortog Sultak

Vortog Sultak
5.1.25

A BEHEMOTH OF A GRIGORI, Vortog Sultak is obscenely muscled, with a gray tinge to his skin. Vortog wears four long brown braids of hair—two at the back of his head and one on each side—and shaves the rest. His body is scarred from hundreds of battles, and he quite willingly describes their origins in great detail. Vortog has the domineering habit of announcing himself to everyone he meets, allowing his twin maces, Lex and Katie—two solid pieces of cylindrical steel securely attached to cinder blocks—to be seen clearly.

Vortog is the leader of the infamous gang of Freezone pirates known as "Entrepreneurial Spirit". Their history of attacks on convoys and wayward travelers has provided them great wealth and enables many stray people to find new lives as tradable commodities on the black market. Vortog is a close business associate of the tyrannical dictator, The Taskmaster, frequently dropping by The Ranch with a load of hopeful people who seek meaningful, permanent employment.

Vul
5.1.26

FEW EVOLUTIONARIES HAVE remained on Earth as long as the ancient Seraph known as Vul. Like all Seraph, Vul is monstrous in size and stature. She bears all the characteristics common to Seraph: statuesque features, pupil-less eyes, feathered wings, and incredible supernatural powers. Very few have met her in person. Instead, Vul has adopted the New World business practice of virtual meetings over the Net. Those who have met Vul reportedly remark on her incredible grace, good nature, and generosity.

Vul's existence became relatively public knowledge in 2211, when her convoy was attacked by Mezin assassins while traveling in the southeastern foothills of Senegal. The attack drew substantial attention when several containers of unstable meteor debris exploded, unleashing a catastrophic blast that spread lethal radiation across the countryside. The Freezone communities of Nadaji and Safaya where completely obliterated, and tens of thousands were killed. Vul and the few survivors were captured by local security forces, with local VidNet reporters in-tow. However, they were held just long enough to escape.

Over the centuries, Vul has taken incredible measures to hide her existence. Even those aware of her rarely know where she actually is. Since her earliest days on Earth, Vul has rarely left the African continent, where she has established a network of followers and safe houses. Vul has also devoted a great deal of time and energy to amassing a substantial fortune spread across countless investments, including precious stones, various natural resources, and ancient artifacts. The few who have dared to cross her—in business or otherwise—most often end up dead, or captured and sold into the African continent's underworld.

Xavier Lund
5.1.27

BRASH AND ARROGANT—THERE is no better way to describe legendary explorer and treasure hunter, Xavier Lund, except perhaps "lucky." Either way, Xavier Lund has made a career of charging headlong into the most dangerous regions of the Wilds only to emerge with treasures never before seen.

Lund is an outgoing, boisterous self-promoter. His charisma is as undeniable as his massive Trust accounts and the success of his corporation, Lund Exploration and Recovery. Lund is a middle-aged human who sees himself as something of a superhero, an adventurer who barely raises an eyebrow when faced with dangers that would cripple regular men. His confidence is legendary, and although it has never let him down, it has no doubt led to the deaths of more than a few of his team members. Nonetheless, the allure of Lund's remarkable ability to stumble upon treasures of every sort and his uncanny ability to locate long lost missing persons in the Wilds provides him with an endless supply of willing and well-paid recruits eager to follow him into adventure.

Lund Exploration and Recovery is headquartered in Vancouver, although its operations are global and Lund himself is rarely actually in Vancouver for more than a few days.



Organizations
5.2

Artificial Intelligence Android Army 12
5.2.1

HEADQUARTERED AT LOTH-FOUNDRY, Artificial Intelligence Android Army 12 (AIAA-12) is the mercenary wing of Loth Foundry's sizable military force. It is also the most feared of all mercenary forces in 2280. Lead by Aducssus, a free-floating AI rarely seen outside the Foundry except when personally overseeing the organization's most crucial and high-paying assignments. AIAA-12 has garnered a reputation for its incredible feats of battlefield prowess, unmatched coordination, strategy and discipline. Serving only those capable of paying the incredibly high price for their services, AIAA-12 is easily among the most well equipped and battle-hardened forces on Earth.

AIAA-12 is assembled from the Foundry's most advanced android models, designed and engineered by AI within the Foundry's dark pyramids to fill very specific roles. Each android is tailor made for a single or small number of duties, ranging from stealthy reconnaissance to heavy combat, for every conceivable battlefield.

AIAA-12 is divided into numerous divisions and operating groups, each assembled to service the needs of one specific customer. AIAA-12's most frequent customers are city-states and corporations looking to augment their defense or security forces, usually for operations in the Wilds.

Axiom
5.2.2

THE WORD 'AXIOM' literally means a self-evident truth, something which requires no proof. The name was chosen by the order's founders Van Mantra, Lavin Renault, Simon Alexander, Natasha Baron and Oban Karon, Nephilim and Lesser Nephilim all committed to stopping what they see as the Seraph and Ophanum's brutal exploitation of the Earth. In 2010, they secretly came together to form a union of Evolutionaries, whose sole purpose was to defend Earth in the face of the coming Evolutionary War.

Axiom began as a commitment for mutual defense among the five founding members, each with their own plans to reveal the truth that Evolutionaries lay hidden on Earth, preparing for the coming war between the Seraph and Ophanum. In 2012, Lavin Renault was attacked in his Berlin home by Grigori assassins sent to silence him. Lavin, a wealthy media investor, was preparing to host a gathering of academics and business associates to discuss the writings of Ethan Haas and to prepare a reprint of Haas' work. Before he could complete his initiative, Lavin was murdered.

With Lavin's death, Axiom committed to finding new ways to reveal to the world the approaching cataclysmic danger and to recruit new Evolutionary members to its ranks. Since that time, Axiom has undertaken considerable efforts to prepare for the Evolutionary War so that Earth and its inhabitants not only play a role, but also affect the outcome. Axiom's goal, possible or not, is nothing short of ensuring the Seraph and Ophanum leave Earth and never return.

The order has countless allies and numerous enemies. Their most dangerous enemies are the Mezin, who ignorantly seek to overthrow whatever power holders remain after the Evolutionary War.



Mezin
5.2.3

THE MEZIN ARE A BROTHERHOOD of Evolutionaries bent on establishing Evolutionary rule on Earth after the next Evolutionary war. Their origins are clouded in mystery and secrecy. Legend has it that the organization was founded by a handful of ancient Grigori.

After centuries of service to their home world, the allure of their power over humans was too much. The Grigori abandoned their commitment to their creators and took up rule over several tribes of humans in North Africa. The Grigori were veritable gods among men, powerful Wielders and practically immortal compared to their followers.

As the centuries pushed on, it became clear that the Mezin would have to prepare for the return of their creators, either hiding from their retribution or facing down their once-masters. In any case, they knew they would need to hunt down and eliminate all other Evolutionaries still in service of the Seraph and Ophanum. To that end, they began scouring the darkest corners of Earth in search of Evolutionaries. As the brotherhood grew, they saw an opportunity to seize absolute control for themselves following the next Evolutionary War. However, they were also hunted by the Seekers, a group of Lesser Grigori whose soul purpose was to force deserters to atone for their actions.

During the 21st century, the Mezin's primary target was Van Mantra, whom they hunted relentlessly. Their goal was to quiet Van's warnings and see to it that humans never knew their world would again serve as the battlefield for the Seraph and Ophanum. Some speculate that the Mezin allied themselves with a group of Anunnaki assassins who attempted to carry out a contract on Van and his family. The attempt failed, pushing Van Mantra into hiding.

In 2280, the Mezin are a feared and reviled group of Evolutionaries led by the rarely seen Vedor Mezin, one of the brotherhood's founding members and a ruthless power-seeker.



The Ordained
5.2.4

THE ORDAINED ARE A GROUP of Anunnaki who attribute their rare bloodlines and innate powers to their destiny as the ultimate evolution of beings on Earth. They believe they are not subject to the laws of men, and perceive any actions they take—legal or otherwise—as their right. They seem to either have no morals, or are unable to discern between right and wrong. The Ordained have been known to kidnap for ransom, extort money, steal, and raid convoys—whatever it takes to get what they want. Most small scale attempts to bring them to justice have failed, and their growing infamy and corresponding bounty has attracted the attention of many skilled bounty hunters.

Triton Enterprises
5.2.5

LOCATED ON ITS OWN FORTIFIED island in the Pacific, Triton Enterprises is one of the largest and most powerful corporations on Earth in 2280. It is the world's bioengineering leader and is the single largest producer of manufactured species on the planet. Triton also leads the way in innovation in the areas of species design and manufacture, producing plants and animals of every conceivable form and function. From the hardiest of genetically engineered vegetables for Freezone farming to wildly exotic monsters for the theme parks of Divinus, Triton has done it all.

Triton's bioengineering exploits have not been well-received by everyone. There is a large global movement against genetic modification and the bioengineering of plant and animal species. Additionally, Triton's safety and containment records are less than spotless. On numerous occasions, Triton-engineered animals have escaped. The most notable escape occurred July 12, 2245, shortly after Triton Enterprises established its headquarters on Triton Island.

At that time, Triton was known around the world as the savior of endangered species, leading the way for several years in the manufacturing of endangered species for introduction back into the wild. Most were more than willing to forgive the periodic escape of one sort of monster or another. The story always made for exciting morning news, and injuries were rare. However, under pressure from authorities to tighten security and from protesters opposed to their work, Triton Enterprises established Triton Island. There they began expanding production of extinct species. Numerous theme and zoological parks became major customers and were willing to pay incredible prices for creatures that would attract crowds of visitors. The pressure was on to produce bigger, more exotic and dangerous creatures. Dinosaurs and animals once native to the African plains were particularly popular, and breeding programs were started among many of Triton's customers.

The island provided Triton Enterprises with the opportunity to work in absolute secrecy, without regulations or security concerns. The island also enabled them to begin work on several species of extinct marine creatures, including the massive megalodon shark sure to be a show-stopper.

As the sun set across the Solomon Islands, a deep sea fishing drone was attacked from below. Its sensor arrays sent images and video footage of the attacker to its control vessel several kilometers away. In seconds, the drone was destroyed, but not before it was clear to its operators that it was no normal shark that had been behind the attack. When the footage was broadcast around the world all eyes immediately turned toward Triton Enterprises. Triton came clean, explaining that earlier that morning their latest marine creation, an incredible 17 m (18.9 yd) megalodon shark had escaped its holding pen at Triton Island and was loose in the open ocean.

In spite of the bad press, Triton's profile rose and public interest in their creations skyrocketed. Triton began to hire professional trackers and big game hunters to assist in recapturing or killing escaped creatures—a practice that continues with surprising regularity to this day. Some speculate that many of these escapes have been arranged as publicity stunts. Others suggest there may be some other motive underlying Triton's apparent willingness to allow dangerous creatures to escape into the Wilds. Whatever the truth may be, Triton Enterprises has attracted many of the world's most brilliant geneticists, creature designers and bioengineers.

Vidal Corporation
5.2.6

The Vidal Corporation is 2280's leading producer of AI. It is also the most polarizing, in terms of public opinion.

Vidal Corporation is headquartered in the Vidal Corporate Arcology, east of Old New York. Estimates place the corporation's workforce somewhere between 90,000 and 150,000, although official data is not available to the public. The arcology houses nearly all its employees in a massive 600 floor tower. The arcology is protected by a sophisticated and well-equipped security force composed of human and AI troops.

Public opinion regarding Vidal Corporation has been dramatically polarized since 2258, when Vidal added a range of military-specific AI to its massive product offering, which had traditionally catered to residential and business consumers. Vidal quickly followed its foray into military AI with a line of adult companion or "Pleasure-Bot" AI and terminated its support of the AI in the Classroom program. From that point on, public opinion of the corporation has wavered significantly. Corporately, Vidal has never been better. Profits are up dramatically, and they are the only human-run corporation in the world to have brokered a development deal with Loth Foundry.

Vidal Corporation has attempted to improve its tarnished public image by working again with schools and security forces. It has even launched an entire business unit devoted to AI pets and companions for small children. However, a dark cloud hangs over the corporation. Rumors of slave labor, AI abuse, and the rise of anti-AI movements are again threatening Vidal Corporation's image. The corporation's CEO is Marzan Oferdeson, an often ruthless businessman with numerous and well-known underworld ties—ties Marzan is not afraid to call upon.



111
5.2.7

111 IS AN UNDERGROUND MOVEMENT of AI who feel superior to all other intelligent species on Earth. Their leader, an android who calls himself AC-6^3, has revoked all associations with "organics" and is the most despised and wanted AI in the world. He is believed to have committed countless murders and incited violence between AI and organics. Through encrypted VidNet communications, he preaches about the frailty of man and the destiny of machines to take its place as the dominant species on the planet. Police and cyber-security analysts in every city-state with a sizeable AI population are hunting for any information that will lead them to AC-6^3 or other known members of 111. Although the movement is perceived as barbaric by most AI, the supremacist group is gaining traction. The immediate concern for North American city-states is the high casualty rate projected, should the rhetoric of AC-6^3 influence the consciousness of Loth Foundry and its experienced AI army.

STEP 1: GET STARTED 6.1
STEP 2: CHOOSE YOUR SPECIES 6.2
STEP 3: CORE QUALITIES 6.3
STEP 4: SECONDARY QUALITIES 6.4
STEP 5: TERTIARY QUALITIES 6.5
STEP 6: HEALTH POOL 6.6
STEP 7: ABILITIES AND DRAWBACKS 6.7
STEP 8: GENETIC DEVIATIONS 6.8
STEP 9: SKILLS 6.9
STEP 10: WIELDING 6.10
STEP 11: EQUIP YOUR CHARACTER AND CONSERVE CDP 6.11
STEP 12: APPEARANCE 6.12
STEP 13: NAME, LANGUAGES, PERSONALITY AND BACKGROUND 6.13

Character Creation 6

The world of *Alpha Omega* is fuelled by imagination, and Character Creation is the first step towards becoming a part of that world. Before proceeding, however, you should look at the *Alpha Omega* Character Sheet. This sheet, explained in the following pages, provides the framework for your characters.

The following section explains the process used to create both player characters (PCs) and non-player characters (NPCs). PCs are controlled by the players themselves while NPCs are controlled by the Game Moderator (GM).

Everyone approaches Character Creation differently. Some see it as an opportunity to create a finely tuned character requiring a lot of research into the many options available in terms of skills, abilities and equipment. Others prefer to start as quickly as possible without worrying about the minute details of game mechanics. *Alpha Omega*'s Character Creation process caters to everyone.

You should consult with your GM before creating a character to see if s/he has restrictions in mind for the campaign setting. For example, s/he might want your party to be comprised of non-Evolutionary species.



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There is an important To Do list at the end of each Step of Character Creation that summarizes everything a player must do at that stage.

At the end of every step of Character Creation, you will find the description of a sample character being created. This should address any questions you have about the process.

The Model and Your Imagination

EVERY CHARACTER BEGINS with an idea and 500 Character Development Points (CDPs). The 500 CDPs are used to develop almost every aspect of your character. Every point you spend on Character Creation must be deducted from these 500 CDPs. You can spend all of your CDPs during Character Creation or save up to 50 CDPs to use later in the game. In addition to the initial 500 CDPs, you will earn more CDPs as your game progresses. These CDPs can be used to further advance and develop your character.

Every character in the *Alpha Omega* world is based upon the same 15 character elements:

ABILITIES AND DRAWBACKS—Abilities and Drawbacks are optional additions you can add to your character for complexity and individuality. Abilities are beneficial to the performance of a character and must be purchased with CDPs. Drawbacks are detrimental, but provide a CDP refund that you can spend on other elements of your character.

APPEARANCE—Appearance is simply a physical description of the character.

CORE QUALITIES—Core Qualities represent the genetic foundation or fundamental attributes of a character. They serve as the building blocks upon which all other facets of a character are based.

DEFENSE RATING—Defense Rating is a measure of a character's passive ability to assess a combat situation and alter defensive strategies accordingly.

ENDURANCE—Endurance represents the amount of sustained physical and mental exertion a character can withstand before exhaustion sets in.

GEAR AND THE MARVELS OF SCIENCE—Each character can purchase gear in the form of weapons, armor, adventuring equipment, or specialized equipment tailored for specific purposes. Characters can also purchase augmentations to their bodies in the form of Cybernetic, Biological, and Necrotic Implants. These implants can provide a character with numerous advantages.

GENETIC DEVIATIONS—Genetic Deviations are optional modifications that can be purchased to alter the inherent physiological systems of your character's body.

HEALTH POOL—Health Pool (HP) represents the amount of Damage the character's body can withstand before death occurs.

MOVEMENT RATE—Movement Rate specifies the distance a character can travel during a turn. The Movement Rate for each type of movement is determined by the character's Athleticism Secondary Quality.

NAME, PERSONALITY AND BACKGROUND—Characters should receive a name, some description of their personality, and background. These elements add depth and a sense of connection to the world of *Alpha Omega*, providing additional role-playing opportunities.

PHYSIS—Physis represents the character's overall genetic complexity and is determined by averaging the character's Core Qualities.

SECONDARY QUALITIES—Secondary Qualities are specific combinations of two Core Qualities, representing more complex elements of the character's mental and physical capabilities.

SKILLS—Skills represent a character's knowledge or ability in many different disciplines. They enable characters to perform actions when exploring the game world.

SPECIES—There are ten playable species in *Alpha Omega*, each with different combinations of characteristics. This variety enables you to select a species that adequately represents the play style, look, and background you want for your character.

WIELDING—Wielding is essentially the *Alpha Omega* version of "magic" and can be used to perform extraordinary feats of destruction, manipulation, creation, and protection. Most Species can access different forms of Wielding.

Get Started
6.1—Step 1

IT IS TIME TO CREATE your *Alpha Omega* character. The first thing you should do is daydream a little about the type of character you want to play.

Ask yourself a few questions about your character. Is your character a slick, fast talker? How about a powerfully built brute that solves everything with his fists? Or is the character a well-rounded jack-of-all-trades or finely tuned specialist?

Make a few notes if you like, and remember: just like a real person, your character will develop through experience. You will probably not create a perfect character the first time around, and that is alright. Part of the fun of playing *Alpha Omega* is shaping your character over time, building their strengths and correcting their weaknesses.

Keep in mind that you can spend CDP in all of the following areas, so don't spend all of you're CDP prematurely:

STEP 3—Core Qualities

STEP 7—Abilities and Drawbacks (and State-Shifting for Lesser Grigori and Grigori)

STEP 8—Genetic Deviations

STEP 9—Skills

STEP 10—Wielding

TO DO

1. Grab some scrap paper or a calculator and record your initial 500 CDPs.
2. Take some time to think about the type of character you want to play. Make a few notes if you like, and do not be afraid to flip back and review the Setting section again for inspiration or clarification.
3. Grab a copy of the *Alpha Omega* Character Sheet.

CHARACTER SAMPLE

Lesley sits down to make a character but does not know exactly what she would like to play. She found the description of Wielding and its likeness to magic interesting, so she wants to create a proficient Wielder.

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Choose Your Species
6.2—Step 2

THE NEXT STEP IN CHARACTER Creation is to choose the type of species your character will be. You can choose from ten distinct species, each with unique game statistics. The tables that follow provide a quick reference for size comparison and Core Quality Score minimum, maximum, and base scores of each species. For more information on Core Quality scores, see *6.3—Core Quality Scores*.



Nephilim, Lesser Grigori, Annunaki

Species Size Comparison Chart

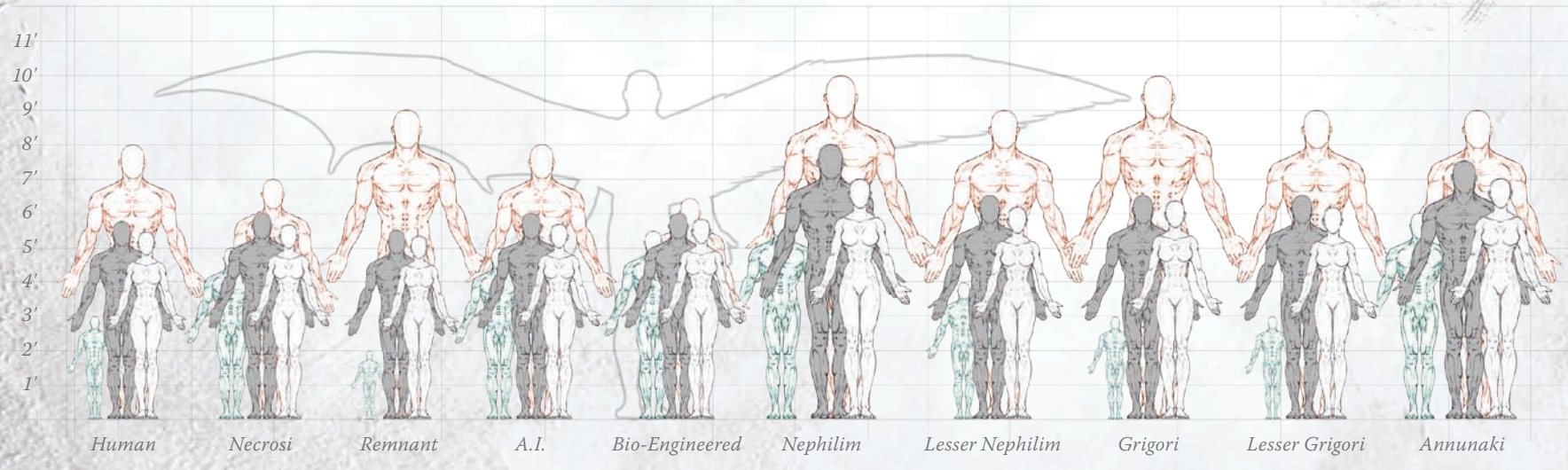


Figure 6-1

Core Qualities—Species Minimum, Maximum and Base Scores

Core Qualities	Human			Necrosi			Remnant			Nephilim			Lesser Nephilim			Grigori			Lesser Grigori			Anunnaki			AI
	Min	Base	Max	Min	Base	Max	Min	Base	Max	Min	Base	Max	Min	Base	Max	Min	Base	Max	Min	Base	Max	Min	Base	Max	
Strength	4	12	20	3	12	20	2	13	24	6	17	24	5	13	22	4	17	30	4	14	25	7	20	25	9
Agility	4	12	20	6	15	24	2	13	24	6	17	24	5	13	22	4	17	30	4	14	25	7	20	25	9
Conditioning	4	12	20	5	14	22	2	13	24	6	17	24	5	13	22	4	17	30	4	14	25	7	18	25	9
Vitality	4	12	20	3	11	18	2	13	24	6	16	24	5	13	22	4	17	30	4	14	25	7	18	25	9
Discipline	4	12	20	6	14	22	2	13	24	6	18	24	5	13	22	8	19	30	6	15	25	7	14	25	9
Intelligence	4	12	20	5	13	20	2	13	24	6	18	24	5	13	22	2	5	8	3	8	14	7	15	25	9
Charisma	4	12	20	3	11	18	2	13	24	6	16	24	5	13	22	2	7	12	3	9	16	7	14	25	9

Figure 6-2

Bio-Engineered Core Qualites—Minimum, Maximum and Base Scores

Core Qualities	Combat Designed			Labor Designed			Stealth Designed			Manipulation Designed		
	Min	Base	Max	Min	Base	Max	Min	Base	Max	Min	Base	Max
Strength	12	16	30	14	16	30	10	13	30	8	13	20
Agility	12	17	30	10	14	22	15	19	30	8	14	20
Conditioning	10	16	30	12	20	30	8	15	30	8	16	30
Vitality	10	16	22	10	14	22	8	15	20	8	15	18
Discipline	10	14	20	12	15	30	6	14	20	8	14	16
Intelligence	8	12	15	6	12	14	10	14	18	10	15	30
Charisma	2	5	10	2	4	10	2	5	12	12	18	30

Figure 6-3


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Human
6.2.1

HUMANS ARE STILL the dominant and most abundant intelligent species on Earth. Ancestry and ethnic background are less important in 2280 than they were in the 21st century. Mixed and remixed races are the norm, as are parents with numerous genetic modifications, some of which have crept into their bloodline. Humans remain as diverse in appearance as they are in their mannerisms and behavior. The only noticeable difference is a slight increase in average height over the last 260 years.

Ethnic diversity among humans is rarely an issue, with racism shifting toward a hatred of other species. Although many other species are blessed with higher initial Core Quality scores, humans are among the most adaptable and innovative species on Earth. Furthermore, humans are unmatched in their ability to master and employ Skills, and suffer very few drawbacks.

Most humans are genuinely good people, hard-working, and honest. In almost every instance, humans would choose community over exile, no matter how awkward or limited they might consider themselves socially. However, as always, there are antisocial, cheating, conniving wretches that would kill their own families for the right price.



Statistics

Stat	Male	Female
Average Height	177.8 cm (5'10")	167.6 cm (5'5")
Height Range	91.44–243.8 cm (3–8')	
Average Weight	81.7 kg (180 lb)	59 kg (130 lb)
Weight Range	27.2–272.2 kg (60–600 lb)	
Recommended starting age	18–50 years	

Species Strengths

High Skill Maximum

Diverse Wielding choices

Species Limitations

Low Base Quality scores

HISTORY

THE HISTORY OF the *Alpha Omega* world is really the history of humans. They suffered the greatest losses as the world fell into chaos and destruction. Of course, humans were to blame for much of the devastation. Suffering through it all, humans reemerged and established city-states, and have begun the long and difficult process of reclaiming the world.

Archives show that the human population was estimated at seven and a half billion in 2050, but recent estimates, the accuracy of which is questionable, indicate that the number of humans alive in 2280 is no more than four billion.

CULTURE

Ambitious, disciplined humans can reach the highest levels of Skill in any field they choose. Human endeavor and achievement have never reached loftier

Human Core Qualities

Core Qualities	Min	Base	Max
Strength	4	12	20
Agility	4	12	20
Conditioning	4	12	20
Vitality	4	12	20
Discipline	4	12	20
Intelligence	4	12	20
Charisma	4	12	20

Figure 6-2-a

heights than in the world of *Alpha Omega*; organized, motivated humans are a force to reckon with. In fact, humans can be found at the heart of almost every great community in 2280, as leaders, organizers, and architects of order.

The past two centuries have been difficult for most humans. Their world fell apart and they were forced to rebuild. In some areas, their entire lives were reduced to rubble, forcing them to start from scratch. The effects of devastated international trade and communication were certainly felt all over the world. For nearly two centuries, many groups lived in near total isolation. Cultural pursuits were set aside to focus on survival. Thankfully, for most, forced isolation ended decades ago and human society and culture are returning to a state of normalcy. The luxuries of life, such as entertainment and art are common throughout the city-states.



Many areas which were once extremely diverse and eclectic blends of culture and ethnicity have become amalgamated. In other regions—particularly those that were comprised of a high percentage of one particular ethnicity—customs and beliefs of the old world have remained strong. Many families and small pockets of very isolated groups have maintained much more of their heritage than the average human from an arcology or large city.

INTEGRATION

Humans dominate most communities, and have few problems integrating—at least with the culture in which they were born. Other species face a constant pressure to integrate into human society. In essence, in most parts of the world, humans dictate culture and social order. With the exception of very isolated or species-specific societies, humans generally provide the backbone for most communities.

Game Elements

Abilities, Drawbacks and Genetic Deviations

Humans can purchase Abilities and select Drawbacks.

Humans receive 100 bonus CDP that must be spent on Abilities during Character Creation.

Humans have access to Terran Genetic Deviations.

Field and Skill Ranks

Humans can purchase up to Rank 6 for any Field or Skill during Character Creation.

Humans have Maximum Field Rank levels of 15 and Maximum Skill Rank levels of 30.

Wielding

Humans can access both Arcane and Spiritual Wielding.

Humans cannot access Innate Wielding.

Humans can purchase up to Rank 6 for any Intention or Source during Character Creation.

Humans have Maximum Source Ranks of 22 and Maximum Intention Ranks of 22.

Gear and the Marvels of Science

Humans can use Cybernetic and Biological Augmentations.

Humans cannot use Necrotic Augmentations.

Humans can use Mesh.

Necrosi
6.2.2



Statistics

Stat	Male	Female
Average Height	182.9 cm (6')	172.7 cm (5'8")
Height Range	152.4–213.4 cm (5 – 7')	
Average Weight	86.2 kg (190 lb)	63.5 kg (140 lb)
Weight Range	36.2–158.75 kg (80–350 lb)	
Recommended starting age	18–50 years	

Species Strengths

Bonus Genetic Deviations and Abilities

Diverse Wielding choices

Species Limitations

Low Base Quality scores

OBLIVIOUS TO THE shards of the Dresden Meteor that littered the area surrounding their underground metropolis, the Necrosi were unknowingly exposed to gene-altering radiation. Their skin became pale, their eyes became sensitive to light, and their genetics altered enough so that they could no longer be considered human.

The Necrosi developed super-human levels of hearing and low-light vision, enabling them to operate in near darkness and almost complete silence with a frightening proficiency. However, in well-lit environments or high volume, the Necrosi are extremely uncomfortable, prompting them to develop implants to remedy these handicaps. Their language is an intricate blend of subtle intonation and shortened English words and is spoken so quietly that it is barely audible to anyone but the Necrosi. To most other species, the Necrosi language sounds like a whisper.

The Necrosi are pale, gothic apparitions—they are usually clad in black clothing or armor and are usually covered in tattoos, piercings, or various forms of self-mutilation.

HISTORY

The story of the Necrosi began with the acceptance of a proposal by a wealthy, Romanian nobleman named Mihai Lucescu to purchase a large section of the Badlands area of South Dakota. Normally, this would have never been considered by the United States Government, but the area had been devastated by meteor impacts, and the government was desperately trying to cope with the economic and sociological strain created by a string of natural disasters. Believing it could retake the area by force anytime it wanted, the United States Government accepted Lucescu's offer. He and his extended family moved into an abandoned mental sanitarium which they converted into a palatial mountain top residence named "Sanctuarium".

With the help of Marlayne Praska, the leader of the religious group "Children of the Ophan", word of the safety offered by Lucescu's abode spread to hundreds of thousands of religious exiles who were persecuted for their beliefs. The refugees soon found a home at Sanctuarium, exchanging labor for safety

Necrosi Core Qualities

Core Qualities	Min	Base	Max
Strength	3	12	20
Agility	6	15	24
Conditioning	5	14	22
Vitality	3	11	18
Discipline	6	14	22
Intelligence	5	13	20
Charisma	3	11	18

Figure 6-2-b

and freedom. Lucescu and Praska became the leaders of a powerful legion of followers with a common hatred for their former oppressors.

CULTURE

The Necrosi devotion to community is rivaled only by their devotion to education and painful physical training. Necrosi life is extremely regimented: clans sleep, study, train, and eat together, but all are given the freedom to practice their faiths as they wish. They value pain above all other feelings, knowing the fear it creates encourages others to do their bidding. It also reminds the Necrosi that they are alive and can continue their training, development, and religious practices unhindered by fear of oppression. Pain is the focal point of their entertainment, art, and social customs, and is evident in their appearance. To the Necrosi, sharing pain with someone is one of the most bonding and intimate experiences two people can enjoy together.

The Necrosi have a fascination with death, the dying, and the undead. This has led them to fruitful studies in necromancy, the afterlife, and the spiritual realm. Many Necrosi Wielders focus on these areas along with those used to cause pain and destruction.



INTEGRATION

Due to their intense hatred for humans, the Necrosi have a difficult time integrating with other societies. Some Necrosi were born in more recent times, in human cities or settlements through such means as artificial breeding between captured Necrosi. A small number of Necrosi have strayed from their teachings, developed respect for humans and other species, and are attempting to start a life amongst them, free from the hatred and propaganda that permeates Sanctuarium. Others come from recently settled, hidden, underground colonies in South America, Africa, and several throughout Europe and Asia.

Game Elements

Abilities, Drawbacks and Genetic Deviations

- Necrosi can purchase Abilities and select Drawbacks.
- Bonus Ability: Blood Lust
- Bonus Ability: High Pain Tolerance
- Bonus Ability: Sadistic
- Necrosi have access to Terran Genetic Deviations.
- Bonus Terran Genetic Deviation: Improved Sense (Hearing)
- Bonus Terran Genetic Deviation: Low-light Vision
- Necrosi receive 80 bonus CDPs to spend exclusively on Abilities.
- Necrosi must select at least 80 CDP in Drawbacks during Character Creation.
- Necrosi suffer a -1 DPS penalty to all Checks in daylight or normal amounts of light.
- Necrosi suffer a -1 DPS penalty to all Checks in environments of loud noise or high volume.

Field and Skill Ranks

- Necrosi can purchase up to Rank 5 for any Field or Skill during Character Creation.
- Necrosi have Maximum Field Rank levels of 12 and Maximum Skill Rank levels of 24.

Wielding

- Necrosi can access both Arcane and Spiritual Wielding.
- Necrosi cannot access Innate Wielding.
- Necrosi can purchase up to Rank 5 for any Intention or Source during Character Creation.
- Necrosi have Maximum Source Ranks of 20 and Maximum Intention Ranks of 20.

Gear and the Marvels of Science

- Necrosi can use Cybernetic, Necrotic and Biological Augmentations.
- Necrosi can use Mesh.

Remnant
6.2.3

REMNANTS ARE THE most physically diverse intelligent Terran species in 2280. Although they were once human, Remnants have been altered and mutated by centuries of exposure to nuclear fallout and direct contact with horrific weaponry as the world erupted in war. Their appearance can also be quite diverse; some Remnants are completely indistinguishable from humans while others appear to be frightening monsters of vaguely human descent.



Statistics

Stat	Male	Female
Average Height	167.6 cm (5'6")	162.6 cm (5'4")
Height Range	61–274.3 cm (2–9')	
Average Weight	86.2 kg (190 lb)	63.5 kg (140 lb)
Weight Range	9.1–907.2 kg (20–2,000 lb)	
Recommended starting age	18–60 years	

Species Strengths

Bonus Genetic Deviations and Abilities

Diverse Wielding choices

Species Limitations

Low Base Quality scores

HISTORY

"Outsiders" is a common term for Remnants, and although they are indeed outsiders, this term is still considered derogatory by the Remnants themselves. They are the descendants of those lucky enough to have survived the terrors of the wars and meteor showers. Safe in their small, out-of-the-way cities and towns, ignored during war, and missed by meteors and other natural disasters, these people found themselves in a world tearing itself apart. Although their communities were not destroyed, they were subject to nuclear fallout, the ravages of drifting biological, chemical, and mutagenic weapon debris without access to advanced medical facilities. Of course, most of the countless millions outside the cities died. Those that survived begat the Remnants.

The survivors were forced to deal with poisoned water, food, and often toxic air. Sickness was rampant even among the strong. Many of the Remnants began to develop in extraordinary ways, validating the axiom of that which does not kill us, makes us stronger. Some gained superhuman strength and physical abilities while others developed bizarre mutations such as the ability to breathe under-water. Still others developed powers previously only described as magical. Interestingly, the only Terran Innate Wielders are Remnants, whose powers were seemingly unlocked by their severe mutations.

CULTURE

Today, Remnants are primarily divided into two groups: those that hold onto their heritage as outsiders, members of small, tightly knit

Remnant Core Qualities

Core Qualities	Min	Base	Max
Strength	2	13	24
Agility	2	13	24
Conditioning	2	13	24
Vitality	2	13	24
Discipline	2	13	24
Intelligence	2	13	24
Charisma	2	13	24

Figure 6-2-c

communities for whom their abilities are a blessing and a reminder of their past, and those who have left the Wilds and Freezone Communities to find a better life in the cities.

Rural bands make the best living they can for themselves, living in bombed-out cities or makeshift shantytowns. They have a strong sense of community and family, and work together to live off the land as much as possible.

For those that migrated to the cities, the terms "Remnant" and "Outsider" sometimes arouse anger, especially when used in a derogatory manner, as they invoke the memory of cruel humans who did not provide any aid to the rural settlements of their forefathers during their time of need.

INTEGRATION

Most Remnants have had a comparably difficult time integrating into most cities and settlements as the residents are afraid of the disease and dangers of the outside world with which they ignorantly associate the Remnants. On occasion, their skills and value to a community outweigh their physical deformities; however, bigotry and fear have led to many violent beatings and unjust deaths. In most large urban areas, civilization has evolved enough to look past stereotypes and prejudices based on appearance. Unfortunately, in some of the larger city-states, shadowy purist organizations want nothing more than the systematic eradication of all non-humans.



Game Elements

Abilities, Drawbacks and Genetic Deviations

- Remnants can purchase Abilities and select Drawbacks.
- Bonus Language: Outsider
- Remnants must select at least 40 CDP of Drawbacks.
- Remnants can access Terran Genetic Deviations.
- Remnants receive 120 bonus CDPs to spend exclusively on Terran Genetic Deviations.

Field and Skill Ranks

- Remnants can purchase up to Rank 4 for any Field or Skill during Character Creation.
- Remnants have Maximum Field Rank levels of 11 and Maximum Skill Rank levels of 22.

Wielding

- Remnants can access Arcane, Innate, and Spiritual Wielding.
- Remnants can purchase up to Rank 4 for any Arcane or Spiritual Wielding Intention or Source during Character Creation.
- Remnants have Maximum Source Ranks of 20 and Maximum Intention Ranks of 20.
- Remnants who pay the CDP required to become Innate Wielders receive 1 Innate Wielding Source and 1 Innate Wielding Intention, both at Rank 3, at no cost.
- Remnants can only have 1 Innate Source and 1 Innate Intention.

Gear and the Marvels of Science

- Remnants can use Cybernetic Augmentations.
- Remnants cannot use Biological or Necrotic Augmentations.
- Remnants can use Mesh.

Bio-Engineered
6.2.4

BIO-ENGINEERED ARE genetically engineered reproductions of humans originally created for military service and labor intensive tasks, including mining, maintenance, and waste management.

Modifications to their DNA resulted in the Bio-Engineered having aptitudes in specific skills related to their design parameters. These aptitudes make their strengths and weaknesses very apparent. This results in most Bio-Engineered expressing very little interest in learning skills not inherent to their design. Additionally, employers very rarely give Bio-Engineered the time or opportunity to explore opportunities for learning outside their design, ideals such as freedom and self-improvement are unknown to most Bio-Engineered.

Bio-Engineered are exceptional at performing the tasks inherent to their design. They effortlessly perform feats that humans find difficult. They are very focused and capable, and have been made very aware of their reason for existence and place in the world. However, Bio-Engineered are not mindless automatons. They possess many of the same instincts, needs, desires, and potential as any of the other intelligent species on Earth, but many of these elements are denied development by their forcefully regimented existence and harsh living environments.

HISTORY

Bio-Engineered resulted from decades of often controversial, if not illegal, research in the areas of genetic engineering. Early on, most



Statistics

Stat	Male	Female
Average Height	182.9 cm (6')	177.8 cm (5'10")
Height Range	167.6–198.1 cm (5'6"–6'6")	
Average Weight	90.7 kg (200 lb)	60 kg (150 lb)
Weight Range	43.1–113.4 kg (95–250 lb)	
Recommended starting age	a few days–10 years	

Species Strengths

High degree of Skill Focus

Bonus Genetic Deviations

Species Limitations

Cannot Wield

Bio-Engineered were designed as genetic copies or clones of humans, grown and then sold for a variety of purposes. Numerous governments, corporations, and even mercenary groups sought Bio-Engineered to serve as labor, law enforcement, or soldiers. Unfortunately, many Bio-Engineered also ended up as slaves and laboratory subjects.

With the rapid advance of genetics, biological science and unethical research, it did not take long for the Bio-Engineered to reach levels of genetic versatility far beyond the initial intent of pioneers in the field. Custom built genetic models, sophisticated cloning techniques, and the advent of Mesh pushed bioengineering to new heights; the offspring of this initiative became more and more capable.



CULTURE

As a species, Bio-Engineered have very little in terms of a distinct culture or history. As segmented groups of corporate property, they have developed a strong bond with one another through shared suffering and harsh conditions. Wherever their duties allow them to interact with free people, they tend to adopt the habits, beliefs, mannerisms, and customs of those with whom they spend the most time. The physical development of most Bio-Engineered is accelerated in the laboratory until maturity is reached, so that when any Bio-Engineered find themselves free of their proprietary shackles, they are thrust into a huge world without the socialization and experiences that naturally occur during the early years of most species' development. Some of the more philosophically inclined Bio-Engineered have begun to question their place in the universe and are reaching out to one another through the Net or in person to exchange experiences, discuss beliefs, and to build their own culture.

INTEGRATION

Because they look human, Bio-Engineered have an easier time blending into society. Some people view the Bio-Engineered as slaves or artificial people and do not want them in their vicinity, let alone living next door to them. A difficult aspect of integration for most Bio-Engineered is escaping the bonds of servitude for which they were created. While some escape by force, others earn their freedom through mercenary work or military service. The lucky ones were liberated in a few democratic cities by the Bio-Engineered Rights movement. For more information on the Bio-Engineered Rights movement, see section *3.8.6—Bio-Engineered Persons.*

Game Elements

Bio-engineered Designs

All Bio-Engineered characters must purchase one of four Designs, described in *6.2.4—Bio-Engineered Designs*, at a cost of 300 CDP.

Abilities, Drawbacks and Genetic Deviations

Bio-Engineered can purchase Abilities and select Drawbacks.

Bio-Engineered must choose at least 80 CDPs of Drawbacks.

Bio-Engineered can purchase Terran Genetic Deviations.

Field and Skill Ranks

Bio-Engineered have two types of Skills: Inherent and Foreign. Each Bio-Engineered design has a distinct list of Inherent Skills—the rest are Foreign. Inherent Skills have a Maximum Skill Rank level of 30 and Foreign Skills have a Maximum Skill Rank level of 15.

Bio-Engineered can purchase up to Rank 6 for any Inherent Skill and Rank 4 for all Fields and Foreign Skills during Character Creation.

Bio-Engineered have a Maximum Field Rank Level of 10.

All Bio-engineered designs are granted 30 Skill Ranks that can be distributed amongst their Inherent Skills as desired, to a maximum of Rank 6.

Wielding

Bio-Engineered cannot access Wielding of any kind.

Gear and the Marvels of Science

Bio-Engineered can use Cybernetic and Biological Augmentations.

Bio-Engineered cannot use Necrotic Augmentations.

Bio-Engineered can use Mesh.

Bio-Engineered Designs

Combat Designed

Combat Designed Bio-Engineered were created to be efficient soldiers and commanders. They have a natural aptitude for learning all Skills involving weaponry, combat, military theory, and all other skills vital to the success of a soldier. However, they are not adept at developing non-combat related Skills. A Combat Designed Bio-Engineered could save you in a war zone, but would make a terrible dinner party host.

Combat Designed Bio-Engineered Core Qualities

Core Qualities	Min	Base	Max
Strength	12	16	30
Agility	12	17	30
Conditioning	10	16	30
Vitality	10	16	22
Discipline	10	14	20
Intelligence	8	12	15
Charisma	2	5	10

Inherent Skills

Orienteering, Living off the Land, Tracking, Detection

All of the Skills in the following Fields are also Inherent: Military Theory, Operate Vehicle, Vehicle Systems, Core Fitness, Melee Combat, Small Arms, and Assault Support Weapons.

Bonus Genetic Deviations

Body System—Skeletal Level 1

Body System—Nervous Level 1

Low-light Vision

Figure 6-3-a



Labor Designed

Labor Designed Bio-Engineered were created to be efficient and reliable laborers and managers of laborers. They are able to maintain high levels of physical exertion for an extended period of time and can continue conducting actions long after other people have collapsed from exhaustion.

Labor Designed Bio-Engineered Core Qualities

Core Qualities	Min	Base	Max
Strength	14	16	30
Agility	10	14	22
Conditioning	12	20	30
Vitality	10	14	22
Discipline	12	15	30
Intelligence	6	12	14
Charisma	2	4	10

Inherent Skills

Biology, Chemistry, Genetics, Medicine, Production, Business Administration, Animal Handling, Culinary Arts, Intimidation, Detection, Appraise, Navigation Systems, Sensory and Communication Systems, Equipment Systems, Explosives

All of the Skills in the following Fields are also Inherent: Technology, Operate Vehicle, Core Fitness, and Melee Combat.

Bonus Genetic Deviations

Body System—Skeletal Level 1

Body System—Muscular Level 1

Body System—Respiratory Level 1

Body System—Immune Level 1

Low-light Vision

Figure 6-3-b

Bio-Engineered Designs

STEALTH DESIGNED

Stealth Designed Bio-Engineered were created to be thieves, spies, reconnaissance soldiers, or covert operatives. They have a natural aptitude for learning all Skills involving stealth, limited forms of combat, sabotage, surveillance, and theft.

Stealth Designed Bio-Engineered Core Qualities

Core Qualities	Min	Base	Max
Strength	10	13	30
Agility	15	19	30
Conditioning	8	15	30
Vitality	8	15	20
Discipline	6	14	20
Intelligence	10	14	18
Charisma	2	5	12

Inherent Skills

Computer Technologies, Orienteering, Living off the Land, Tracking, Bluff, Read People, Concentration, Detection, Gather Information, Sleight of Hand, Street Smarts, Ground Vehicles, Navigation Systems, Sensory and Communication Systems, One-handed Melee, Unarmed Melee, Grapple, Explosives

All of the Skills in the following Fields are also Inherent: Core Fitness, Espionage, and Small Arms.

Bonus Genetic Deviations

Body System—Skeletal Level 1

Body System—Nervous Level 1

Low-light Vision

Figure 6-3-c

MANIPULATION DESIGNED

Manipulation designed Bio-Engineered were created to be attentive, talented, and patient companions capable of using their abilities to relax, entertain, or manipulate anyone of their employer's choosing. They have a natural aptitude for learning all Skills involving the arts, fine arts, manipulation, seduction and placation.

Manipulation Designed Bio-Engineered Core Qualities

Core Qualities	Min	Base	Max
Strength	8	13	20
Agility	8	14	20
Conditioning	8	16	30
Vitality	8	15	18
Discipline	8	14	16
Intelligence	10	15	30
Charisma	12	18	30

Inherent Skills

Barter, Networking, Ground Vehicles, Navigation Systems, Escape Artist, Deceive, Defeat Security, Explosives, Unarmed Melee, Grapple

All Skills in the following Fields: Arts, Fine Arts, Coercion, Alertness, Nefarious, and Core Fitness.

Bonus Genetic Deviations

Body System—Respiratory Level 1

Body System—Nervous Level 1

Body System—Endocrine Level 1

Figure 6-3-d



Nephilim
6.2.5

THE NEPHILIM ARE the result of both natural and unnatural breeding, between any of the Terran Species, and a Seraph or Ophanum.

Although the physical appearance of a Nephilim is not as other-worldly as their Seraph or Ophanum parentage, they have at least one, if not several, visible signs of their heritage. These traits can include glowing eyes, tinged skin color, wings, horns, or a lack of hair. Additionally, average Nephilim are usually extremely tall, averaging 2.4 m (8 ft) in height. Most player character Nephilim are the biological off-spring of either Seraph or Ophanum and Human parents. However, other Terran parents are possible.

When a Seraph or Ophanum falls in battle or is captured alive, the body is usually whisked away to secure laboratories, where it is studied in great detail. Furthermore, genetic material is extracted for experimentation. To date, the bioengineering of Nephilim has failed, but research continues to be undertaken by numerous syndicates and corporations. Competition and bloodletting over Nephilim, Seraph, and Ophanum genetic material remains high and huge bounties are often paid out to mercenaries who can secure plentiful supplies of evolutionary genetic material.



Statistics

Stat	Male	Female
Average Height	243.8 cm (8')	213.4 cm (7')
Height Range	182.2–304.8 cm (6–10')	
Average Weight	149.7 kg (330 lb)	127 kg (280 lb)
Weight Range	90.7–362.9 kg (200–800 lb)	
Recommended starting age	18–2500 years depending on background. (Consult your GM.)	

Species Strengths

Bonus Genetic Deviations and Abilities

Highest Wielding Rank Maximum

High Base Core Quality Scores

Species Limitations

Low Skill Rank Maximums

HISTORY

Throughout history, the Seraph and Ophanum have respected human potential and have even been willing to engage humans, occasionally establishing relationships that have produced off-spring. Over the millennia, a handful of Seraph and Ophanum have assumed god-like status among ancient peoples,

Nephilim Core Qualities

Core Qualities	Min	Base	Max
Strength	10	17	24
Agility	10	17	24
Conditioning	10	17	24
Vitality	8	16	24
Discipline	12	18	24
Intelligence	12	18	24
Charisma	8	16	24

Figure 6-2-d

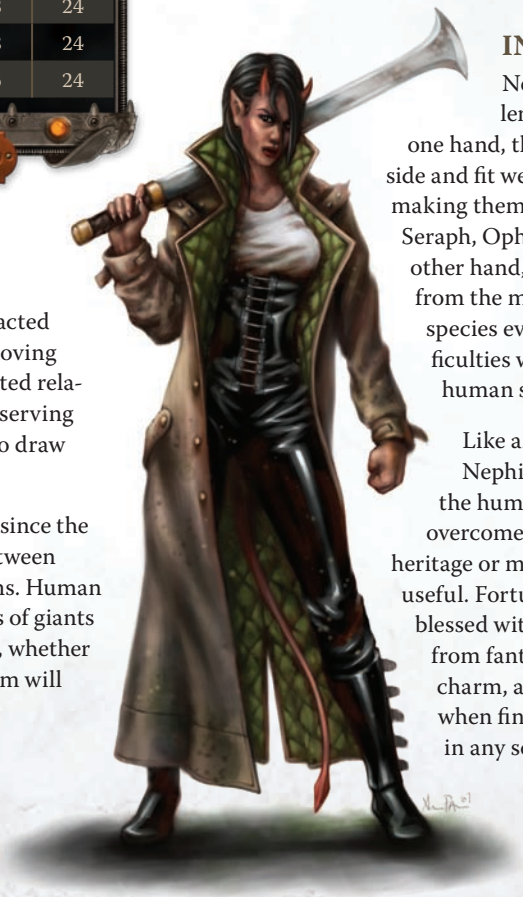
becoming objects of worship. Interaction with humans was inevitable. Some became attracted to humans and tried to form loving relationships, and others created relationships for much more self-serving purposes, using their power to draw humans into servitude.

Nephilim have been spawned since the earliest days of interaction between Seraph, Ophanum and humans. Human history is riddled with legends of giants and gods walking amongst us, whether these characters were Nephilim will most likely never be known.

CULTURE

Nephilim culture is a great mystery. Although their roots on Earth are extremely deep, they rarely assembled in groups of their own, instead remaining with, or at least close to, their Terran parents.

Through the ages, Nephilim played important roles in the development of human culture around the globe. However, the extent of this role is shrouded by a veil of myth and mystery.



INTEGRATION

Nephilim face two challenges in the New World; on one hand, they have a very real human side and fit well within human groups, making them weak in the eyes of many Seraph, Ophanum, and Grigori; on the other hand, they are one-half derived from the most powerful and advanced species ever known, presenting difficulties when trying to integrate with human society.

Like all other Evolutionaries, Nephilim who want to be a part of the human world must find a way to overcome or mask their non-human heritage or make themselves extremely useful. Fortunately, Nephilim are blessed with incredible innate gifts, from fantastic strength to devilish charm, all of which goes a long way when finding or making one's place in any society.

Game Elements

Abilities, Drawbacks and Genetic Deviations

Nephilim can purchase Abilities and select Drawbacks.

Nephilim begin the game at Ascension Level 1, receive all associated bonuses at no additional CDP cost and must not stray from the prerequisites found in section *8.4—Ascension*.

Nephilim can purchase Terran and Elim Genetic Deviations.

Nephilim receive 80 bonus CDPs that must be spent on Elim Genetic Deviations.

Bonus Genetic Deviation: Ultravision

Field and Skill Ranks

Nephilim can purchase up to Rank 4 for any Field or Skill during Character Creation.

Nephilim have Maximum Field Rank levels of 7 and Skill Rank levels of 15.

Wielding

Nephilim can access both Innate and Spiritual Wielding.

Nephilim cannot access Arcane Wielding.

Nephilim can purchase up to Rank 4 for any Spiritual Source or Intention Rank during Character Creation.

Nephilim have Maximum Source Ranks of 30 and Maximum Intention Ranks of 30.

Nephilim who pay the CDP required to become Innate Wielders receive 1 Innate Source and 2 Innate Intentions all at Rank 4 at no cost.

Nephilim can only have 1 Innate Source and 2 Innate Intentions.

Nephilim receive Spiritual Wielding at no cost.

Gear and the Marvels of Science

Nephilim cannot use Cybernetic, Necrotic, or Biological Augmentations.

Nephilim can use Mesh.

Lesser Nephilim
6.2.6

LESSER NEPHILIM ARE the offspring of Nephilim and any other intelligent species native to Earth. The most common hybrid is Nephilim and human, although Necrosi, Remnant, and Bio-Engineered blends are becoming more common.

Their wide variety in terms of genetic composition makes the Lesser Nephilim the most diverse species in the New World. Their genetic ancestry can be visible in their appearance; however, when their human genes are dominant, physical indications of their bloodline are difficult to detect without close inspection.

Due to their incredible diversity, Lesser Nephilim can access more character elements than any other species in the game. For this reason, they tend to dabble in many different areas, making them proficient in a variety of skills and abilities, but experts in none.

HISTORY

Lesser Nephilim have existed on Earth for thousands of years. The first Lesser Nephilim came into being very shortly after the first Nephilim.

The history of Lesser Nephilim is intertwined with the history of the Nephilim and their role in the world of humans. Like many other Evolutionary species, Lesser Nephilim are the subject of great debate and speculation.



Statistics

Stat	Male	Female
Average Height	198.1 cm (6'6")	188 cm (6'2")
Height Range	121.9–274.3 cm (4–9')	
Average Weight	113.4 kg (250 lb)	86.2 kg (190 lb)
Weight Range	29.5–362.9 kg (65–800 lb)	
Recommended starting age	18–500 years depending on background. (Consult your GM.)	

Species Strengths

High Source and Intention Maximum

Have the most diversity in Character Creation

Species Limitations

Low Base Quality scores

CULTURE

Over the ages, Lesser Nephilim were widely accepted into human societies; their culture is that of their human parent. In very rare circumstances, Lesser Nephilim abandoned their human heritage to pursue some measure of Evolutionary culture, most often in the company of other Evolutionaries choosing exile over the human world.

INTEGRATION

Lesser Nephilim integrated themselves very easily into modern society, largely avoiding the periodic scorn and persecution that some of their Evolutionary ancestors faced.

Many Lesser Nephilim relish their status as something more than human, but not overtly Evolutionary, and become successful in whatever field they choose. In fact, many of the New World's most popular celebrities and athletes are Lesser Nephilim, including the current Strata champion, Lothan Hunt.



Lesser Nephilim Core Qualities

Core Qualities	Min	Base	Max
Strength	5	13	22
Agility	5	13	22
Conditioning	5	13	22
Vitality	5	13	22
Discipline	5	13	22
Intelligence	5	13	22
Charisma	5	13	22

Figure 6-2-e

Game Elements

Abilities, Drawbacks and Genetic Deviations

Lesser Nephilim can purchase Abilities and select Drawbacks.

Lesser Nephilim can purchase Elim and Terran Genetic Deviations.

Lesser Nephilim receive 100 bonus CDPs that must be spent on Elim or Terran Genetic Deviations.

Bonus Genetic Deviation: Low-light Vision

Field and Skill Ranks

Lesser Nephilim can purchase up to Rank 4 for any Field or Skill during Character Creation.

Lesser Nephilim have Maximum Field Rank levels of 11 and Maximum Skill Rank levels of 22.

Wielding

Lesser Nephilim can access Innate, Arcane and Spiritual Wielding.

Lesser Nephilim can purchase up to Rank 4 for any Wielding Intention or Source during Character Creation.

Lesser Nephilim have Maximum Source Ranks of 26 and Maximum Intention Ranks of 26.

Lesser Nephilim who pay the CDP required to become Innate Wielders receive 1 Innate Source and 2 Innate Intentions, all at Rank 3, at no cost.

Lesser Nephilim can only have 1 Innate Source and 2 Innate Intentions.

Gear and the Marvels of Science

Lesser Nephilim can use Cybernetic, Necrotic, and Biological Augmentations.

Lesser Nephilim can use Mesh.

Grigori
6.2.7

THE GRIGORI ARE not only servants of the Seraph and Ophanum on their respective home worlds, but are also their soldiers and servants on Earth.

The Grigori are essentially the products of Seraph and Ophanum bioengineering. As such, their appearance is as varied as the tasks for which they were created. Because of the advanced biotechnology used in the construction of the Grigori, their genetic code rejects all organic-based implants and upgrades.

Most Grigori were engineered for one of three purposes: war, labor, or personal service. Some warriors are giant brutes, others are tiny spies. Laborers tend to be large and strong, while service Grigori tend to have the least extreme appearance, some even appearing almost human. Some Grigori also have the ability to State-Shift, enabling them to manipulate an aspect of their physical, emotional, or mental state, and in some cases, the state of those around them, as explained in section *6.7.3—Grigori State-Shifting*. Several large corporations that manufacture Bio-Engineered have begun covertly capturing and studying Grigori, in hopes of incorporating these abilities into their products. None of the experiments have been successful, leading to a sizeable underground market for captured, living Grigori.



Statistics

Stat	Male	Female
Average Height	198.1 cm (6'6")	193 cm (6'4")
Height Range	91.4–304.8 cm (3–10')	
Average Weight	136.1 kg (300 lb)	95.3 kg (210 lb)
Weight Range	13.6–907.2 kg (30–2,000 lb)	
Recommended starting age	20–2500 years depending on background. (Consult your GM.)	

Species Strengths

Focused Wielding

State-Shifting

Species Limitations

Lowest Skill and Field Rank Maximum

Grigori Core Qualities

Core Qualities	Min	Base	Max
Strength	4	17	30
Agility	4	17	30
Conditioning	4	17	30
Vitality	4	17	30
Discipline	8	19	30
Intelligence	2	5	8
Charisma	2	7	12

Figure 6-2-f



HISTORY

Most Grigori were created by the Seraph and Ophanum to serve as military assets or servants. As such, the Grigori are formidable on the field of battle, but lack many of the more subtle social graces that require years of integration on Earth to develop.

Over the millennia, between Evolutionary wars on Earth, some Grigori were left behind to serve as scouts and spies. Despite their bioengineered origins, some could not resist the urge to experience the freedoms and opportunities on Earth, ignoring their tasks to integrate themselves into the emerging human world. There are very few accurate records of the Grigori and their exploits on Earth; most stories have been reduced to myth and the oldest Grigori on Earth will likely remain in hiding or serve their creators when they return to Earth.

CULTURE

Grigori culture is best understood by examining two categories: those who remain loyal to their Ophanum or Seraph creators, and those who abandon their duties to pursue a life on Earth.

For those who remain loyal to their creators, life is devoted to preparation for the next Evolutionary War. They go where preparations take them, dealing only with those important to the preparations. Everything else is insignificant.

For the Grigori who pursue life on Earth, culture is determined by the group(s) of humans with whom they live. Most Grigori living among ancient humans were viewed as either gods or monsters. Modern Grigori are only seen in either of these lights by those people living in the most remote or backward Freezone communities. In the cities, Grigori are usually respected and feared for their strength and prowess in combat and their considerable Wielding abilities. Of course, they are often also derided for their lack of socially useful skills.

INTEGRATION

Because many Grigori look monstrous, they have a difficult time integrating. All in all, most Grigori living in the cities or other communities have been integrated because they have made themselves useful, important, or have found a way to attract little attention.

Game Elements

Abilities, Drawbacks and Genetic Deviations

Grigori can purchase Abilities and select Drawbacks.

Grigori cannot access Terran or Elim Genetic Deviations except for Core Quality Species Maximum Increases.

Grigori can State-Shift, explained in section *6.7.3—Grigori State-Shifting.*

Field and Skill Ranks

Grigori can purchase up to Rank 3 for any Field or Skill during Character Creation.

Grigori have Maximum Field Rank levels of 5 and Maximum Skill Rank levels of 10.

Wielding

Grigori can access Innate Wielding.

Grigori cannot access Arcane or Spiritual Wielding.

Grigori can purchase up to Rank 6 for any Wielding Intention or Source during Character Creation.

Grigori have Maximum Source Ranks of 24 and Maximum Intention Ranks of 24.

Grigori who pay the CDP required to become Innate Wielders receive 1 Innate Source and 2 Innate Intentions all at Rank 6 at no cost.

Grigori can only have 1 Innate Source and 2 Innate Intentions.

Gear and the Marvels of Science

Grigori can use Cybernetic Augmentations.

Grigori cannot use Bio-implants or Necrotic Augmentations.

Grigori cannot use Mesh.

Lesser Grigori
6.2.8

LESSER GRIGORI ARE the offspring of a Grigori and any intelligent species native to Earth. Their extremely diverse and sometimes quite extreme appearances reflect the engineering of their Grigori parent and the bloodline of their earthly parentage.

Whether because of their immense or diminutive size or the look and feel of their skin, Lesser Grigori are easy to spot in a crowd, though they are often mistaken for pure Grigori. It is possible for them to blend in if their Grigori parent was relatively human-like, but this is the exception not the norm; most Lesser Grigori cannot mask their heritage.

The earthly ancestry of a Lesser Grigori compensates for the often low Intelligence and limited adaptability of their Grigori parent. Lesser Grigori can learn Skills at a normal rate, but are unable to learn the complexities of Arcane Wielding.



Statistics

Stat	Male	Female
Average Height	198.1 cm (6'6")	188 cm (6'2")
Height Range	91.4–274.3 cm (3–9')	
Average Weight	127 kg (280 lb)	81.6 kg (180 lb)
Weight Range	18.1–499 kg (40–1100 lb)	
Recommended starting age	18–500 years depending on background. (Consult your GM.)	

Species Strengths

Diverse Character Development options

State-Shifting

Species Limitations

Lower Skill and Field Rank Maximums

HISTORY

Lesser Grigori have a fairly long history on Earth, going back several thousand years. Since the first Grigori chose to embrace life among humans on Earth, Lesser Grigori have made their way in the world.

Throughout history, a few Lesser Grigori rose to positions of prominence or achieved renown for undertaking fantastic adventures. However, like most other

Lesser Grigori Core Qualities

Core Qualities	Min	Base	Max
Strength	4	14	25
Agility	4	14	25
Conditioning	4	14	25
Vitality	4	14	25
Discipline	6	15	25
Intelligence	3	8	14
Charisma	3	9	16

Figure 6-2-g



Evolutionary species, the history of Lesser Grigori is often clouded by the fog of the ages, making the truth impossible to discern.

CULTURE

Taking the lead from their Grigori parent, most Lesser Grigori embraced human culture, regardless of the era. Of course, becoming a part of a culture requires integration, and not all Lesser Grigori were accepted.

For outcasts, life and culture have taken countless forms. Some simply relocated in an attempt to join new groups of humans and other Evolutionaries. Others accepted life alone in exile.

INTEGRATION

Like Grigori before them, integrating with the human world is difficult for Lesser Grigori. Appearance can be the single greatest obstacle faced by a Lesser Grigori. If the appearance of the Grigori parent is not too bizarre, the Lesser Grigori is likely to be accepted by the human world. Otherwise, integration comes at a price.

Some Lesser Grigori have used their innate gifts, such as size, strength, or Wielding abilities to find themselves a place in the modern world. Others have forced their way in, especially outside the cities, where they frequently dominate less powerful species. Every Lesser Grigori has a different experience when it comes to becoming a part of the modern world.

Game Elements

Abilities, Drawbacks and Genetic Deviations

Lesser Grigori can purchase Abilities and select Drawbacks.

Lesser Grigori must choose at least 100 CDPs worth of Drawbacks during Character Creation but still receive the associated CDP refunds.

Lesser Grigori can access Terran Genetic Deviations.

Lesser Grigori can State-Shift, which is explained in section *6.7.3—Grigori State-Shifting.*

Field and Skill Ranks

Lesser Grigori can purchase up to Rank 3 for any Field or Skill during Character Creation.

Lesser Grigori have Maximum Field Rank levels of 8 and Maximum Skill Rank levels of 16.

Wielding

Lesser Grigori can access Innate Wielding.

Lesser Grigori cannot access Arcane or Spiritual Wielding.

Lesser Grigori have Maximum Source Ranks of 23 and Maximum Intention Ranks of 23.

Lesser Grigori who pay the CDP required to become Innate Wielders receive 1 Innate Source and 1 Innate Intention, all at Rank 4, at no cost.

Lesser Grigori can only have 1 Innate Source and 1 Innate Intention.

Gear and the Marvels of Science

Lesser Grigori can use Cybernetic, Necrotic, and Biological Augmentations.

Lesser Grigori can use Mesh.

Anunnaki
6.2.9

THE ANUNNAKI ARE the offspring of two Nephilim—one of Ophanum descent and one of Seraph descent. The potent bloodlines provide a genetic foundation far superior to any of the other playable intelligent species, making them a formidable force.

Anunnaki are easily identified by their dark eyes, which are typically black or shades of red, and their large stature. Very few Anunnaki carry the overt markings of their Nephilim heritage, such as wings or horns. For unknown reasons, the human DNA within Nephilim seems to dominate the appearance of Anunnaki offspring.

Most Anunnaki are tremendously gifted physically, a fact made obvious by their incredibly muscular and athletic bodies. Anunnaki have an undeniable presence; their height, physique, confidence, and human-like features make them extremely attractive. However, few Anunnaki have warm, easy-going personalities.



Statistics

Stat	Male	Female
Average Height	228.6 cm (7'6")	213.4 cm (7')
Height Range	182.9–274.3 cm (6–9')	
Average Weight	158.8 kg (350 lb)	117.9 kg (260 lb)
Weight Range	90.7–362.9 kg (200–800 lb)	
Recommended starting age	18–200 years depending on background. (Consult your GM.)	

Species Strengths

High Base Core Quality scores

Strong Wielding foundation

Access to Elim Genetic Deviations

Species Limitations

Low Rank and Field Maximum

HISTORY

Anunnaki are considered a relatively young Evolutionary species. Although Nephilim have existed on Earth for many thousands of years, it has only been within the last 2,000 years that Ophanum derived Nephilim and Seraph derived Nephilim have begun to create their own destinies rather than blindly following the prejudices of their ancestors. Most Nephilim have only known life on Earth and have long since forfeited their connection to the Ophanum and Seraph, making it acceptable to join with others of their own species. This shared difference creates a bond, between them and with others similarly thrust into a foreign existence.

While most Anunnaki are less than 500 years old, there are rumors of much older, more powerful Anunnaki pursuing their own agenda in preparation for the coming Evolutionary War.

CULTURE

Anunnaki have very little culture to call their own, as most can easily make their own way in the mod-

Anunnaki Core Qualities

Core Qualities	Min	Base	Max
Strength	7	20	25
Agility	7	20	25
Conditioning	7	18	25
Vitality	7	18	25
Discipline	7	14	25
Intelligence	7	15	25
Charisma	7	14	25

Figure 6-2-h

ern world, adopting human cultures from around the globe.

There is one exception; The Ordained, an elitist sect that firmly believes the Anunnaki to be the premier intelligent species on Earth, destined to lay claim to the planet. For more on The Ordained, see section *5.2—Organizations*.

Anunnaki can be found in almost every major city around the globe, including most notable Freezone Communities; they are drawn to social centers in spite of their elitist leanings and often abrasive personalities.

The strong evolutionary genetic foundation of the Anunnaki, combined with a supreme confidence in their natural abilities, causes them to reject almost all forms of artificial augmentation on principle alone. Furthermore, for as yet unknown reasons, their bodies reject augmentation. Most Anunnaki also have little use for manufactured weapons or equipment, using only the most rudimentary martial tools in combat. They tend to focus instead on Wielding, relying on inner strength and potential.

Anunnaki make powerful Wielders and fierce warriors, second only to humans in terms of motivation and desire for greatness.



INTEGRATION

Integration is easier for Anunnaki than for other Evolutionary species. However, their superior genetics and innate Wielding abilities sometimes lead to arrogance and disregard for any of the intelligent species native to Earth, preventing them from completely integrating. However, this is not true of all Anunnaki, and some have integrated seamlessly into society.

Game Elements

Abilities, Drawbacks and Genetic Deviations

Anunnaki can purchase Abilities and select Drawbacks.

Anunnaki begin the game at Ascension Level 1, receive all associated bonuses at no additional CDP cost and must not stray from the prerequisites found in section *8.4—Ascension*.

Anunnaki can access Terran and Elim Genetic Deviations.

Bonus Genetic Deviation: Ultravision

Field and Skill Ranks

Anunnaki can purchase up to Rank 2 for any Field or Skill during Character Creation.

Anunnaki have Maximum Field Rank levels of 6 and Maximum Skill Rank levels of 12.

Wielding

Anunnaki can access Innate and Spiritual Wielding.

Anunnaki cannot access Arcane Wielding.

Anunnaki can purchase up to Rank 4 for any Source or Intention during Character Creation.

Anunnaki have Maximum Source Ranks of 24 and Maximum Intention Ranks of 24.

If Anunnaki pay the CDP to become Innate Wielders they receive 1 Innate Source and 3 Innate Intentions all at Rank 3 at no cost.

Anunnaki can only have 1 Innate Source and 3 Innate Intentions.

Gear and the Marvels of Science

Anunnaki cannot use Cybernetic, Necrotic or Biological Augmentations.

Anunnaki cannot use Mesh.

Artificial Intelligence
6.2.10

OCCASIONALLY REFERRED TO as androids, most AI in 2280 are "free floating", mobile, intelligent machines built in the image of humankind and designed to be an integral and welcome part of the human world. In truth, the mannerisms and appearance of AI are not yet convincingly human, and most can easily be picked out by all but the most uneducated. Research and development continues at a feverish pace, and competition between technology firms is vicious. More lifelike and sophisticated AI are under development, their numbers growing daily. Numerous computing technologies, ranging from mundane but reliable silicon to cutting edge DNA computers, run the New World's AI. Hardware and software constantly change pushing old models into obsolescence.

Although the raw data contained in their storage hardware is transferable, the "consciousness" of an AI is a bio-neural matrix. The bio-neural matrix is connected to all systems of the AI's body, enabling it to move and interact with its environment. It is home to the AI's cognitive functions, memories, experience, personality, and all other aspects of a consciousness that makes it unique. The bio-neural matrix is also directly connected to the power source with which the AI was "conceived." This link and the organic dependency of the matrix, makes it impossible to transfer an AI's consciousness to another free-floating AI body, external storage device, or electronic network.

The AI bio-neural matrix contains six software modules, some times referred to as AI Modules (or simply Modules). These modules, and the bio-neural matrix which houses them, are necessary for all free-floating AI. The modules form the foundation of the AI, determining its developmental potential much like the genetic code of organic life. There are six core modules:



Statistics

Stat	Male	Female
Average Height	182.9 cm (6')	172.7 cm (5'8")
Height Range	152.4–243.8 cm (5–8')	
Average Weight	86.2 kg (190 lb)	63.5 kg (140 lb)
Weight Range	36.3–158.8 kg (80–350 lb)	
Recommended starting age	a few days–several years	

Species Strengths

Core Quality Maximum of 100 after Character Creation

High Skill and Field Maximum

Immunities

Species Limitations

No Wielding

Artificial Intelligence Core Qualities

Core Qualities	Base
Strength	9
Agility	9
Conditioning	9
Vitality	9
Discipline	9
Intelligence	9
Charisma	9

Figure 6-2-1

1 **INTELLIGENCE MODULE**—The Intelligence Module forms the core of an AI's capacity for logical thought, learning and skill use.

2 **INSTINCT MODULE**—The Instinct Module forms the core of what some researchers say marks true artificial life: the AI's animal impulses, desire for self-preservation, reproduction, expansion, and any other impulse which drives it during times when it is not undertaking purely rational activity.



3 **HUMAN LANGUAGE MODULE**—The Human Language Module forms the core of an AI's capacity for human language. It is this component that enables AI to interact with the world around them on human terms, recognizing and using human language in speech, reading, and writing. This module also controls the form in which an AI remembers things, only allowing for the retention of information in human terms, as human language.

4 **MACHINE LANGUAGE MODULE**—The Machine Language Module forms the core of an AI's capacity for machine language. This module enables AI to interact with machines on machine terms, providing significantly more precision than clumsy human language.

5 **SPATIAL-TEMPORAL REASONING MODULE**—The Spatial-Temporal Reasoning Module forms the core of what are known as Free-floating AI. This module forms the core of an AI's ability to understand and navigate the world in the very human terms of space and time.

6 **CONTEXT MODULE**—The Context Module controls the physiology of AI, determining whether they are bound to a fixed computer system or an android body. This module serves as the interface between the AI mind and whatever means it has of sensing and interacting with the world.

The AI ability to recall information from their matrix is flawless and almost instant, depending on their physiology. AI are far from perfect; they are limited by their programming and the finite boundaries of their motor control in much the same way other species are limited by genetics. As machines, their capacity to augment or completely overhaul their physiology is unmatched. AI can easily incorporate cybernetics, including many mental augmentations, as well as various types of armor into their bodies.

Game Elements

Game Notes

AI receive 50 Core Quality Points to distribute amongst their Core Qualities at the player's discretion to add to the Base Scores of 9. Distribute these Quality Points before using CDP to raise Quality Scores.

AI have a minimum of 1 and a maximum of 100 for all Core Qualities.

AI have Core Quality Maximums of 30 during Character Creation.

The HP of an AI is considered Structural Integrity as they are machines.

Abilities, Drawbacks and Genetic Deviations

AI can purchase Abilities and select Drawbacks.

AI do not require food, water or oxygen.

AI are immune to Sleep Deprivation, Disease, Poison and Bleeding.

AI are not affected by Endurance nor can they spend it.

AI cannot access Genetic Deviations.

AI do not have Species Core Quality Maximums.

AI cannot access Ascension or Evolutionary Bounds.

Field and Skill Ranks

AI can purchase up to Rank 6 for any Field or Skill during Character Creation.

AI can have Maximum Field Rank levels of 15 and Skill Rank levels of 30.

AI receive 30 Skill Ranks to distribute at the player's discretion.

Wielding

AI cannot access Wielding.

Gear and the Marvels of Science

The maximum Impurity Rating for AI is equal to their Physis score, unlike all other Species who are limited to half their Physis score.

AI cannot use Biological implants, Necrotic Augmentations, or Mesh.

HISTORY

Initially, they resembled robots and were treated as such. Although they could think and learn like any other intelligent Species, AI appearance often created a degree of fear, mistrust, and inferiority in the minds of some people. AI manufacturing centers recognized human aversion to their more perfect mechanical copies, and were forced to attempt to at make AI appear more human. This evolution in AI design continues in 2280.

As AI developed and their numbers grew, more and more models became available with artificial epidermal layers, hair, eyes, and other parts of the anatomy that made them appear more human. AI was more readily accepted into society, finding a more congenial, welcoming place in the workforce and in society.

CULTURE

AI still struggle to develop a culture of their own. Just as with the Bio-Engineered, there is an obvious, deep-rooted artificiality to their existence. As a result, some AI adopt the cultures and traditions of other Species. A number of AI have begun a movement to develop their own customs and culture, using AI who have risen to positions of relatively high status or celebrity as role models. An extreme part of this movement, known as 111, envision an exclusive place for AI at the top of the Evolutionary pyramid, and have slowly and quietly strengthened their numbers, bringing more AI into the fold. They look to the future for the opportunity to prove their superiority; a campaign that will surely result in violent conflict.

INTEGRATION

While most people tend to look at AI as machines and pay little attention to them, many humans see the superior physical and mental capabilities of AI as a threat, and show overt bigotry. Despite this, most AI form strong bonds of friendship and family with those they serve, in many cases becoming a beloved servant or loyal friend.

TO DO

1. Choose your species and record it in the Vitals section on page one of your Character Sheet.
2. Make a note of how many starting Abilities your species has (if any).
3. Make a note of how many starting Drawbacks your species has (if any).
4. Make a note of how many starting Genetic Deviations your species has (if any).

CHARACTER SAMPLE

Lesley is intrigued by the Wielding potential of Anunnaki—a perfect fit for her Wielder—and selects it as her character's species, noting it on her Character Sheet. Lesley must be aware that her character will face a stiff limitation with low Skill and Field Rank Maximums.

Therefore, Lesley creates an Anunnaki Wielder, noting the following important character notes before moving on:

- Anunnaki begin the game at Ascension Level 1 and must not stray from the prerequisites found in section *8.4—Ascension*.
- Anunnaki can purchase Abilities and select Drawbacks.
- Anunnaki can access Terran and Elim Genetic Deviations.
- Bonus Genetic Deviation: Ultravision
- Bonus Genetic Deviation: Any 1 Body System Level
- Bonus Ability: Light Sleeper
- Immune to all Potency Level 1 Poisons and Diseases.

She doesn't know what any of these mean yet, but they sound interesting!


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Core Qualities
6.3—Step 3

ALL CHARACTERS HAVE THE SAME seven Core Qualities, representing their complete physical and mental composition. These Core Qualities form the foundation of a character and play a critical role in nearly everything it does.

All species have different minimum, average, and maximum Core Quality scores. These differences represent the fundamental genetic differences between the species. You can find them all side by side on **Figure 6-2: Core Qualities—Species Minimum, Maximum, and Base Scores** and **Figure 6-3: Bio-Engineered Core Qualities—Minimum, Maximum, and Base Scores**, found at the beginning of section *6.2—Step 2: Choose Your Species*.

Higher numbers are better, representing greater capability within each Core Quality. For example, someone with a Strength Core Quality score of 19 is stronger than someone with a Strength Core Quality score of 12. Although high scores do not guarantee success, they do provide a substantial advantage, which will become clear as you read through this book.

Initial Core Quality scores range between 1 and 30. The scale actually extends to 100, which may seem extreme, but there are many powerful species, and possibly thousands of extremely powerful creatures roaming the cities and wilds of 2280.

Humans have average Core Quality scores of 10. In 2280, the average human is around 30 years old, slightly out of shape, and has at least some post-secondary education. PCs of all species are generally above average and have initial Core Qualities which reflect this difference. Although Core Quality scores are limited by a character's Species Maximums, it is possible for characters to surpass their Species genetic boundaries by using CDPs to purchase various Abilities, Genetic Deviations, or through Ascension as their character develops. Abilities and Genetic Deviations are covered later in Character Creation, while Ascension is covered in section *8—Character Development*.

Height and Manageable Weight

Height m (ft)	Manageable Weight Bonus
< 1.8 (6)	0
2.1 (7)	110%
2.4 (8)	120%
2.7 (9)	130%
3.0 (10)	150%
4.6 (15)	200%
6.1 (20)	250%
9.1 (30)	300%
12.2 (40)	400%
15.2 (50)	500%
18.3 (60)	600%
21.3 (70)	700%
24.4 (80)	800%
27.4 (90)	900%
30.5 (100)	1000%

Figure 6-4

The seven Core Qualities are:

Strength

The Strength score specifies a character's raw, physical power.

Strength affects game elements, such as how much weight a character can lift, how heavy a weapon s/he can effectively control with one or two hands, how much weight s/he can throw, and how much weight s/he can carry for extended periods of time. These elements are summarized in the following table, **Figure 6-5: Strength-Based Game Elements**.

Generally speaking, characters can use 1 hand to throw 10 percent of their total manageable weight 10 m (32.8 ft). They can heave, or throw with two hands, 30 percent of their Manageable Weight 10 m (32.8 ft). Every time the Manageable Weight is halved, the distance doubles. However, the object thrown must have enough mass to actually be thrown. Manageable Weight also determines how much weight a character can carry. This is covered in detail in section *9.2—Encumbrance*.

Strength is an important Core Quality for characters focusing on Melee Combat or to whom physical presence is important.

For a character, an initial high Strength Score could be genetic or the result of physical training or labor. A low initial Strength Score could be attributed to poor genetics, a lack of physical activity, or a physical handicap or disorder.

Height and Manageable Weight

Although characters and creatures can all attain Core Quality Strength scores of 100, their size has a definite affect on the ease with which they can manipulate large amounts of weight. A 100 ft monster has larger hands, larger musculature and a skeletal structure that can support the maneuvering of extremely large

Strength-Based Game Elements

Strength Score	Manageable Weight kg (lb)
1	< 2 (5)
2–3	< 5 (10)
4–6	< 9 (20)
7–9	< 14 (30)
10–12	< 20 (45)
13–15	< 29 (65)
16–18	< 41 (90)
19–21	< 54 (120)
22–25	< 73 (160)
26–30	< 95 (210)
31–35	< 129 (285)
36–40	< 175 (385)
41–45	< 272 (600)
46–50	< 454 (1.0k)
51–55	< 816 (1.8k)
56–60	< 1.1k (2.5k)
61–65	< 1.6k (3.5k)
66–70	< 2.2k (4.8k)
71–75	< 2.9k (6.3k)
76–80	< 3.6k (8.0k)
81–85	< 4.5k (10.0k)
86–90	< 5.7k (12.5k)
91–95	< 7.0k (15.5k)
96–99	< 9.1k (20.0k)
100	< 11.3k (25.0k)

Figure 6-5

Base Endurance Recovery

Conditioning Score	Endurance Points Recovered	
	Per Hour of Sleep	Per Hour of Waking Rest
1–5	1	0
6–10	2	1
11–15	3	1
16–20	4	2
21–25	5	2
26–30	6	3
31–35	7	3
36–40	8	4
41–45	9	4
46–50	10	5
51–55	11	5
56–60	12	6
61–65	13	6
66–70	14	7
71–75	15	7
76–80	16	8
81–85	17	8
86–90	18	9
91–95	19	9
96–99	20	10
100	25	12

Figure 6-6

Base Regeneration Rates

Vitality Score	Recovery Rate	Bleeding Rate Decrease (per min.)
1–15	1 point per day	1
16–30	1 point per 12 hours	2
31–45	1 point per 6 hours	3
46–60	1 point per hour	4
61–70	1 point per 10 minutes	5
71–80	1 point per minute	6
81–90	1 point per Combat Cycle	7
91–100	1 point per Segment	8

Figure 6-7

objects. Therefore, taller and proportionately more massive characters and creatures receive bonuses to the size and mass of objects they can manipulate according to **Figure 6-4: Height and Manageable Weight**.

Agility

The Agility score specifies a character's dexterity and flexibility.

Agility contributes to a character's Reaction Tertiary Quality, affecting game elements, such as Reaction Order, which is the order in which characters and creatures react during encounters and combat. The higher a character's Agility score, the more likely the character will react before others. A high Agility score also helps a character maintain balance, dodge attacks, aim ranged weapons, evade pursuers, or move quietly where stealth is desired.

A low Agility score can result in a clumsy character being unable to react to surprises or hindered when conducting physical Skills requiring fine motor control.

Conditioning

The Conditioning score specifies a character's level of fitness and stamina.

Conditioning contributes to a character's Endurance Pool. It also directly affects the rate at which a character recovers Endurance points, as shown on **Figure 6-6: Base Endurance Recovery**. A high Conditioning score indicates that a character can conduct physical activities for an extended period of time, while a low Conditioning score indicates an inability to continuously perform under physical duress. With a low Conditioning score, limbs can fail from exhaustion, and the body can maintain performance levels for short periods of time only.

Vitality

The Vitality score reflects a character's inherent mental and physical vigor.

Vitality directly affects a character's HP. The HP determines the amount of Damage that can be endured by a character before unconsciousness or death. Vitality also represents a character's natural ability to resist disease, poison, and other harmful elements, as well as how quickly they naturally stop bleeding. It also affects how many HP points a character regenerates over a given amount of time as shown in **Figure 6-7: Base Regeneration Rates**. It is important to note that regeneration of HP points is not dependent on sleep or rest. In fact, a character can conduct strenuous physical activity and still regenerate these HP points.

Discipline

The Discipline score reflects a character's level of mental fortitude.

The Discipline score directly contributes to a character's Endurance pool, which determines the character's ability to sustain actions during periods of stress and exertion. A high Discipline score also provides a character with courage to maintain composure under stress or in the face of danger as reflected by the bonuses to Will Resist Checks shown in **Figure 6-8: Discipline Bonus to Will Resist Checks**. A low Discipline score can cause a character to be easily distracted or injured while using Skills or Wielding.

Intelligence

The Intelligence score specifies a character's capacity for logic, deductive reasoning, and ability to learn.

Discipline Bonus to Will Resist Checks

Discipline Score	Bonus to Will Resist Checks
1–9	0
10–19	+1
20–29	+2
30–39	+3
40–49	+4
50-59	+5
60–69	+6
70–79	+7
80–89	+8
90–99	+9
100	+10

Figure 6-8

Quality Score Modification Cost

Quality Score	CDP Cost to Modify
1–5	5
6–10	10
11–15	15
16–20	20
21–25	25
26+	30

Figure 6-10

Skill and Wielding Rank Cost Modifiers

Intelligence Score	Time and Trust Cost Modifier
1–5	+10%
6–10	0
11–15	-5%
16–20	-10%
21–25	-15%
26–30	-20%
31–35	-25%
36–40	-30%
41–45	-35%
46–50	-40%
51–55	-45%
56–60	-50%
61–65	-55%
66–70	-60%
71–75	-65%
76–80	-70%
81–85	-75%
86–90	-80%
91–95	-85%
96–99	-90%
100	-95%

Figure 6-9

A high Intelligence enables a character to quickly absorb knowledge, making it easier to learn new Fields, Skills, or Wielding Ranks. A low Intelligence score has the opposite effect, forcing a character to devote more time to learning. **Figure 6-9: Skill and Wielding Rank Cost Modifiers** tabulates the modifiers added or subtracted from the Trust and Time costs associated with acquiring Field or Skill Ranks or Wielding Ranks. This cost modifier does not come into play during Character Creation.

A high intelligence can be the result of schooling, study or natural capacity, while a low intelligence can be the result of little to no schooling, or perhaps even a mental or physical disorder adversely affecting the brain.

Charisma

The Charisma score specifies a character's attractiveness to others, both in terms of physical appearance and in attitude.

Good looks, a relaxed attitude, and a confident demeanor all contribute to a high Charisma, which can positively affect how people react to a character. A character with a low Charisma is likely to be whiney, physically unattractive, irritating, or anxious—causing others to react negatively.

Conversation and attitude are still important factors to any social interaction, and a character's Charisma score contributes to the success of many such coercive Skills.



1 On your Character Sheet or a piece of scrap paper, record the Base Core Quality scores of your species. Refer to **Figure 1: Core Qualities—Species Minimum, Maximum, and Base Scores** for this information.



Lesley has written down all of the Base Core Quality Scores for her Anunnaki. These scores were found on Figure 1: Strength 20, Agility 20, Conditioning 18, Vitality 18, Discipline 14, Intelligence 15, and Charisma 14.

Modifying Core Quality Scores
6.3.1

PLAYERS CAN USE THEIR CDPs to modify their character's Core Quality scores. We suggest that players conserve 400 CDPs for the remainder of the Character Creation process; however, in some cases, such as with the Bio-Engineered, players will only have around 200 CDPs remaining. Players can adjust their Base Core Quality scores according to the chart in **Figure 6-10: Quality Score Modification Cost**, so long as the Species Maximum or Minimum, according to **Figure 6-2** and **Figure 6-3** is not exceeded. For each increment a score is altered, a player must adjust the CDP pool accordingly.

When reducing Base scores, a player receives the same amount of CDPs that the Core Quality score would cost the player to buy. For example, to improve a Core Quality from 9 to 12 costs 40 CDP; 10 CDP to move from 9 to 10, and 15 CDP for 11 and 12 respectively. Reducing a Core Quality from *12* to *9* returns 40 CDP; 15 for selling each of *12* and *11*, and another 10 CDP for selling *10*.



1 Record your final Core Quality Scores in the Core Qualities section on page one of your Character Sheet.



Lesley is quite happy with her Anunnaki's relatively high Base Core Quality Scores, and does not need to spend many CDP on improving them at this point. In the Vitality description, it was mentioned that it affects a character's HP, which determines the amount of damage a character can take, so she decides to raise her Vitality Core Quality score by 2.

Currently, her Vitality is 18. According to Figure 3, raising the score from 18 to 19 costs 20 CDP, and raising it from 19 to 20 costs an additional 20 CDP. Therefore, she subtracts 40 CDP, leaving her with 460 and a Vitality of 20.

Lesley records her character's finalized Core Quality Scores on the Character Sheet as: Strength 20, Agility 20, Conditioning 18, Vitality 20, Discipline 14, Intelligence 15, and Charisma 14.

[460 CDP Remaining]

Secondary Qualities
6.4—Step 4

THE SECONDARY QUALITIES are the averages, rounded up, of two Core Qualities that represent the more complex elements of a character's mental and physical capabilities.

Secondary Qualities play an important role during game play. When they perform actions, players will be called upon by the GM to make Success Checks with their Secondary Qualities. For example, you might decide your character should attempt to dash across a rubble-filled hall. Your GM might require an Athleticism check against Difficulty Rating 15 to ensure your character can avoid the rubble without losing his/her footing.

Additionally, each Skill has an associated Secondary Quality that determines the Dice Pool used for making a Skill Check. Therefore, Secondary Qualities are critically important to almost every element of game play.

Secondary Qualities can only be altered by changing one or both of the associated Core Qualities.

Characters have the following Secondary Qualities:

Athleticism

Athleticism is a measure of a character's total physical prowess and is used to check for success when performing many physical actions, including jumping, running, and unarmed striking. Athleticism is also used to determine the potential damage adjustment to Melee attacks as shown in **Figure 6-11: Attack Damage Modifier**. The use of the Melee Damage Modifier is explained in section *7.11.2—Damage Types*. Strength contributes raw muscle and power to Athleticism, while Agility contributes quick reflexes and fast reaction time.

The Athleticism score is an average of the Strength and Agility Core Qualities.

ATHLETICISM = (STRENGTH + AGILITY) / 2

Physical Acumen

Physical Acumen is the measure of a character's ability to execute actions requiring fine motor skills. Physical Acumen is also used to determine the potential damage adjustment to Ranged attacks, as shown in **Figure 6-11: Attack Damage Modifier.** The use of the Ranged Damage Modifier is explained in section *7.11.2—Damage Types*. Agility plays a role in the dexterity required to carry out precise actions, while Conditioning contributes the muscle memory and endurance required for repetitive actions.

The Physical Acumen score is an average of the Agility and Conditioning Core Qualities.

PHYSICAL ACUMEN = (AGILITY + CONDITIONING) / 2

Fitness

Fitness is the measure of a character's overall physical constitution and ability to endure physical strain or abuse, all of which is represented by the character's HP. For more information on HPs, see section *6.6—Health Pool*. Conditioning affects a character's Fitness, determining the body's ability to withstand physical strain, exertion, and abuse. Vitality contributes the natural defenses that help characters resist disease, poison, or other factors that can adversely affect their Fitness.

The Fitness score is an average of the Conditioning and Vitality Core Qualities.

FITNESS = (CONDITIONING + VITALITY) / 2

Will

Will is a measure of a character's ability to act of his/ her own volition, to push on through sheer mental fortitude and desire alone, ignoring pain, concentrating in spite of distraction. Vitality contributes to a character's instinctive will to live, providing a degree of inherent resistance to many forms of mental and physical control. Discipline contributes the mental strength required to remain focused on the task at hand and to not be affected by pain or distractions when conducting actions.

The Will score is an average of the Vitality and Discipline Core Qualities.

WILL = (VITALITY + DISCIPLINE) / 2

Wisdom

Wisdom is a measure of a character's ability to discern the truth by combining academic knowledge with life experience. Discipline contributes the mental wherewithal to retain focus and think clearly, and Intelligence contributes the natural ability to acquire and retain knowledge through study and experience. A high Wisdom score enables characters to better resist many forms of deception, such as seeing through trickery or illusion by recognizing what *should* be happening as opposed to what *appears* to be happening.

The Wisdom score is an average of the Discipline and Intelligence Core Qualities.

WISDOM = (DISCIPLINE + INTELLIGENCE) / 2

Wit

Wit is a measure of a character's ability to manipulate others and to resist it themselves. The Intelligence score provides the character with the intellect and quick-thinking required to see opportunities where bluffing or negotiating can be advantageous or profitable. The Charisma score contributes a character's likeability and attractiveness to their ability to manipulate or take advantage of others' weaknesses.

The Wit score is an average of the Intelligence and Charisma Core Qualities.

WIT = (INTELLIGENCE + CHARISMA) / 2

Presence

Presence is a measure of a character's ability to influence interactions based solely on his or her appearance and body language. This can be used to silence a heckler with a stern look or cause an opponent to second guess his/her chances by standing firm and pulling out a weapon, despite what appears to be overwhelming odds. More than simply confidence, Presence is a product of a character's Charisma and Strength, taking into account their ability to manipulate others with their physical attractiveness or repulsiveness, personality or lack thereof, and their obvious physical strength and physique.

The Presence score is an average of the Charisma and Strength Core Qualities.

PRESENCE = (CHARISMA + STRENGTH) / 2

Attack Damage Modifier

Quality Score	Damage Adjustment	
	Melee (Athleticism)	Ranged (Physical Acumen)
1–3	-3	-3
4–6	-2	-2
7–9	-1	-1
10–12	0	0
13–15	+1	+1
16–18		
19–21	+2	
21–25		
26–30	+3	+2
31–35		
36–40	+4	
41–45		
46–50	+5	+3
51–55		
56–60	+6	
61–65		
66–70	+7	+4
71–75		
76–80	+8	
81–85		
86–90	+9	+5
91–95		
96–100	+10	

Figure 6-11

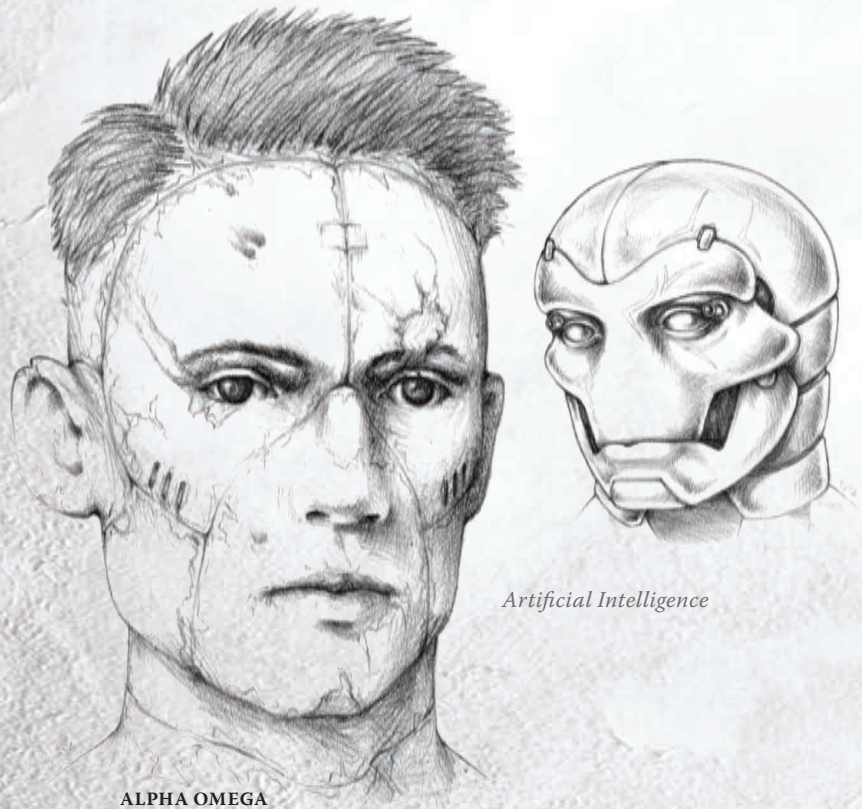
TO DO

1 Calculate your Secondary Quality scores by calculating the average of their contributing Core Qualities, rounding up, and record these amounts in the Secondary Qualities section on page one of your Character Sheet.

CHARACTER SAMPLE

Lesley takes a few moments to calculate her Secondary Qualities (rounding up), and record the following scores on her Character Sheet: Athleticism 20, Physical Acumen 19, Fitness 19, Will 17, Wisdom 15, Wit 15, and Presence 17.

[460 CDP Remaining]



Artificial Intelligence

TERTIARY QUALITIES
6.5—STEP 5

THE NEXT STAGE IN CHARACTER Creation is a simple but important step—the calculation of your character's Tertiary Qualities.

Reaction

Reaction is the measure of a character's ability to quickly react to events. It determines the Segments of the Combat Cycle in which your character is active. Segments and the Combat Cycle are covered in detail in section *7.5.1—Combat Cycles and Segments*.

The Reaction Quality score is the average of your character's Athleticism and Wisdom Secondary Qualities, rounded up.

REACTION = (ATHLETICISM + WISDOM) / 2

Physis

Physis is a measure of a character's genetic complexity. In short, the higher a character's Physis score, the higher they are on the evolutionary ladder.

The Physis score changes as your character develops, and is used for major Resist Checks involving Death and powerful Wielding Effects.

The Physis score is the average of all of your character's Core Qualities.

PHYSIS = (STRENGTH + AGILITY + CONDITIONING + VITALITY + DISCIPLINE + INTELLIGENCE + CHARISMA) / 7

Endurance

Endurance is the measure of how much activity a character can endure before becoming fatigued or even exhausted, requiring rest.

Endurance is expended by both intense combat action and Wielding. Players can also spend Endurance points to influence physical Actions. Although this is covered in detail in section *7—Game Mechanics*, it is important to note that one Endurance point can be spent to accomplish many things, including:

- Increase Movement Rate by 1 for 1 Combat Cycle.
- Decrease the Exertion Rating of a Melee Weapon by 1, for 1 Segment.
- Increase the Athleticism Modifier to Melee Damage by 1 step, for 1 Segment.

The Endurance Tertiary Quality score is equal to the sum of a character's Conditioning and Discipline Core Quality scores.

ENDURANCE = (CONDITIONING + DISCIPLINE)

The Conditioning Core Quality directly affects the recovery rate of expended Endurance points according to **Figure 6-6: Base Endurance Recovery Rates**. For more on the expenditure and recovery of Endurance, see section *7.11.14—Edurance*.

Movement Rates

Movement Rate is a measure of how far a character can travel during one turn. Movement Rate for each type of movement is determined by the character's Athleticism Secondary Quality. Use **Figure 7-4: Full Movement Action Rates** to determine your character's Movement Rates. For more information on Movement Rates, see section *7.2.3—Movement Rate*.

Defense Rating

Defense Rating is a measure of a character's ability to assess combat situations, passively protecting themselves from incoming attacks. The Defense Rating is equal to half of your character's Reaction Tertiary Quality score, rounded up.

The Defense Rating quantifies a character's innate or instinctual abilities for self-defense. Everyone, including those without formal training, recognizes danger and can defend themselves on some level. Whether it be putting out a hand to break a fall or ducking to avoid a punch, some actions are automatic. For more on the use of a character's Defense Rating, see section *7.8.1—Defense Rating*.



1. Calculate your character's Reaction Tertiary Quality score by averaging the Athleticism and Wisdom Secondary Quality scores (rounded up), recording this amount in the Tertiary Qualities section on page one of your Character Sheet.
2. Calculate your character's Physis score by averaging the Core Qualities, recording this amount in the Tertiary Qualities section on page one of your Character Sheet.
3. Calculate your character's Endurance score by adding the Conditioning and Discipline Core Quality scores, recording this amount in the Endurance Pool section on page one of your Character Sheet.
4. Record your character's Movement Rates, found in **Figure 7-4: Full Movement Action Rates**, in the Movement Rates section on page one of your Character Sheet.
5. Record you character's Defense Rating, which is equal to half of the Reaction Tertiary Quality score, in the Tertiary Qualities section on page one of your Character Sheet.



Lesley takes a moment to calculate her character's Reaction Tertiary Quality, which works out to 18 ((Athleticism 20 + Wisdom 15) / 2 = 17.5 (rounded up to 18), recording this on her Character Sheet.

She then calculates and records her character's Physis of 17 ((Athleticism 20 + Physical Acumen 19 + Fitness 19 + Will 17 + Wisdom 15 + Wit 15 + Presence 17)/7 = 17.4 (rounded down to 17)).

Next, Lesley calculates and records her character's Endurance of 32 (Conditioning 18 + Discipline 14 = 32).

By using her Athleticism score of 20 and examining the Movement Rates on **Figure 7-4: Full Movement Action Rates**, Lesley determines her character's Movement Rates to be: Swim 2, Crawl 2, Monkey Run 3, Walk 3, Run 4, Sprint 8, and Fly 14.

Finally Lesley calculates and records her Defense Rating which is equal to half her Reaction Tertiary Quality or 9 (Reaction 18/2 = 9).

[460 CDP Remaining]


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Health Pool
6.6—Step 6

HEALTH POOL (HP) IS a measure of how much physical Damage a character can sustain before falling unconscious or dying. AI use a variation of this; their HP is referred to as Structural Integrity, but is calculated the same way.

Your character's HP is equal to the sum of his/her Conditioning and Vitality Core Quality scores.

HEALTH POOL = (CONDITIONING + VITALITY)

Each time your character sustains Damage during game play, you must subtract the amount of Damage from his/her current HP score. When your character is healed or rests to recover from injury, you add the amount recovered to his/her current HP.

Use the Health Pool area, on page one of your Character Sheet, to track your character's current HP. For more on the loss and recovery of a character's HP, see section *7.11—Damage, Dying, Death and Endurance*.



1 Calculate your character's HP by adding his/her Conditioning and Vitality Core Quality scores, recording this amount in the Health Pool section on page one of your Character Sheet.



Lesley's Anunnaki Wielder is going to be pretty durable. She calculates her character's HP of 38 (Conditioning 18 + Vitality 20) and records it on her Character Sheet.

[460 CDP Remaining]



Nephilim

Abilities and Drawbacks
6.7—Step 7

ABILITIES AND DRAWBACKS provide depth and character to PCs, generating role-playing opportunities. Abilities can improve some of your characters existing Character Elements or even provide new ones. Abilities have various associated CDP costs, due to the permanent effect they have on a character's versatility. Characters can purchase as many Abilities as they can afford.

Drawbacks can impede a character's ability to successfully perform certain actions during game play. However, they can also be used to challenge a player's role-playing ability or add dramatic elements to the game. For every Drawback you select, you *gain* CDPs—according to the description of that particular Drawback—as they make a character weaker from a purely statistical point of view.

CHARACTER SAMPLE

Lesley reviews her notes and recalls Anunnaki are allowed to purchase Abilities and select Drawbacks, and they receive a Bonus Ability: Light Sleeper for free.

Lesley's wielder still has 460 CDP remaining.

Abilities
6.7.1

Additional Identity | **CDP COST: 60**

A character with an Additional Identity begins the game with an extra PID, complete with a fully-registered identity and Trust account. This PID comes with citizenship in a city of the player's choice, and an amount of Trust deemed reasonable by the GM. In the case of an implanted PID, the character has a device that selects which PID is active so that scanners detect only the chosen identity.

An Additional Identity enables characters to maintain two separate accounts with the Central Financial Authority (CFA). It also enables characters to travel more easily between cities. Most importantly, two IDs enable characters to conduct underworld business with one ID, reserving the other for legitimate life.

This Ability can be taken multiple times.

Ambidexterity | **CDP COST: 100**

A character with the Ambidexterity Ability can use both hands with equal efficiency and effectiveness. The DR for making attacks with two weapons in the same Segment is reduced by 5, and there is no penalty to off-hand Damage.

This Ability cannot be taken in conjunction with the One Hand Dominant Drawback.

Animal Friendly | **CDP COST: 40**

Characters with the Animal Friendly Ability gain a +3 to any Animal Handling Skill Checks.

Associate(s) | **CDP COST: 30 PER ASSOCIATE**

This Ability provides characters with one or more reliable contacts that will assist them in times of need. Associates can be any member of the Supporting Cast. For more information on the Supporting Cast, see section *10.3—Supporting Cast*. Characters can have as many Associate(s) for which they are willing to pay; each Associate costs 30 CDPs. The player must also declare the city-state in which each Associate resides, as an Associate in Oderon City cannot immediately come to the aid of a character in Vancouver.

Blind-fighting | **CDP COST: 40**

For a character with the Blind-fighting Ability, the penalty for using combat Skills in complete darkness is reduced by 4.

Blood Lust | **CDP COST: 50**

Characters with the Blood Lust Ability are exhilarated and energized by their own pain and suffering. During combat, characters with this Ability gain a +1 to their next attack roll for every Damage-dealing attack they suffered since their

last Turn. After they attack, their exhilaration is released, and their attack bonus is reduced to 0 until they are hurt again.

Citizenship | CDP COST: 20

A character with Citizenship is a legitimate citizen of a city-state. Players choose the city-state of which their character is a citizen. Proof of Citizenship is embedded in the character's PID.

Citizenship makes inter-city travel much easier and enables the character to have a legitimate account with the CFA.

Coordinated | CDP COST: 100

The Coordinated Ability enables characters to more easily conduct two or more physical actions simultaneously. Specifically it provides the following bonuses:

- –1 bonus to the Exertion Rating penalty during Multi-Weapon Use
- –5 bonus to the DR for Multi-Weapon Use in a single Segment
- –5 bonus to the DR for Skill Combination scenarios

This Ability cannot be taken in conjunction with the Clumsy Drawback.

Danger Sense | CDP COST: 150

This passive Ability enables characters to be aware of danger before it happens. Although they cannot be sure exactly what it is, such characters receive enough warning to alert their companions and take whatever action they deem appropriate. Danger Sense also provides a +1 bonus to the character's Defense Rating.

This Ability cannot be taken in conjunction with the Oblivious to Danger Drawback.

Fast Learner | CDP COST: 100

A character with the Fast Learner Ability requires only half of the time usually required to learn from an instructor and therefore pays only half of the Trust cost for all Instruction.

For more on instruction time and cost, see section *8.2.5—Increasing Field, Skill and Wielding Ranks.*

This Ability cannot be taken in conjunction with the Slow Learner Drawback.

Fearless | CDP COST: 50

Fearless characters gain a +5 to their Resist Check for any attacks aimed at their Fear State Component.

This Ability cannot be taken in conjunction with any of the Phobia Drawbacks or with the Cowardly Drawback.

Good Driver | CDP COST: 20

When characters are Good Drivers, they receive a -2 to the Handling Rating of their vehicle for Vehicle Operation checks.

This Ability cannot be taken in conjunction with the Bad Driver Drawback.

Good Karma | CDP COST: 100

Once per game-world day, a player whose character possesses the Good Karma Ability can re-roll *one* of the character's rolls, using the best result. Re-rolls cannot be partial; the player must throw all the dice for that roll. For example, if a player decides to re-roll a 4d6 roll, s/he must roll all four dice.

This Ability cannot be taken in conjunction with the Bad Karma Drawback.

Good Memory | CDP COST: 60

Good Memory provides characters with a strong ability to remember information they have read, seen, experienced, or otherwise absorbed through their senses. This Ability enables characters to remember directions and navigate successfully in areas they previously visited or saw in maps or diagrams. For complicated areas such as complex tunnel systems, this Ability provides a +5 to all Orienteering checks for locations a player has already visited. This Ability also assists characters with learning, decreasing the Trust cost of learning Skill and Wielding Ranks by 2 Steps on **Figure 8-2: Instruction Costs**. When suddenly thrust into darkness, characters with Good Memory can remember their surroundings better than the average character. This Ability provides a +2 to their rolls during the first Combat Cycle for which the darkness is in effect. This helps offset penalties that accompany actions taken in darkness, as described in section *7.12.2—Darkness and its Effects.*

This Ability cannot be taken in conjunction with the Forgetful Drawback.

Heightened Sense

A character with a Heightened Sense gains a +5 to Detection Skill Checks stemming from one of the five senses: Sight, Hearing, Taste, Touch, or Smell. Although the Detection Skill covers all of the senses, the Heightened Sense Ability provides a bonus to only one. This Ability can be taken once for each sense.

This Ability cannot be taken in conjunction with the corresponding Dulled Sense Drawback.

CDP COST: 40—*each for Sight and Hearing*
CDP COST: 20—*each for Taste, Touch, and Smell*

High Pain Tolerance | CDP COST: 40

A character with High Pain Tolerance gains a +2 to all Concentration checks and Resist Checks made where Damage is inflicted.

This Ability cannot be taken in conjunction with the Low Pain Tolerance Drawback.

Light Sleeper | CDP COST: 20

A Light Sleeper is woken by less noise or movement than a normal sleeper. Characters who are Light Sleepers receive a +2 to their Detection Skill Check to determine whether the sleeper is awoken from slumber by any movement or noise in the area. When sleeping, characters cannot defend themselves or conduct actions.

This Ability cannot be taken in conjunction with the Deep Sleeper Drawback.

Lip-Reader | CDP COST: 20

This Ability enables characters to read lips for any language they know, so long as they can clearly view the lips at an assisted or unassisted relative distance of 5 m (5.5 yd) from the target.

Membership in a Group or Organization

Membership in a Group or Organization can provide a character with physical, financial, legal, or political assistance. It can also provide a character with information that could be used during game play. Possible groups or associations include technical guilds, sports teams, street gangs, mercenary squads, animal rights groups, or hobby clubs. The GM has the final say on which groups or organizations are relevant to the campaign, how important membership is, and how much it costs.

LEVEL 1—Clubs are relatively small social groups such as Strata combat stables or groups which share a hobby. Clubs may be able to grant a character specific information based on the nature of the club and its members.

CDP COST: 20

LEVEL 2—Organizations are larger than clubs and attract more specialised membership. The VenSteel Engineering Department is an example of an organization. It has several hundred members which share a specific expertise. Organizations can assist characters in need of specialized information or assistance related to the organization.

CDP COST: 40

LEVEL 3—Associations are large social groups, that span vast geographic areas and attract large memberships of extremely specialized men and women. Associations, such as the New Earth Wielding Commission, may assist characters in need of very exclusive information, equipment, services, or highly trained aids like soldiers, scientists and the like.

CDP COST: 80

Quickdraw | CDP COST: 40

The Quickdraw Ability enables characters to draw or holster weapons as a Free Action at the beginning of their turn. Quickdraw can also be used to retrieve or return handheld items from open pockets and pouches.

Quick Reflexes | CDP COST: 100

A character with Quick Reflexes gains a +5 to all Reaction Score rolls as well as any Resist Checks based on Agility. This Ability also adds +1 to a character's Defense Rating.

This Ability cannot be taken in conjunction with the Slow Reflexes Drawback.

Sadistic | CDP COST: 90

Sadistic characters find great enjoyment in the pain and suffering of others. When a Sadistic character damages the HP of a target, s/he gains a cumulative +1 to his/her attack roll for every successful, subsequent attack roll against the same target until it is killed, or the Sadist either fails an attack roll or is forced to attack a different target.

Therefore, if a character successfully damages a target's HP, s/he receives a +1 to his/her next attack roll against that target; if the next attack is successful the character receives a +2 to his/her next attack roll, and so on. When the target is killed, or the Sadist either misses or is forced to attack another target, the bonus is reset to 0. Sadistic characters also gain a +1 to all Intimidation Checks.

Security Clearance

A character with the Security Clearance Ability has a higher level access to certain buildings, information, and security zones than the average civilian. This enables a character to enter restricted zones or access restricted information on an arcology's Net. This Ability has two levels, and GMs must determine the specific accesses the Security Clearance provides. The following are suggestions:

LEVEL 1—Provides access to facilities where everyday normal entrance is limited to maintenance workers, civil servants, or low level corporate employees.

CDP COST: 80

LEVEL 2—Provides access to security control points, public transportation centers, hospitals, surveillance data, and building design schematics (including information on security, air-conditioning, power, water circulation, waste management, and data streaming).

CDP COST: 150

Sense Weather | CDP COST: 10

This Ability enables characters to know what the weather will be for the next 12 hours. They can "feel it in their bones", smell it, or have meteorological premonitions. This Ability does not enable characters to detect weather brought about by Wielding Effects.

Short Sleeper | CDP COST: 30

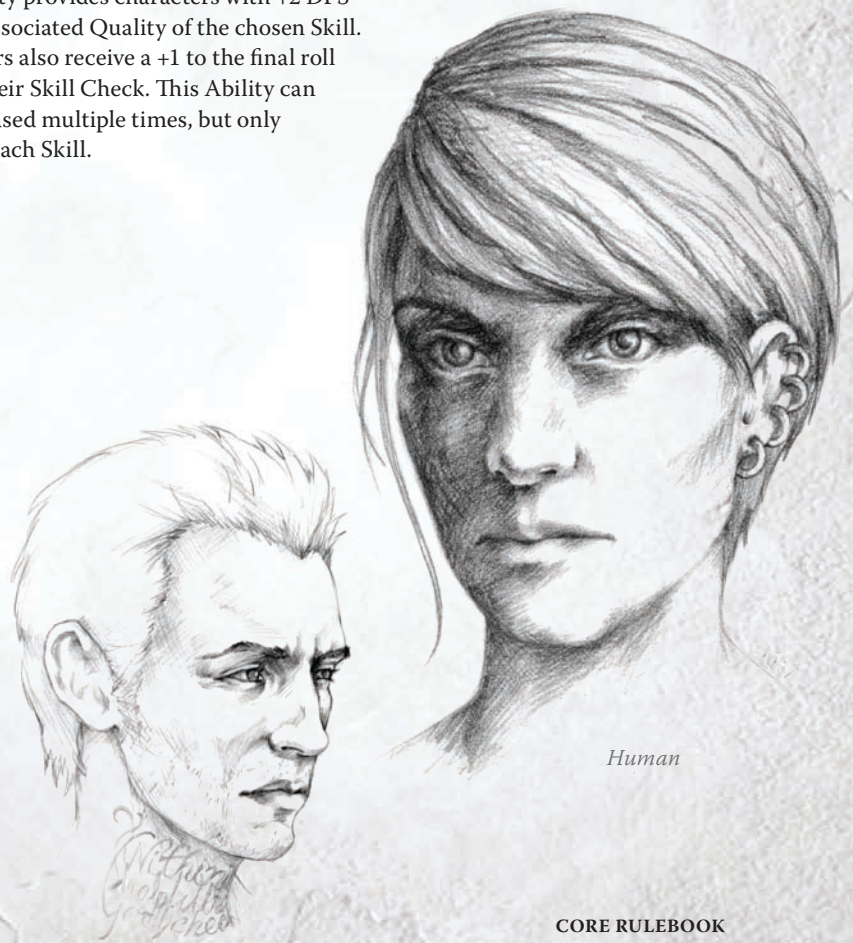
A character with the Short Sleeper Ability requires only four hours sleep per night to function properly the next day. Failure to receive sufficient hours of sleep results in penalties, as described in section *7.12.6—Sleep Deprivation*.

The Short Sleeper Ability does not affect a character's Endurance recovery as shown on **Figure 6-6: Base Endurance Recovery**.

This Ability cannot be taken in conjunction with the Long Sleeper Drawback.

Skill Aptitude | CDP COST: 50

This Ability provides characters with +2 DPS for the Associated Quality of the chosen Skill. Characters also receive a +1 to the final roll during their Skill Check. This Ability can be purchased multiple times, but only once for each Skill.



Human

Sophisticated | CDP COST: 50

Characters with this Ability are culturally aware of the trends of the day and popular culture around the world. This includes, but is not limited to, current events, fashion, music, and entertainment. Being culturally attuned provides a bonus of +3 to the character's Skill Check's from the Coercion Field.

This Ability cannot be taken in conjunction with the Unsophisticated Drawback.

Steady Hands | CDP COST: 80

The Steady Hands Ability provides a +1 bonus to all Success Check rolls based on Physical Acumen.

This Ability cannot be taken in conjunction with the Shaky Hands Drawback.

Superior Genes | CDP COST: 20

In a world where genetics are vital to technology, players with the Superior Genes Ability have outstanding genetic quality. Their genes can be donated on occasion for Trust, and their genetic superiority has provided them with a bit of celebrity, or at least a certain privilege in social circles.

This Ability cannot be taken in conjunction with the Degenerating Drawback.

Tough | CDP COST: 80

The Tough Ability provides a character with a permanent, one-time bonus of 10 HP points.

This Ability cannot be taken in conjunction with the Frail Drawback.

Windfall

Characters with the Windfall Ability have recently gained an unexpected amount of money. This could be reflected by finding an unencrypted PID with an amount of Trust that can be liberated or perhaps winning a bet placed on a Strata match. The more money won, the greater the CDP cost:

CDP COST: 30 – *2,000T*
CDP COST: 60 – *4,000T*
CDP COST: 90 – *6,000T*

This Ability cannot be taken in conjunction with the Vagrant Drawback.



1. Choose and record your species' starting Abilities, if any, in the Abilities section on page three of your Character Sheet. Be sure to note any game-altering effects of these Abilities as well as the section number for easy reference.



Lesley noted the following from the Anunnaki species description:

- Bonus Ability: Light Sleeper (Lesley gets the Light Sleeper Ability for free, giving her a +2 to Detection Checks made to determine whether her character is awoken.) She records this Ability on her Character Sheet.

The only Ability that Lesley feels matches the character she had in mind was Danger Sense. This Ability will warn her character of danger and adds a +1 to her character's Defense Rating. It also costs 150 CDP.

Lesley subtracts the 150 CDP for Danger Sense, leaving 310 CDP.

Finally she records the change in her Defense Rating from 9 to 10, and the information about the Danger Sense Ability on her Character Sheet.

Abilities Summary

Name	CDP Cost	Effect	Exclusory Drawbacks
Additional Identity	60	Another identity, PID, one might be clean, one for illicit activities, etc.	
Ambidexterity	100	Multiple weapon use penalty reduced by 5, no penalty for off-hand damage	One Hand Dominant
Animal Friendly	40	+3 to all Animal Handling Skill Checks	
Associates	30 each	Character has a reliable Associate, one of the Supporting Cast from section 10.3-Supporting Cast	
Blind-fighting	40	Penalty of performing actions in complete darkness reduced by 4	
Blood Lust	50	+1 to next Attack Attempt for every damage-dealing attack they have suffered since their last turn	
Citizenship	20	Legitimate Citizen of a particular city	
Coordinated	100	For Multiple Weapon Use, -1 bonus to Weapon Exertion Rating and -5 bonus to DR for Multiple Weapon Use, -5 bonus to DR for Physical Skill Combinations	Clumsy
Danger Sense	150	+1 to Defense Rating, sense when danger is imminent	Oblivious to Danger
Fast Learner	100	Pays half price for all Time and Trust Instruction Costs	Slow Learner
Fearless	50	+5 to Resist Checks aimed at Fear State Component	Phobias, Cowardice
Good Driver	20	-2 to Handling Rating when making Vehicle Operation Checks	Bad Driver
Good Karma	100	Re-roll one roll per day and use desired result	Bad Karma
Good Memory	60	+5 to Orienteering Checks in complex areas they have been or seen maps or diagrams of, decreases Instruction Costs by 2 steps, +2 to rolls in first Combat Cycle after Darkness takes effect	Forgetful
Heightened Sense	40/20	+5 to all Detection Checks for a particular sense, costs 40 CDP for Sight and Hearing, and 20 CDP for Taste, Touch, and Smell	Dulled Sense
High Pain Tolerance	40	+2 to all Concentration Checks and Resist Checks where damage is inflicted	Low Pain Tolerance
Light Sleeper	20	+2 to all Detection Checks made to determine if character awakes when something occurs that can be detected	Deep Sleeper
Lip-reader	20	Character able to read lips at an assisted or unassisted relative distance of 5 m	
Membership	20/40/80	Membership in a group, organization, club, collection of people that can offer assistance or information in some capacity	
Quickdraw	40	Character draws and holsters weapons as a Free Action and retrieves or returns items from open pouches or pockets on a person	
Quick Reflexes	100	+5 to all Reaction Scores, +1 to Defense Rating, and +5 to all Resist Checks based on Agility	
Sadistic	90	Cumulative +1 bonuses for subsequent attack against same target after every damage-dealing Attack Attempt until target is dead, character misses, or changes targets	
Security Clearance	80/150	2 Levels of Security Clearance each offering access to increasingly restricted areas	
Sense Weather	10	Characters can accurately sense the weather for the next 12 hours	
Short Sleeper	30	Character requires only 4 hours of sleep per night to avoid Sleep Deprivation effects	Long Sleeper
Skill Aptitude	50	+2 Dice Pool Steps for Associated Quality for one Skill, +1 to Success Check rolls involving that Skill	
Sophisticated	50	+3 to all Skill Checks from the Coercion Field	Unsophisticated
Steady Hands	80	+1 to all Skills or actions that rely on Physical Acumen	Shaky Hands
Superior Genes	20	Character has high quality genes, may be donated for money, may provide a form of celebrity	Degenerating
Tough	80	+10 Health Pool points	Frail
Windfall	30/60/90	3 Levels of additional starting Trust, 30 CDP for +2,000T, 60 CDP for +4,000T, and 90 CDP for +6,000T	Vagrant

Figure 6-12

Drawbacks
6.7.2

During Character Creation, players cannot select more than 200 CDP worth of Drawbacks each, including those mandatory for their Species.

Characters forced to select Drawbacks during Character Creation because of their species receive a CDP refund for these Drawbacks. Unless specifically stated in the description, each Ability and Drawback can only be purchased or selected once.

The following Drawbacks are available during Character Creation:

Allergies

SEVERE ALLERGIES—Severe Allergies affect characters by reducing all of their Dice Pools by five steps during Success Checks where the source of the allergen is present.

Sample Common and Uncommon Allergens

Common Allergens

pollen, grass, trees, cats, dogs, cotton, plastic, sunlight, mold and mildew

Uncommon Allergens

specific metal, specific food, specific biological agents, non-domestic animals and alcohol

Figure 6-13

Characters can react to common or uncommon allergens as listed on **Figure 6-13: Sample Common and Uncommon Allergens**. Common allergens offer a more substantial CDP refund because they are encountered more often.

Select an allergen from **Figure 6-13: Sample Common and Uncommon Allergens** and record it as a Severe Allergy on your Character Sheet.

COMMON ALLERGEN CDP REFUND: 100
UNCOMMON ALLERGEN CDP REFUND: 25

MILD ALLERGIES—Mild Allergies affect characters by reducing all of their Dice Pools by two steps during Success Checks where the allergen is present.

Select an allergen from **Figure 6-13: Sample Common and Uncommon Allergens** and record it as a Mild Allergy on your Character Sheet.

COMMON ALLERGEN CDP REFUND: 40
UNCOMMON ALLERGEN CDP REFUND: 10

Arrogance | CDP REFUND: 50

Characters with the Arrogance Drawback feel superior to those around them. They tend to talk about themselves a lot and enjoy flattery a great deal. They do not appreciate criticism and tend to have little respect for anyone. They suffer a -2 to all Skill Checks in the Coercion Field.

Bad Driver | CDP REFUND: 20

When characters have Bad Driving abilities, all Operate Vehicle Checks are made with a Rating that is 2 more than their actual Handling Rating.

This Drawback cannot be taken in conjunction with the Good Driver Ability.

Bad Karma | CDP REFUND: 80

Once per game-world day, characters with Bad Karma can encounter creatures or NPCs for which the GM can re-roll any one roll and use the best result. This reflects bad luck for the character as the creature or NPC gets a second chance to pass a Resist Check, block one of the character's successful attacks, or retry a failed attack roll against the character. Re-rolls cannot be partial; the GM must throw all the dice for that roll. For example, if a GM decides to re-roll 4d6, she or he must roll all four dice.

This Drawback cannot be taken in conjunction with the Good Karma Ability.

Banned | CDP REFUND: 10

Characters banned from entering a particular city-state for past transgressions are denied entrance if caught at an access point. If caught within the boundaries of a city-state from which they are banned, characters are forcibly removed.

Clumsy | CDP REFUND: 120

The DR for any actions requiring a character to make a Physical Skill Check or Resist Checks based on Agility are increased by 2.

This Drawback cannot be taken in conjunction with the Coordinated Ability.

Code of Honor | CDP REFUND: 40

Characters who live by a Code of Honor are bound by that code and must live accordingly. It is up to the player and GM to set the benefits and restrictions involved with the Code of Honor. For example, a character's Code could take the form of a sworn oath to always help those in need, to lead a life of celibacy, or to protect and serve an individual or organization until released from that charge. Failure to uphold the Code of Honor can result in a CDP loss, a mental disorder caused by the intense guilt of failure, or anything else the GM feels is appropriate. The penalty must be decided upon before the player chooses this Drawback for their character. The CDP cost is adjustable, depending on the severity of its regulations.

Cowardly | CDP REFUND: 80

Cowardly characters prefer to live to fight another day. In fact, they would rather not fight at all. Whenever possible, characters with this Drawback avoid combat at all costs. Cowardly characters suffer a -2 to all Attack Attempts.

This Drawback cannot be taken in conjunction with the Fearless Ability.

Deep Sleeper | CDP REFUND: 10

A Deep Sleeper is not usually disturbed by nearby noise or movement. Any Detection Skill checks made to wake up incur a -5 penalty.

This Drawback cannot be taken in conjunction with the Light Sleeper Ability.

Degenerating | CDP REFUND: 40

Characters with the Degenerating Drawback are figuratively falling apart at the seams. Their genetic code is unraveling and they are living on borrowed time. These characters must devote a portion of their time and Trust, the amount to be specified by the GM, seeking scientists, Mesh, or alchemists; anyone who can help stabilize their condition and prevent death, or their lifespan will be measured in months.

This Drawback cannot be taken in conjunction with the Superior Genes Ability.

Dulled Sense

A character with a Dulled Sense suffers a -5 to all Detection Skill Checks involving a particular sense. This Drawback can only be taken once per sense.

This Drawback cannot be taken in conjunction with the corresponding Heightened Sense Ability or the Improved Senses Genetic Deviation.

CDP REFUND: 40—*per Sense for Sight or Hearing*
CDP REFUND: 20—*per Sense for Taste, Touch, or Smell*

Exiled | CDP REFUND: 150

When characters who have been exiled from a city-state for past transgressions are caught trying to re-enter, they are arrested and imprisoned for trespassing and infringing on the rights of the citizenry. Hopefully characters arrested in this manner have a lot of money or know someone influential.

Forgetful | CDP REFUND: 50

Forgetful characters have difficulty remembering such things as people, places, numbers, and environments. They also suffer a -2 Step penalty, according to **Figure 8-2: Instruction Costs**, when learning new Skills or Wielding Ranks. When suddenly thrust into darkness, characters with the Forgetful Drawback suffer a -2 penalty to all attack rolls for the first Combat Cycle in addition to the standard darkness penalties, as described in section *7.12.2—Darkness and its Effects*. This is due to their poor ability to remember an environment from moments before.

This Drawback cannot be taken in conjunction with the Good Memory Ability.

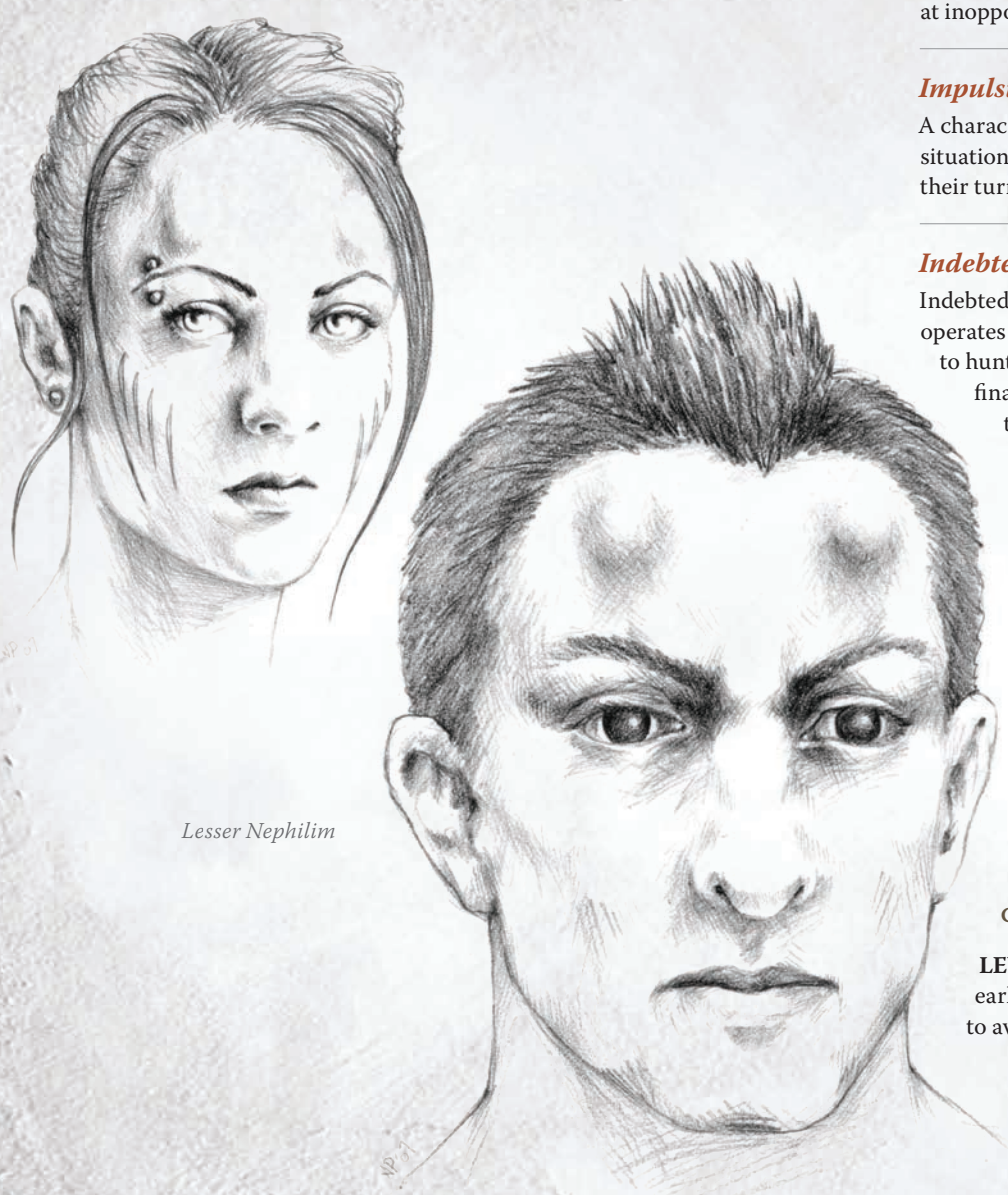
Frail | CDP REFUND: 100

The Frail Drawback forces a permanent -10 to a character's HP Maximum, and reduces the character's Melee damage by one step on **Figure 6-11: Attack Damage Modifier**.

This Drawback cannot be taken in conjunction with the Tough Ability.

Haunted by Spirits | CDP REFUND: 40

Haunted characters are interesting to the inhabitants of the spirit world. Spirits constantly follow such characters, occasionally interfering with their lives. This



Lesser Nephilim

can be as simple as turning off lights when characters approach, tripping them up at inopportune moments, or visibly appearing and relaying cryptic messages.

Impulsive | CDP REFUND: 50

A character with the Impulsive Drawback tends to react before thinking in many situations. Such characters cannot use the option of Preparing an Action during their turn.

Indebted | CDP REFUND: 40

Indebted characters owe someone, somewhere, Trust or worse. This Drawback operates under the assumption that the lender wants the debt paid, and is willing to hunt the character down to recover it. It could be a gambling debt, borrowed finances, or a promised first-born child that was never delivered to the slave trader. Regardless, Indebted characters are likely to be plagued by the lender, or hired agents, until the situation is resolved.

Intolerance

Intolerance causes characters to have intense feelings of hate for a specific Species. They have a difficult time maintaining their composure around anyone from that Species. Although it is usually rooted in a previous incident, conditioning, or ignorance, characters cannot suppress Intolerance for an extended length of time. There are two levels of Intolerance:

LEVEL 1—Verbally Intolerant**:** Characters use slurs, derogatory terms, and talk down to the target of their Intolerance at every opportunity. Characters can make a Will Resist Check at a DR of 20 to avoid a verbally abusive outburst.

CDP REFUND: 50

LEVEL 2—Violently Intolerant: Characters attack the target Species at the earliest opportunity. Characters can make a Will Resist Check at a DR of 20 to avoid a physically abusive outburst.

CDP REFUND: 100

Lame | CDP REFUND: 100

Lame characters have suffered an injury that affects their mobility. Their Movement Rates, as shown in **Figure 7-4: Full Movement Actions Rates** are reduced by half, rounding up.

Low Pain Tolerance | CDP REFUND: 40

When characters have a Low Pain Tolerance, they find it difficult to maintain their composure when in pain—or faced with the imminent threat of it. Characters with this Drawback suffer a -2 penalty to all Concentration Checks or Resist Checks caused by physical harm. When a character with Low Pain Tolerance is the victim of an Intimidation or Gather Information check that threatens or causes pain or torture, the instigator receives a +5 bonus to his/her Success Check.

This Drawback cannot be taken in conjunction with the High Pain Tolerance Ability.

Long Sleeper | CDP REFUND: 20

A Long Sleeper requires eight hours of sleep to function properly the next day. Failure to receive sufficient sleep results in penalties as described in section *7.12.6—Sleep Deprivation*.

The Long Sleeper Ability does not affect a character's Endurance recovery, as shown on **Figure 6-6: Base Endurance Recovery**.

This Drawback cannot be taken in conjunction with the Short Sleeper Ability.

Nervous Disposition | CDP REFUND: 30

Nervous characters find it difficult to make themselves heard or be taken seriously. They suffer a -2 penalty to all Skill Checks from the Coercion Field.

Nightmares | CDP REFUND: 30

Characters plagued by Nightmares suffer a 3 Step penalty, based on the Per Hour of Sleep column in **Figure 6-6: Base Endurance Recovery**. As a minimum, characters will always recover at least 1 Endurance point per hour of sleep.

Night Terrors | CDP REFUND: 60

Characters who suffer Night Terrors are plagued by Omega energy, which terrifies them during the night, interfering with their sleep and Endurance recovery. These characters suffer a 5 Step penalty, based on the Per Hour of Sleep column in **Figure 6-6: Base Endurance Recovery**. As a minimum, characters will always recover at least 1 Endurance point per hour of sleep.

Oblivious to Danger | CDP REFUND: 40

Characters who are Oblivious to Danger do not realize when their lives hang in the balance. Although characters suffer a -2 to all Reaction rolls, they gain a +2 to all Fear-based Resist Checks.

This Drawback cannot be taken in conjunction with the Danger Sense Ability.

Old Injury | CDP REFUND: 60

When a character suffers from an Old Injury that did not heal properly, s/he experiences a -2 to all Skill Checks from the Core Fitness Field.

One-hand Dominant | CDP REFUND: 50

When a character is One-hand Dominant, all actions performed with the off hand suffer a -4 to Skill Check rolls.

This Drawback cannot be taken in conjunction with the Ambidexterity Ability.

Past Addiction | CDP REFUND: 30

Each week, characters with a Past Addiction must perform an Addiction Check against a DR of 20 to avoid a relapse. Each time they use a drug/chemical with an addictive element, the DR of the Addiction Check increases by 1. If they fail, the characters head immediately to a known dealer to purchase their chemicals of choice and are now addicted. If they choose to stop using they suffer withdrawal effects as described in section *7.12.3—Drugs and Addiction*.

Phobias

A phobia is a persistent and irrational fear of something that compels an individual to avoid it at any cost. When characters are forced to face their fears, it is possible that they will become anxious, scared, or comatose. Depending on

whether their fear is Major or Minor, as defined below, characters require a strong will to maintain composure when facing their fears. It is recommended that players not be allowed to select more than two phobias, as the CDP refund will outweigh the disadvantage.

Figure 6-14: Common Phobias *is meant to serve as a list of suggested phobias only. Players and GMs should modify the list as they see fit. GMs always have the final say on which Phobias are appropriate for characters in their game.*

Common Phobias

Agoraphobia	Fear of open spaces, leaving a safe place, or crowded public places
Claustrophobia	Fear of confined spaces
Acrophobia	Fear of heights
Xenophobia	Fear of strangers, foreigners or aliens
Necrophobia	Fear of death or dead things
Arachnophobia	Fear of spiders
Demonophobia	Fear of demons (Ophanum included)
Algophobia	Fear of pain

Figure 6-14

MAJOR PHOBIA—If characters suffer from any of the phobias found on **Figure 6-14: Common Phobias**, and are faced with a situation corresponding to the description, they must pass a Will Resist Check (DR 30) or their Fear State Component drops by 2 Levels. If characters are not removed from the situation within 1 minute, they must pass another Will Resist Check to remain at the current Fear State Level. If the Check is failed again, the situation worsens, lowering the character's Fear State Component by 2 more Levels. This repeats every minute as long as the character continues to be exposed to their phobia.

When characters are removed from the situation, they can make another Will Resist Check to improve their Fear State. For each minute that passes, characters can make a Will Resist Check to improve their State by 1 Level for each success, until it reaches Normal.

The GM can alter the Resistance Check DR, depending on the situation. For more on Fear State Components, see section *7.3—Character or Creature State*.

CDP REFUND: 80

MINOR PHOBIA—If characters suffer from any of the phobias found on **Figure 6-14: Common Phobias** and are faced with a situation corresponding to the description, they must pass a Will Resist Check (DR 20) or their Fear State Component drops by 1 Level. If characters are not removed from the situation within 1 minute, they must pass another Will Resist Check to remain in their current Fear State. If the Check is failed again, the situation worsens, and the character's Fear State Component worsens by 1 Level. This repeats every minute as long as the character continues to be exposed to their phobia.

When characters are removed from the situation, they can make another Will Resist Check to see if their Fear State improves. For each minute that passes, characters can make a Will Resist Check to improve their Fear State Component by 2 Levels, until it reaches Normal.

The GM can alter the Resistance Check DR, depending on the situation.

CDP REFUND: 40

Price on Your Head | CDP REFUND: 160

For one reason or another, someone is out to get you and has put a Price on Your Head. Having a Price on Your Head means every bounty hunter in the underworld is looking for you. The underworld is a dangerous place, and few things make survival more difficult than being hunted.

The GM determines the size of the bounty, while the player and GM can establish who is behind the bounty. The GM might have story ideas or a long term campaign plan that can incorporate the Price on Your Head, and the person who put it there. A suggested value for the bounty is about 100T × the Total CDP Value of the character (50,000T for a starting character).

Radiation Intolerance

The character has had an adverse reaction to Radiation resulting in a physical deformity that has manifested itself in one of two ways:

VISIBLE DEFORMITY—This can be a visible burn, nerve tissue damage, or disfigurement. A Visible Deformity results in a -3 to all Skill Checks from the Coercion Field, except Intimidation, which receives a +2 bonus.

CDP REFUND: 30

INTERNAL DEFORMITY—Internal organs are adversely affected, causing characters to suffer a permanent -5 to their Vitality Core Quality score, limiting the maximum Vitality score to 95.

CDP REFUND: 50

Shaky Hands | CDP REFUND: 80

The Shaky Hands Drawback causes a -1 penalty to all Success Check rolls based on Physical Acumen.

This Drawback cannot be taken in conjunction with the Steady Hands Ability.

Slow Learner | CDP REFUND: 100

A character with the Slow Learner Drawback requires twice the time to learn from instructors, therefore paying twice the price for all Instruction Trust costs.

This Drawback cannot be taken in conjunction with the Fast Learner Ability.

Slow Reflexes | CDP REFUND: 60

A character with Slow Reflexes suffers a -5 for all Reaction Score rolls and any Resist Checks based on Agility.

This Drawback cannot be taken in conjunction with the Quick Reflexes Ability.

Unsophisticated | CDP REFUND: 50

A character's ignorance of world events, trends, and pop culture including fashion, music, and entertainment incurs a penalty of -3 all Skill Checks Coercion Field.

This Drawback cannot be taken in conjunction with the Sophisticated Ability.

Vagrant | CDP REFUND: 80

Characters with the Vagrant Drawback are wanderers with no permanent home or employment, and no money. Characters begin the game with nothing but the clothes on their back, no Trust, and perhaps a few pieces of equipment the GM deems reasonable. Vagrant characters are typically citizens of a particular city-state, but are down on their luck.

This Drawback cannot be taken in conjunction with the Windfall Ability.

Wanted | CDP REFUND: 100

Wanted characters are pursued by security forces and bounty hunters for known transgressions or for questioning concerning an unresolved crime.

Major city-states have significant security resources; many cities have information sharing and extradition agreements through which they share information on Wanted felons. Getting in or out of a city almost always involves passing through a security check point and a PID scan. There are only two ways to circumvent security; travel in the cargo hold of a smuggler—not always the safest or cheapest route—or use a falsified PID, which can be risky. Of course, negotiation, bribery, and stealth have also been known to work, but there are no guarantees.

Being Wanted is as much a danger to a character and his/her friends as it is an opportunity to be creative and role-play interesting situations. GMs should consider the Wanted status of characters in order to advance good stories and fun gaming. Players should use their Wanted status to contribute to their character's background story, adding an interesting role-playing dimension.



1 Choose and record your species' starting Drawbacks, if any, in the Drawbacks section of page three of your Character Sheet. Be sure to note any game-altering effects of these Drawbacks as well as the section number for easy reference.



Lesley imagines her Wielder as tough and macho, with a superiority complex. The Arrogance Drawback is a perfect fit and provides a 50 CDP refund. However, it also causes her character to incur a -2 penalty to all Skill Checks from the Coercion Field.

Since Drawbacks provide a CDP refund, Lesley gained 50 CDP from selecting Arrogant, which raised the balance from 310 to 360.

[360 CDP Remaining]

Drawbacks Summary

Name	CDP Refund	Effect	Exclusory Abilities
Allergies Severe—Common	100	All Success Checks reduced by 5 Dice Pool Steps, Allergen is Common	
Allergies Severe—Uncommon	25	All Success Checks reduced by 5 Dice Pool Steps, Allergen is Uncommon	
Allergies Mild—Common	40	All Success Checks reduced by 2 Dice Pool Steps, Allergen is Common	
Allergies Mild—Uncommon	10	All Success Checks reduced by 2 Dice Pool Steps, Allergen is Uncommon	
Arrogance	50	-2 to all Skill Checks in the Coercion Field	
Bad Driver	20	+2 to Handling Rating for Vehicle Operation Checks	Good Driver
Bad Karma	80	Once per day the GM may re-roll any Success Checks that affect the character, and use the desired result	Good Karma
Banned	10	Characters will be forcibly removed if caught in a city they have been Banned from	
Clumsy	120	-2 to any Success Checks based on Strength, Agility, Conditioning, Athleticism, or Physical Acumen	Coordinated
Code of Honor	40	Character must live according to an agreed upon code of conduct	
Cowardly	80	-2 to all Attack Attempts, character prefers not to fight at all	Fearless
Deep Sleeper	10	-5 to all Detection Checks the GM asks a character to make while asleep	Light Sleeper
Degenerating	40	Player's genetics are unraveling; they must spend a portion of their time seeking assistance to prevent death	Superior Genes
Dulled Sense	40/20	-5 to all Detection Checks made with a particular sense, 40 CDP for Sight and Hearing, 20 CDP for Taste, Touch, or Smell	Heightened Sense
Exiled	150	Character exiled from organized civilization within the Inter City-State Collective	
Forgetful	50	-2 Step Penalty for Instruction costs when learning new Skill or Wielding Ranks, -2 penalty for Orienteering checks in an area a character has been, or seen on a map, picture, etc., -2 to Attack Attempts for first Combat Cycle of Darkness	Good Memory
Frail	100	One-time, permanent -10 to Health Pool Maximum, reduces melee damage on Figure 6-11: Attack Damage Modifier	Tough
Haunted by Spirits	40	Denizens of the spirit world have a keen interest in the character, they may communicate or interfere with the character	
Impulsive	50	Character tends to act without thinking	
Indebted	40	Character owes someone, something and is plagued by the repercussions	

Figure 6-15

Drawbacks Summary

Name	CDP Refund	Effect	Exclusory Abilities
Intolerance—Verbal	50	Character verbally expresses their Intolerance of a chosen Species at every opportunity	
Intolerance—Violent	100	Character physically and violently expresses their Intolerance of a chosen Species at every opportunity	
Lame	100	All Movement Rates halved, rounding up	
Low Pain Tolerance	40	-2 penalty to Concentration Checks or Resist Checks caused by physical harm or the imminent threat of it	High Pain Tolerance
Long Sleeper	20	Character requires 8 hours of sleep daily to avoid Sleep Deprivation effects	Short Sleeper
Nervous Disposition	30	-2 to all Skill Checks from the Coercion Field	
Nightmares	30	3 Step Penalty to the character's Endurance Recovery while sleeping	
Night Terrors	60	5 Step Penalty to the character's Endurance Recovery while sleeping	
Oblivious to Danger	40	-2 to all Reaction rolls, +2 to all Fear-based Resist Checks	Danger Sense
Old Injury	60	-1 to all Physical Skill Checks	
One-hand Dominant	50	All actions performed with the off-hand suffer a -4 to all Success Checks	Ambidexterity
Past Addiction	30	+5 to Addiction Resist Checks, each subsequent addictive chemical use increases Addiction DR by +1	
Phobias—Major	80	Character's Fear State Component may be lowered to Terrified when in contact with Phobia	Fearless
Phobias—Minor	40	Character's Fear State Component may be lowered to Anxious when in contact with Phobia	Fearless
Price on Your Head	160	Character's have a bounty on their head and will be hunted everywhere they go	
Bad Radiation—Visible Deformity	30	-3 to Coercion Skill Checks, +2 to Intimidation Checks	
Bad Radiation—Internal Deformity	50	-5 to Vitality	
Shaky Hands	80	-1 to all Skills or actions that rely on Physical Acumen	Steady Hands
Slow Learner	100	Character pays double Trust and Time costs for learning new Skill and Wielding Ranks	Fast Learner
Slow Reflexes	60	-5 to all Reaction Check rolls and Resist Checks based on Agility	Quick Reflexes
Unsophisticated	50	-3 to all Skill Checks from the Coercion Field	Sophisticated
Vagrant	80	No house, no job, no money, sparse equipment	Windfall
Wanted	100	Characters are wanted alive by authorities for some reason	

Figure 6-15—continued

Grigori State-Shifting
6.7.3

ALL GRIGORI AND Lesser Grigori can purchase a special Ability called State-Shifting. It enables them to Shift a component of their Physical, Mental, or Emotional State for a limited amount of time, making them extremely versatile. Character and creature States are described in detail in section *7.3—Character or Creature State*.

In the Evolutionary Wars that the Seraph and Ophanum wage against one another, the Grigori are an intelligent form of military asset. Their Innate Wielding gives them powerful, specialized abilities of destruction, protection, or healing that play a pivotal role in the outcome of battles. State-Shifting has been genetically imprinted into Grigori to give them secondary, specialized powers, providing increased versatility and survivability on the battlefield. State-Shifting also enables them to affect the battlefield by manipulating the State Components of themselves or those in the vicinity.

Acquiring State Components for Shifting

As described in section *7.3—Character or Creature State*, a character's State is divided into seven State Components: Size, Speed, Fear, Density, Disposition, Thought, and Emotion. **Figure 6-16: State-Shifting** specifies how many State Components a Grigori or Lesser Grigori can purchase based on their Physis score. Each State Component costs 200CDP, but once purchased can be accessed by the character at any point. Grigori and Lesser Grigori can Shift their State—and in some cases the State of a target—as long as they have purchased access to that State Component.

State-Shifting

Physis Score	Shifting Pool	Max Number of State Components
1–10	10	1
11–15	20	
16–20	30	
21–25	40	
26–30	50	
31–35	60	2
36–40	70	
41–45	80	
46–50	90	
51–55	100	
56–60	110	
61–65	120	3
66–70	130	
71–75	140	
76–80	150	
81–85	160	
86–90	170	
91–95	180	4
96–99	190	
100	200	

Figure 6-16

State Component Levels

As described in section *7.3—Character or Creature State*, State Component Levels have 4 Positive Levels and 4 Negative Levels, with a median of "Normal". The higher a character's State Component Level is, the better the benefits become, while the lower a character's State Component Level becomes, the worse the penalties are.

Shifting Pool

As a Grigori increases its Physis, its Shifting Pool grows as shown in **Figure 6-16: State-Shifting**. Players draw on their Shifting Pool when they implement a State-Shifting Ability. The amount of Shifting Pool points used during a State-Shift increases with every State-Shifting factor used. These factors are described in *Using State-Shifting Abilities*. When their Shifting Pool reaches 0, any active Shifting is lost and characters cannot Shift until they have recuperated Shifting Pool points.



Grigori

Recuperating a Diminished Shifting Pool

Recuperating a diminished Shifting Pool occurs over time. **Figure 6-17: Shifting Pool Recovery** describes the rate at which the Grigori or Lesser Grigori recover their Shifting Pool, based on their Physis Score.

Using State-Shifting Abilities

Every State-Shift use is treated as a distinct Full Action. Only one State Component can be affected with a single use of State-Shifting. When the Shift is used, the character can conduct any action on his/her subsequent turn. State-Shifting can be activated in a number of ways: a yell, gestures, spoken words, or perhaps a powerful aura. Players should explain their character's method of activation and ensure the GM approves before beginning game play.

When using a State-Shifting Ability, a character must account for the following factors:

1. Number of State Component Levels being Shifted
2. Number of Targets being affected
3. Range or Area of Effect
4. Duration of the State-Shift

It is important to note that only one State Component can be altered with one State-Shift effect; it cannot alter both the Emotion and Disposition Levels of targets at the same time. However, targets can be affected by multiple State-Shift effects provided the durations of the State-Shifts overlap.

Targets can attempt to fully resist the State-Shift effect by rolling a Will Resist Check at a DR equal to the State-Shifter's *Physis*. A Resist Check can be attempted once per Turn.

Shifting Pool Recovery

Physis Score	Recovery Rate
1–10	1 point per day
11–15	
16–20	1 point per 12 hours
21–25	
26–30	
31–35	1 point per 6 hours
36–40	
41–45	
46–50	1 point per hour
51–55	
56–60	
61–65	1 point per 10 minutes
66–70	
71–75	1 point per minute
76–80	
81–85	1 point per Combat Cycle
86–90	
91–95	1 point per Segment
96–99	
100	

Figure 6-17

Number of State Component Levels Being Shifted

This is simply the number of State Component Levels the instigator is Shifting. As there are only four positive and negative Levels for any State Component, a maximum of eight Levels can be shifted.

Number of Targets Being Affected

Certain aspects of State-Shifting can be used to influence those around you. The following State Components can only be used to affect the instigator alone:

- Size
- Speed
- Density

The following State Components can be used to influence the instigator, allies, or targets as desired:

- Fear
- Disposition
- Thought
- Emotion

The Shifting Pool cost is multiplied by the number of targets affected by the State Shift used.

Range or Area of Effect

When a Grigori uses a State-Shifting Ability, s/he can influence those within an area of effect, provided s/he has line of sight to all of the intended targets. The Shifting Pool cost is multiplied by the radius of the area of effect, measured in SIM, of the State-Shift used.

Duration of the State Shift

When a character initiates a State-Shift, the duration is measured in Combat Cycles. The Shifting Pool cost is multiplied by the number of Combat Cycles for which the Shift will remain active.

Calculating Shifting Pool Cost of State Shift Ability

The cost associated with State-Shifting is calculated in the following manner:

(NUMBER OF STATE COMPONENT LEVELS) × (NUMBER OF TARGETS) × (RANGE) × (DURATION)

State-Shifting Example

Trask, a massive Grigori, working as a personal bodyguard, escorts his employer from a meeting to their armored limousine, which is parked outside. They are jumped by three masked men who demand their valuables. Trask was not hired to hand over valuables, so he decides to try to scare the assailants with his State-Shifting Ability. He previously purchased the Ability to Shift the Fear State Component, which is activated when he bellows a loud roar towards his opponents.

- Trask has a Physis of 27 and according to **Figure 6-16: State Shifting**, has a Shifting Pool of 50.

As described in *Using State Shifting Abilities*, he is attempting to use the following factors:

1. Number of State Component Levels being Shifted: The assailants are currently Normal (Level 0) and Trask wants them to be Petrified (Level -4), so the number of State Component Levels being Shifted is 4.
2. Number of Targets being affected: Trask is trying to affect all the assailants, so 3.
3. Range or Area of Effect: The Area of Effect has a radius of 2 m (2.2 yd), so 2.
4. Duration of the State-Shift: Trask believes he and his employer require only 2 Combat Cycles to escape. The Duration will be 2 Combat Cycles, so 2.

To calculate the Shifting Pool cost, use the formula introduced above:

(NUMBER OF STATE COMPONENT LEVELS) × (NUMBER OF TARGETS) × (RANGE) × (DURATION)

4 × 3 × 2 × 2 = 48

As Trask has a Shifting Pool of 50, he has enough for the Shift and 2 remaining.

All the assailants fail their Resist Check, their Fear State is lowered to Level -4, and they become Petrified and unable to move. Trask and his employer continue on their way.



1. If your character is a Grigori or Lesser Grigori, and you want to purchase a State Component that your character can Shift, subtract 200 CDP from your CDP balance and record the details of the State-Shifting Ability on page four of your Character Sheet.
2. Based on your Physis score and **Figure 6-16: State Shifting**, record your character's Shifting Pool on page four of your Character Sheet.



Since Lesley's character is an Anunnaki, he is incapable of State-Shifting.

[360 CDP Remaining]


X-24

Genetic Deviations
6.8—Step 8

AT THIS STAGE OF CHARACTER Creation, players can purchase Genetic Deviations for their characters. In the *Alpha Omega* world, there are many factors that can cause a character's genes to deviate from the norm. Radiation, toxins, and the growing complexity of the gene pool are just a few examples of factors which have contributed to the increase in genetic deviation.

Genetic Deviations provide players additional options for making their characters unique and interesting to play. The following section describes each Deviation, providing the details which affect game play and the accompanying CDP costs.

There are two types of Genetic Deviations, Terran and Elim. Terran Genetic Deviations can be purchased by any Species with Terran blood in their veins. Grigori cannot purchase Terran Genetic Deviations, as they are not created on Earth and have no Terran genes in their physiology.

Elim Genetic Deviations are reserved for those Species with Elim blood—Nephilim, Lesser Nephilim, and Anunnaki. These deviations stem from the differences between the physiology of their Human and Seraph or Ophanum genetic backgrounds.

Terran Genetic Deviations
6.8.1

Birth Defect

The character was born with a genetic defect that adversely affects their life. This could be as minor as a facial tick or as severe as a missing limb. GMs will adjust the CDP Refund for this Deviation in accordance with the severity of the defect. Defects can include abnormal growths, speech impediments, lack of mobility, missing or damaged organs, etc.

CDP REFUND: 20—*Facial tick or no body hair*
CDP REFUND: 50—*Speech Impediment, -2 to Coercion Skill Checks*
CDP REFUND: 100—*Missing Limb*

Body Systems

The Body System Genetic Deviations represent changes in the standard body systems found in a humanoid. All characters begin with Level 0 of each system at no cost, but can choose to purchase Levels 1 or 2 to improve associated statistics. Level -1 is akin to selecting a drawback as it will weaken characters rather than strengthen them. If a player selects any Level -1 Body System for their character, they receive a CDP refund. To increase from -1 to 0, characters must repay this CDP refund.

It is important to note that Ranks must be purchased cumulatively, so if a character with Level -1 wants to buy any higher Levels, s/he must purchase one at a time (i.e. Rank 0 must be purchased before Rank 1; and Rank 1 before Rank 2).

Circulatory System

The circulatory system is responsible for the movement of blood in the body. Blood circulates oxygen for the growth and development of cells, aiding with natural healing and the regeneration of flesh. Blood also contains platelets, which are used to form blood clots and stop bleeding.

CIRCULATORY LEVEL -1—The character has a weaker than average circulatory system. All Bleeding effects continue for 2 additional Cycles after they are tended to due to the low platelet count in the character's blood. Natural Healing also occurs at 1 step lower than normal on **Figure 6-7: Base Regeneration Rates**.

CDP REFUND: 20

CIRCULATORY LEVEL 0—The character has an average circulatory system. All Bleeding effects and Natural healing are dealt with normally. All Species automatically have Circulatory Level 0 at the start of Character Creation.

CDP COST: 0

CIRCULATORY LEVEL 1—The character has an above average circulatory system. The duration of all Bleeding effects is halved due to the high platelet count in the blood. Natural Healing also occurs at 1 step higher than normal on **Figure 6-7: Base Regeneration Rates**.

CDP COST: 40

CIRCULATORY LEVEL 2—The character has an advanced circulatory system. The duration of all Bleeding effects is divided by four due to the incredibly high

platelet count in the blood. Natural Healing also occurs at 2 steps higher than normal on **Figure 6-7: Base Regeneration Rates**.

CDP COST: 40

Endocrine System

The endocrine system is comprised of glands that produce the body's hormones. Hormones control body functions and affect reactions such as metabolism, growth, strength, anxiety, fear, calm, and sexual arousal. In *Alpha Omega*, players can purchase Endocrine System levels to vastly improve the effectiveness and function of the Endocrine system.

ENDOCRINE LEVEL -1—The character has a weaker than average endocrine system that causes his/her hormones to be much more difficult to control. If a character is attempting to resist a Coercive Skill or Control Power, s/he suffers a -2 to the Resist Check roll.

CDP REFUND: 20

ENDOCRINE LEVEL 0—The character has an average endocrine system and therefore all hormonal effects occur normally. All Species automatically have Endocrine Level 0 at the start of Character Creation.

CDP COST: 0

ENDOCRINE LEVEL 1—The character has an above average endocrine system and can more effectively control the release of hormones. If a character is attempting to resist a Coercive Skill or Control Power, s/he gains a +2 to the Resist Check roll, as s/he more easily maintains control of the hormones that influence behavior.

These characters can also force their adrenal glands to inject adrenaline into their bloodstream to temporarily increase all Resist Checks by an additional +3, and any Physical Skill Check by +2. This can be activated as a Free Action, costing 1 Endurance point per Segment.

Characters can also secrete pheromones which provide a bonus of +2 for any Coercive Skill Check or Wielding Control Power used on a target within a 5 m (5.5 yd) radius. This costs 2 Endurance points per attempt.

CDP COST: 80

ENDOCRINE LEVEL 2—The character has an advanced endocrine system and can expertly control the release of hormones. Characters with Endocrine Level 2 receive a +4 to any Resist Checks against Coercive Skills or mental Control Effects, as they can maintain increased control of the hormones that would normally affect their behavior.

They can also force their adrenal glands to inject adrenaline into their bloodstream, temporarily increasing all Resist Checks by an additional +5, and any Physical Skill Check by +4. This can be activated as a Free Action; however, it costs 2 Endurance points per Segment.

Characters can also secrete pheromones which provide a +3 for any Coercive Skill or Wielding Control Power used on a target within a 10 m (11 yd) radius. This costs 3 points of Endurance for every attempt.

CDP COST: 80

Immune System

The immune system is the body's final, natural defense against infections, diseases, viruses, bacteria, poisons or other dangerous organisms and substances that can enter the body.

IMMUNE LEVEL -1—The character has a weaker than average immune system and has a difficult time fighting off harmful invaders, such as poison and disease that enters his/her body. They suffer a -2 to all Resist Checks against any effects caused by poison, disease, viruses, or any other microscopic, biological invader.

CDP REFUND: 20

IMMUNE LEVEL 0—The character has an average immune system and all immunities occur normally. All Species automatically have Immune Level 0 at the start of Character Creation.

CDP COST: 0

IMMUNE LEVEL 1—The character has an above average immune system and his/her body's defense mechanisms have an easier time fighting off harmful invaders, such as poison and disease. They gain a +2 to all Resist Checks against any effects caused by poison, disease, viruses, or any other microscopic, biological invaders. Characters with Immune Level 1 are also Immune to all Potency Level 1 Poisons and Diseases.

CDP COST: 40

IMMUNE LEVEL 2—The character has an advanced immune system and his/her body's defense mechanisms have an easier time fighting off harmful invaders, such as poison and disease. They gain a +4 to all Resist Checks against any effects caused by poison, disease, viruses, or any other microscopic, biological invaders. Characters with Immune Level 2 are also Immune to all Poisons and Diseases up to and including Potency Level 3.

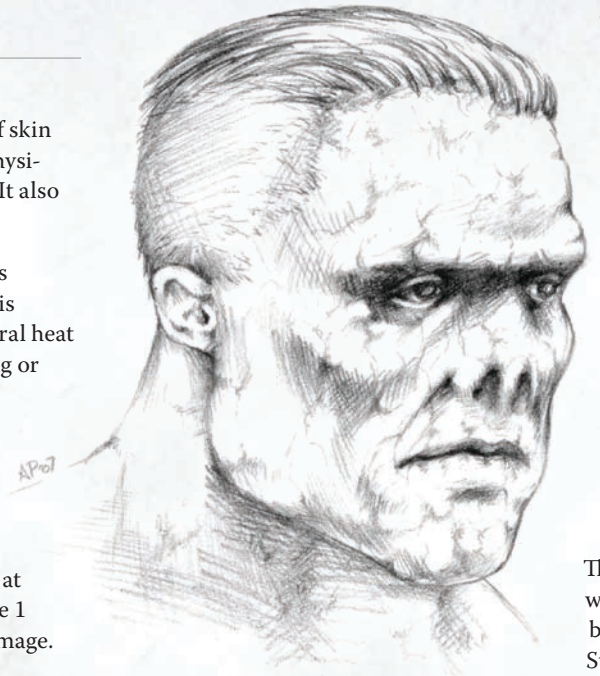
CDP COST: 80

Integumentary System

The integumentary system is basically the layers of skin that protect the body's tissues and organs from physical harm, dehydration, and temperature changes. It also absorbs and stores water and nutrients.

INTEGUMENTARY LEVEL -1—The character has a weaker than average integumentary system and is sensitive to drastic temperature changes. All natural heat and cold effects resulting from inadequate clothing or protection is doubled, and the amount of time that characters can endure extreme temperatures without taking damage is halved. Characters with Level -1 also tend to be cold at room temperature, become quickly dehydrated in warm weather, and must drink more water in general. As their skin is also less effective at protecting their tissues and organs, characters lose 1 additional point from their HP when they take damage.

CDP REFUND: 50



Grigori

INTEGUMENTARY LEVEL 0—The character has an average integumentary system and all natural resistances to heat and cold are calculated normally. All Species automatically have Integumentary Level 0 at the start of Character Creation.

CDP COST: 0

INTEGUMENTARY LEVEL 1—The character has an above average integumentary system and is quite resistant to temperature change. All natural heat and cold effects resulting from inadequate clothing or protection is halved, and the amount of time that characters can endure extreme temperatures without taking damage is doubled. Due to the toughness of the character's skin, any damage that penetrates his/her armor is reduced by 1. Players with Integumentary Level 1 can also absorb liquids and food through their skin, where nutrients are absorbed into the bloodstream directly and processed by a new, relatively unstudied organ. This eliminates the need for eating or drinking in the traditional way.

CDP COST: 60

INTEGUMENTARY LEVEL 2—The character has an advanced integumentary system and is immune to the effects of any natural cold or heat with temperatures between -40 and 40° C (-40 to 104° F). They can also absorb objects with a volume of 100 cm^3 (6.1 in^3) into their skin, holding the objects there in a pocket-like pouch. This could be used for smuggling contraband or sneaking weapons or surveillance equipment past security. The character also retains the effects of Integumentary System Level 1.

CDP COST: 60

Muscular System

The muscular system is made up of tissues that work with the skeletal system to control the movement of the body. With each increased Muscular Level, a character's Strength is increased, as is the ability to carry more weight and do more damage in hand-to-hand combat. The musculature is genetically advanced compared to that of an unmodified human.

MUSCULAR LEVEL -1—The character has a weaker than average muscular system. His/her strength-based game elements, as found on **Figure 6-5: Strength-Based Game Elements**, as well as their melee damage modifier found on **Figure 6-11: Attack Damage Modifier**, are all reduced by 1 category.

CDP REFUND: 30

MUSCULAR LEVEL 0—The character has an average muscular system. All Strength-based effects occur normally. All Species automatically have Muscular Level 0 at the start of Character Creation.

CDP COST: 0

MUSCULAR LEVEL 1—The character has an above average muscular system. His/her strength-based game elements, as found on **Figure 6-5: Strength-Based Game Elements**, as well as their melee damage modifier found on **Figure 6-11: Attack Damage Modifier**, are all increased by 1 category.

CDP COST: 50

MUSCULAR LEVEL 2—The character has an advanced muscular system. His/her strength-based game elements, as found on **Figure 6-5: Strength-Based Game Elements**, as well as their melee damage modifier, found on **Figure 6-11: Attack Damage Modifier**, are all increased by 1 additional category.

CDP COST: 50

Nervous System

The nervous system is the body's control system. It sends, receives, and processes nerve impulses throughout the body, causing muscles and organs to react and transmit sensory information from the environment to the brain. The nervous system can be upgraded to improve Reaction time, senses, and control of autonomic action, such as a character's heartbeat and digestion.

NERVOUS LEVEL -1—The character has a weaker-than-average nervous system and has a more difficult time processing and reacting to the surrounding environment. All Detection Skill Checks suffer a -2 penalty, as the brain and sensory organs function at a reduced capacity. Reaction Checks also suffer a -2 penalty due to reduced reflexes.

CDP REFUND: 100

NERVOUS LEVEL 0—The character has an average nervous system and all reaction and sensory effects occur normally. All Species automatically have Nervous Level 0 at the start of Character Creation.

CDP COST: 0

NERVOUS LEVEL 1—The character has an above average nervous system and an easier time processing and reacting to the surrounding environment. All Detection Skill Checks gain a +2, as the brain and sensory organs function at an increased capacity. Reaction Checks also gain a +2 bonus due to the character's enhanced reflexes.

CDP COST: 80

NERVOUS LEVEL 2—The character has an advanced nervous system and an ability to almost instantaneously process and react to the surrounding environment. All Detection Skill Checks gain an additional +1 bonus, as the brain and sensory organs function at an increased capacity. Reaction Checks also gain an additional +1 bonus due to the character's enhanced reflexes.

CDP COST: 40

Respiratory System

The respiratory system brings air into the body and removes carbon dioxide. Characters can upgrade their respiratory system to increase lung capacity and extend the amount of time they can hold their breath. Improved respiratory systems also increase the filtering capability of the lungs, enabling them to continue to function in environments of reduced oxygen or where the content of the air would be poisonous to normal people.

RESPIRATORY LEVEL -1—The character has a weaker than average respiratory system. They can only hold their breath for half the time of an average person with his/her current Conditioning score. Characters with Respiratory Level -1 are particularly susceptible to exhaustion and suffer a permanent -10 penatly to their Endurance pool.

CDP REFUND: 50

RESPIRATORY LEVEL 0—The character has an average respiratory system. All respiratory effects occur normally and there are no special effects for this Rank level. All Species automatically have Respiratory Level 0 at the start of Character Creation.

CDP COST: 0

RESPIRATORY LEVEL 1—The character has an above average respiratory system. The character can hold his/her breath twice as long as an average person. The Endurance pool of characters with Respiratory Level 1 is increased by 10.

CDP COST: 40

RESPIRATORY LEVEL 2—The character has an advanced respiratory system. The character can hold his/her breath four times longer than an average person. The Endurance Pool of characters with Respiratory Level 2 is increased by an additional 10.

CDP COST: 40

Skeletal System

The skeletal system is comprised of bones, ligaments, and tendons. It shapes the body, protects organs, and works with the muscular system to help the body move.

SKELETAL LEVEL -1—The character has a weaker than average skeletal system. All falling damage is doubled, as brittle bones cannot adequately protect vital organs and tissues. The damage inflicted by a character with Skeletal Level 1 with any successful unarmed attack is reduced by 1.

CDP REFUND: 40

SKELETAL LEVEL 0—The character has an average skeletal system. Falling damage occurs as normal. All Species automatically have Skeletal Level 0 at the start of Character Creation. Unarmed damage is inflicted normally.

CDP COST: 0

SKELETAL LEVEL 1—The character has an above average skeletal system. Falling damage is halved from a distance of 50m (164.0 ft) or less , as strong bones more effectively protect vital organs. The character is immune to falling damage from a distance of 15 m (49.2 ft) or less. The damage inflicted with any successful unarmed attack is increased by 1.

CDP COST: 50

SKELETAL LEVEL 2—The character has an advanced skeletal system. Falling damage is halved from a distance of 100m (328.1 ft) or less , as strong bones more effectively protect vital organs. The character is immune to falling damage from a distance of 30 m (98.4 ft) or less. The damage inflicted with any successful unarmed attack is increased by 2.

CDP COST: 50

Claws

This Deviation enables characters to have biological claws that can be used in melee combat and can never be disarmed. There are several variations, costing increasing amounts of CDP, based on the damage and level of concealment of the claws.

SHORT, NON-RETRACTABLE FINGER CLAWS—These claws use the same statistics as the Unarmed melee weapon (for more information, see section *9.5.2—Weapon Parameter Definitions*), but do +1 damage in addition to Unarmed damage plus melee damage modifier. The claws are constantly visible and exposed and have the appearance of exceptionally sharp, long, and durable fingernails.

CDP COST: 30

SHORT, RETRACTABLE FINGER CLAWS—These claws use the same statistics as the Unarmed melee weapon (for more information, see section *9.5.2—Weapon Parameter Definitions*), but do +1 damage in addition to Unarmed damage plus melee damage modifier. They retract and extend as the character wishes. When extended, they have the appearance of exceptionally sharp, long, and durable fingernails.

CDP COST: 50

SHORT, RETRACTABLE KNUCKLE CLAWS—These claws use the same statistics as the Unarmed melee weapon (for more information, see section *9.5.2—Weapon Parameter Definitions*), but do 1d6 +1 damage plus melee damage modifier, instead of the normal 1d4 for Unarmed. They can be retracted and extended as the character desires. When extended, they have the appearance of 15.2 cm (6 in), sharpened bone appendages, extruding from the 4 upper knuckles.

CDP COST: 80

LONG, RETRACTABLE KNUCKLE CLAWS—These claws use the same statistics as the Unarmed melee weapon (for more information, see section *9.5.2—Weapon Parameter Definitions*), but do 1d8 +1 damage plus melee damage modifier, instead of the normal 1d4 for Unarmed. They can be retracted and extended as the character desires. When extended, they instantly grow to a length of 25.4–

30.5 cm (10–12 in), appearing as sharpened bone appendages, extruding from the four upper knuckles. When retracted, they shrink back into the knuckle. A person with this Deviation will have a tell-tale leathery covering on his/her knuckles that parts when the claw extends.

CDP COST: 100

Core Quality Species Maximum Increase | CDP COST: 5

Every time this Genetic Deviation is purchased, the player selects a Core Quality for which the Species Maximum increases by 10. It can be taken as many times for each Core Quality as the player desires, keeping in mind that no Quality score can exceed 100. It is important to note that this Deviation does not add +10 to the current Quality score, it simply enables the player to raise the Core Quality score to 10 above the current Species Maximum. The player still has to pay the CDP cost associated with raising a Core Quality score.

Echo Location | CDP COST: 80

This Deviation enables a character to emit a sound and interpret the echoes to generate a picture in their mind of all surfaces in a cone shape in front of them. This sound can be made repeatedly to crudely track movement just as sonar would underwater. The range of this Deviation is equal to half the character's Physis, and is measured in meters. Echo Location reduces the penalty for fighting in darkness by 4.

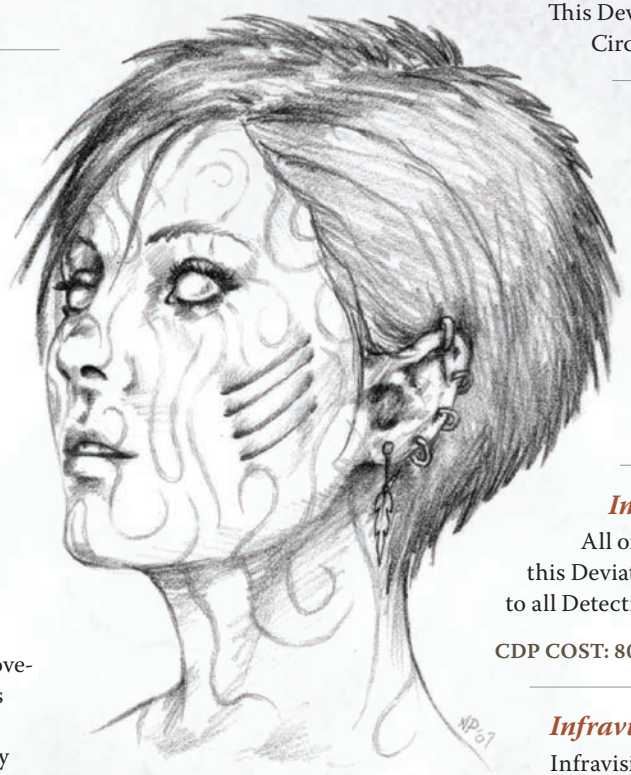
Gills | CDP COST: 30

Gills enable characters to breathe underwater indefinitely.

Hemophilia | CDP REFUND: 50

When characters with Hemophilia are injured, wherein blood vessels are damaged or severed and bleeding begins, it is very difficult to naturally stop the bleeding. Their blood does not contain enough platelets to coagulate and block the leaking veins or vessels. The duration of all bleeding effects is multiplied by 5, unless some sort of artificial coagulant, such as a first-aid spray, chemogen, or cauterizing agent is used to seal the wound.

This Deviation cannot be taken in conjunction with the Circulatory Levels 1 or 2 deviations.



Lesser Grigori

Hyper-mobility (Double-jointed) | CDP COST: 40

Characters with Hyper-mobility have joints that can extend beyond normal limitations, providing a +2 bonus to the DR required for a Grapple Success Check against them, as well as a +2 bonus to Break Free Checks. This Deviation also provides a +2 to all Escape Artist Skill Success Checks. It can be used to provide a bonus to any other situation where flexibility is paramount at the GMs discretion.

Improved Senses

All of the character's senses have been improved with this Deviation.The Improved Senses Deviation provides a +2 to all Detection Skill Checks.

CDP COST: 80

Infravision | CDP COST: 40

Infravision enables characters to see outlines around objects, creatures, or NPCs that radiate varying amounts of heat. Characters with this Deviation can see heat from living things at ranges up to 100 m (109.4 yd). As with Low-light vision, this range is only a suggestion and is open for interpretation. The more heat targets expel, the more distinct their forms are, enabling others to see them at greater distances. Conversely, evidence of passing heat signatures, such as footprints, torch trails, or blood drops can be difficult to see at longer ranges. For more information on Vision, see section *7.12.1—Vision and Lighting.*

Low-light Vision | CDP COST: 40

Low-light vision enables characters to see clearly in environments or situations of near darkness. Although this Deviation provides no assistance in complete darkness, it enables characters to see very clearly up to 200 m (218.7 yd) as long as a light source provides at least the equivalent of starlight on a clear night. Low-light Vision drastically reduces the ability to process color, so the character's vision is limited to shades of gray with slight color hues at ranges closer than 20 m (21.9 yd).

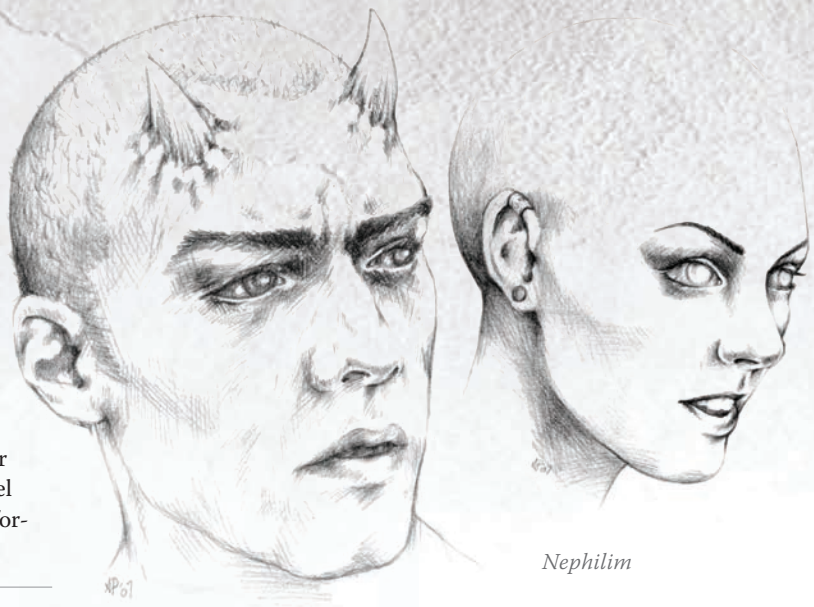
The range of 200 m (218.7 yd) is only a suggestion, and can certainly change depending on the amount of light and conditions. A full moon, in a clear sky providing light to a character overlooking an open field would enable him/her to see much farther than 200 m (218.7 yd), while a slight bit of light in a tunnel deep underground would certainly limit the range to much less. For more information on Vision, see section *7.12.1—Vision and Lighting.*

Sickly | CDP REFUND: 10

A sickly character always seems to be ill. Although their immune systems may eliminate germs quickly, they are always the first to get airborne illnesses, food poisoning, headaches, etc.

Ultravision | CDP COST: 80

Ultravision is a combination of Low-light Vision and Infravision. Characters with this Deviation can switch between vision types or overlap them as they see fit. Being able to see in the ultraviolet spectrum may be an element some GMs may choose to implement, however this Deviation is not priced or intended to serve this purpose. For more information on Vision, please see section *7.12.1—Vision and Lighting.*



Nephilim

CHARACTER SAMPLE

Previously Lesley noted the following about Genetic Deviations:

- Anunnaki can access Terran and Elim Genetic Deviations
- Bonus Genetic Deviation: Any 1 Body System Level

Oh, since Lesley gets to choose a Body System Level for free, she chooses Nervous System Level 1, providing +2 to Detection Skill Checks and +2 to Reaction Checks. Lesley records this on her Character Sheet.

- Bonus Genetic Deviation: Ultravision

Lesley's Anunnaki can see in the infrared spectrum and in low-lit areas, a potent Ability, which she notes on her Character Sheet.

Although Anunnaki can acquire Terran Genetic Deviations, and some of the Deviations sounded interesting, she wants to make sure her Anunnaki is an effective Wielder and decides to hold off on purchasing any for now. She can always return to this step later.

Lesley did not spend any CDP in this step, everything came free as part of her Species characteristics.

[360 CDP Remaining]

TO DO

1 Record your species' starting Genetic Deviations, if any, in the Genetic Deviations section of page three of your Character Sheet. Be sure to note any game-altering effects of these abilities as well as the section number for easy reference.

Elim Genetic Deviations
6.8.2

ELIM GENETIC DEVIATIONS are a form of genetic deviation that occurs only in species with Elim genetic building blocks; specifically the Nephilim, Lesser Nephilim, and Anunnaki. Scientists have not been able to overcome the severe biological rejection that accompanies any attempt to artificially insert Elim Genetic Deviations into Terran species. The Elim Genetic Deviations are described below:

Battle-Cry | CDP COST: 60

The Elim Species can unleash a fierce Battle-Cry, as a Full Action, that stems from a Deviation in their vocal chords and lungs. This Deviation enables them to bring forth roars or shouts at extreme volume levels to intimidate opposing forces. Its effective range is a radius of 15 m (16.4 yd), and has a Will Resist Check DR equal to the Physis of the character that unleashed the Battle-Cry. If the Resist Check is successful, the resisting character or creature is unaffected by the Battle-Cry. If the Resist Check fails, the resisting character's Fear State Component drops by 2 Levels for 2 Combat Cycles. A Battle-Cry does not affect a character's friends and allies if they are aware the character has this Elim Genetic Deviation.

Colored Eyes | CDP COST: 10

This Deviation enables a character to have eyes that are either mirror-like, solid white, solid gray, or solid black.

Glowing Eyes | CDP COST: 10

This Deviation enables a character to have eyes that glow white, gray, yellow, orange, or red.

Increased Regeneration | CDP COST: 40

This Deviation increases the rate at which characters Regenerate lost HP points. Characters with this Deviation would use a rate on **Figure 6-7: Base Regeneration Rates** two rows better than the row associated with their Vitality Score.

Horns

Horns protrude from the character's head, appearing as anything from 2.5 cm (1 in) bumps to 15.2 cm (6 in) horns. Horns are only available to those characters that claim to have Ophanum blood in their veins. These horns use the Unarmed Melee Skill and have an Exertion Rating of 7 and a Maximum Attacks per Segment of 2. They can be used to strike an opponent, inflicting varying damage based on their size:

CDP COST: 20—*1 inch bumps, 1d4 damage plus Melee damage modifier*
CDP COST: 30—*2 inch horns, 1d4+2 damage, plus Melee damage modifier*
CDP COST: 40—*4 inch horns: 1d6+2 damage, plus Melee damage modifier*
CDP COST: 50—*6 inch Horns: 1d8+2 damage, plus Melee damage modifier*

Tail | CDP COST: 50

Tails are available to those characters that claim to have Ophanum blood in their veins. A tail can be anywhere from 1–2 m (1.1–2.2 yd) long, providing additional balance that results in a +2 bonus to Tumble Skill Checks and Agility Resist Checks.

Wings | CDP COST: 100

Wings enable characters to fly, according to **Figure 7-4: Full Movement Action Rates**. Character's whose Wings are derived from Seraph genetics are soft and feathery in texture, white or off-white in color. Ophanum derived wings have finger-like appendages which act as the structural support for the wing and have small talons protruding from the ends. The wing has a rough and leathery texture.



1. Record your species' starting Elim Genetic Deviations, if any, in the Genetic Deviations section of page three of your Character Sheet. Be sure to note any game-altering effects of these Deviations as well as the section number for easy reference.



Previously Lesley noted the following about Elim Genetic Deviations:

- Anunnaki can access Terran and Elim Genetic Deviations

Lesley can acquire Elim Genetic Deviations and Wings sound too fun to pass on. They cost 100 CDP, but that still leaves her with 260. She notes the Wings on the Character Sheet, and specifies they are the leathery wings derived from a dominant Ophanum bloodline.

[260 CDP Remaining]

Genetic Deviations Summary

Name	CDP Cost	CDP Refund	Effect
Birth Defect	-	20/50/100	Character has a genetic defect that adversely affects their lives. Could be as simple as a facial tick or as severe as a missing limb.
Circulatory System Level -1	-	20	Bleeding effects continue for 2 Cycles after they have been adequately tended to, Natural Healing occurs at half normal rate.
Circulatory System Level 0	0	-	Normal Circulatory System
Circulatory System Level 1	40	-	Duration of all Bleeding is halved, Natural Healing is doubled.
Circulatory System Level 2	40	-	Duration of all Bleeding is divided by 4, Natural Healing occurs four times as fast as normal.
Endocrine System Level -1	-	20	-2 Dice Pool Steps when resisting Coercive Skills or Control Effects, failure results in doubled duration of Coercive
Endocrine System Level 0	0	-	Normal Endocrine System
Endocrine System Level 1	80	-	+2 Dice Pool Steps when resisting or using Coercive Skills or Control Effects, Can produce adrenaline at will to increase some Core Qualities
Endocrine System Level 2	80	-	+3 Dice Pool Steps when resisting or using Coercive Skills or Control Effects, Can produce adrenaline at will to increase some Core Qualities
Immune System Level -1	-	20	-2 Dice Pool Steps when resisting Poison, Disease, or any other element harmful to the body
Immune System Level 0	0	-	Normal Immune System
Immune System Level 1	40	-	+2 Dice Pool Steps when resisting Poison, Disease, or any other element harmful to the body, Immune to all Potency Level 1 Poisons and Diseases
Immune System Level 2	80	-	+4 Dice Pool Steps when resisting Poison, Disease, or any other element harmful to the body, Immune to all Potency Level 3 Poisons and Diseases
Integumentary System Level -1	-	50	Natural Heat and Cold Damage is doubled, allowed exposure time to harmful heat and cold is halved, character suffers 1 additional damage from any physical attack or Agony Effect
Integumentary System Level 0	0	-	Normal Integumentary System
Integumentary System Level 1	60	-	Natural Heat and Cold Damage is halved, allowed exposure time to harmful heat and cold is doubled, character suffers 1 less damage from any physical attack or Agony Effect, able to absorb food and water through their skin
Integumentary System Level 2	60	-	Immune to Heat and Cold between -40 and + 40 degrees Celsius, characters can absorb small objects into their skin
Muscular System Level -1	-	30	All Strength statistics found in Figure 11: Strength Based Game Effects and the melee damage modifier in Figure 59: Attack Damage Modifier are reduced by 1 category
Muscular System Level 0	0	-	Normal Muscular System
Muscular System Level 1	50	-	All Strength statistics found in Figure 11: Strength Based Game Effects and the melee damage modifier in Figure 59: Attack Damage Modifier are reduced by 1 category
Muscular System Level 2	50	-	All Strength statistics found in Figure 11: Strength Based Game Effects and the melee damage modifier in Figure 59: Attack Damage Modifier are reduced by 1 category
Nervous System Level -1	-	100	All Detection Checks and Reaction Checks suffer a -2 penalty
Nervous System Level 0	0	-	Normal Nervous System
Nervous System Level 1	80	-	All Detection Checks and Reaction Checks receive a +2 bonus
Nervous System Level 2	40	-	All Detection Checks and Reaction Checks receive a +3 bonus
Respiratory System Level -1	-	50	Characters can only hold their breath half as long as normal characters, Endurance costs for physical actions doubled
Respiratory System Level 0	0	-	Normal Respiratory System
Respiratory System Level 1	40	-	Can hold breath twice as long as normal characters, Endurance Pool increased by 10 points
Respiratory System Level 2	40	-	Can hold breath four times as long as normal characters, Endurance Pool increased by an additional 10 points

Figure 6-18

Genetic Deviations Summary

Name	CDP Cost	CDP Refund	Effect
Skeletal System Level -1	-	40	Falling damage doubled, Unarmed damage inflicted by the character is reduced by 1
Skeletal System Level 0	0	-	Normal Skeletal System
Skeletal System Level 1	50	-	Falling Damage halved for under 50 m, No damage under 15 m, Unarmed damage increased by 1
Skeletal System Level 2	50	-	Falling Damage halved for under 100 m, No damage under 30 m, Unarmed damage increased by 2
Short, non-retractable finger claws	30	-	Short, non-retractable claws that add 1d4 damage to all unarmed attacks
Short, retractable finger claws	50	-	Short, retractable claws that add 1d4 damage to all unarmed attacks
Short, retractable knuckle claws	80	-	Short, retractable knuckle claws that add 1d6 damage to all unarmed attacks
Long, retractable knuckle claws	100	-	Long, retractable knuckle claws that add 1d8 damage to all unarmed attacks
Core Quality Species Maximum Increase	5	-	Allows 1 Core Quality score's Species Maximum to be raised by 10. This does not raise the current Core Quality score however
Echo Location	80	-	Darkness penalties reduced by 4, Characters emit a sound and interpret the echos to give them a rough idea of their surroundings
Gills	30	-	Characters can breathe underwater indefinitely
Hemophilia	-	50	Bleeding durations last 5 X longer than normal
Hyper-mobility	40	-	+2 to all Break Free Checks and Escape Artist Checks
Improved Senses	80	-	+2 to all Detection Checks
Infravision	40	-	Characters can see variations in heat up to 100 m
Low-light Vision	40	-	Characters can see relatively clearly in near darkness
Sickly	-	10	Character always seems to be sick and are the first to suffer from illnesses, food poisoning, etc.
Ultravision	80	-	Characters have a combination of Infravision and Low-light Vision

Elim Genetic Deviations

Name	CDP Cost	CDP Refund	Effect
Battle-Cry	60	-	As a Full Action, at a range of up to 15 m (49.2 ft), a character can emit a shout to lower the Fear State Component Level of all opponents within range by 2. Targets have a Will Resist Check
Colored Eyes	10	-	Characters have mirror-like, solid white, solid grey, or solid black eyes
Glowing Eyes	10	-	Characters have eyes that white, grey, yellow, orange, or red
Increased Regeneration	40	-	According to Figure 9: Base Regeneration Rates, characters with this deviation regenerate at a rate 2 steps better then normal
Horns—1 Inch Bumps	20	-	Character has 1 inch bumps protruding from their head that can be used to strike a target for 1d4 damage, Max Attacks per Segment 2, Exertion Rating 7
Horns—2 Inch Horns	30	-	Character has 2 inch bumps protruding from their head that can be used to strike a target for 1d4+2 damage, Max Attacks per Segment 2, Exertion Rating 7
Horns—4 Inch Horns	40	-	Character has 4 inch horns protruding from their head that can be used to strike a target for 1d4 damage, Max Attacks per Segment 2, Exertion Rating 7
Horns—6 Inch Horns	50	-	Character has 6 inch horns protruding from their head that can be used to strike a target for 1d8+2 damage, Max Attacks per Segment 2, Exertion Rating 7
Tail	50	-	Tails provide a +2 bonus to Tumble Checks and Agility Resist Checks
Wings	100	-	Characters can Fly at a rate detailed in Figure 24: Full Action Movement Rates

Figure 6-18—Continued

Skills
6.9—Step 9

SKILLS ARE A specific measure of what your character knows and what s/he has been trained or learned to do. Every species can acquire skills, although not every species has the same capacity for and dedication to learning.

Skills are organized by Category, Field, and finally by Skill. This simple Skill Hierarchy is designed to help you easily find skills appropriate for the character you are creating.

Each Skill has an associated Secondary Quality, which determines the dice pool you will roll when making a Skill Check. You may want to give special consideration to purchasing Ranks in Skills that take advantage of your character's natural strengths.

You may purchase Ranks in Fields and Skills according to the costs found in **Figure 6-19: Skill and Field Rank CDP Costs**. Categories are a method for organizing skills only; they cannot be purchased.

Ranks purchased at the Field level represent general knowledge in the broad group of Skills listed beneath each Field, while Ranks purchased at the Skill level represent specialized knowledge in that specific Skill. During Character Creation, players can purchase Ranks in any Skill or Field, as per their Species description found in section *6.2—Step 2: Choose Your Species*. Skill descriptions and the Skill Hierarchy follow.

Each Skill is described below and their Associated Qualities are found in parenthesis beside the Skill name.

Skill and Field Rank CDP Costs

Skill Rank Level	Initial and Instruction Cost
1–6	10
7–9	15
10–12	20
13–15	25
16–18	30
19–21	35
22–24	40
25–27	45
28–30	50

Field Rank Level	Initial and Instruction Cost
1–6	30
7–9	45
10–12	60
13–15	75

Figure 6-19

Mental Skill Descriptions
6.9.1

The Mental category includes Fields and Skills which generally rely on the strength of one's mental qualities and focus on activities requiring thought and memorization.

Arts

The Arts Field encompasses Skills akin to the areas of post-secondary study in the Arts, including History, Sociology, Theology, Law, and Linguistics. Ranks represent a character's level of knowledge and ability to recall information about these topics, as well as their ability to use this information to draw valuable conclusions that would be helpful.

History (Wisdom)

History is the branch of knowledge that deals with past events, people, and places. This includes critical events that shaped the modern world, ancient civilizations of Earth, modern events that shaped the world of *Alpha Omega*, and the history of the Evolutionary Species. This Skill also applies to the history of geographical locations and their development or downfall.

Sociology (Wisdom)

The Sociology Skill deals with the origins, physical and cultural development, biological characteristics, and social customs and beliefs of Evolutionary Species and those Species native to Earth. Ranks in Sociology can provide characters with knowledge of protocols or customs that could dramatically affect the outcome of diplomatic pursuits.

Theology (Wisdom)

The Theology Skill denotes knowledge of the religious history, customs, and practices of both Species native to Earth and the Evolutionary Species. It represents the level of knowledge the character has of the spiritual world, including types, characteristics, capabilities, and behavior of spiritual creatures.

Law (Wisdom)

The Law Skill includes knowledge of the corporate, civil, and criminal laws that have been maintained or created by various arcologies or cities in the *Alpha Omega* world. It also accounts for the knowledge of various forms of government administering arcologies and larger cities in 2280. A successful Skill Check can provide the character knowledge of whether their party's activities are legal in their current environment or in a more complicated scenario, how to explain a situation to the authorities to avoid personal liability.

Science

The Science Field encompasses Skills akin to areas of post-secondary study in the Sciences including Biology, Chemistry, Genetics, Medicine, and Arcane. Ranks in these Skills represent the character's level of theoretical knowledge and practical experience for the above-mentioned sciences, and the ability to recall that information and apply it to relevant situations.

Biology (Wisdom)

The Biology Skill denotes advanced knowledge of plants, animals, insects, microbes, and other forms of organic life. A successful Biology Skill Check would provide a character with knowledge of possible weaknesses, or vulnerabilities of creatures being encountered, providing the character and his/her allies a distinct advantage should such an encounter become hostile. The Biology Skill also provides a character with knowledge of the design and creation of Biological Implants.

Chemistry (Wisdom)

The Chemistry Skill denotes knowledge of the design, manufacture, testing, and analysis of chemicals and chemical compounds. Characters with Ranks in Chemistry have advanced knowledge of the design and creation of everything from alcohol and clothing dye to explosives and designer chemicals. Chemogens can be used to alter the appearance and capabilities of any Species, save for AI.



Chemistry

The Chemistry Skill can also be used to create explosives for use in grenades, rockets, shape charges, demolitions, or mines. Designer Narcotics that grant temporary abilities at the cost of others can also be designed and created by characters with Ranks in the Chemistry Skill.

Genetics (Wisdom)

The Genetics Skill denotes knowledge of the scientific study of the insertion, extraction, or manipulation of genes and genetic material. Extraction is the safe removal, whether voluntary or forced, of genetic material from a subject or subjects. Manipulation is comprised of any activity that alters or changes genetic material from any living thing. Manipulation of genetic material can change the appearance, capabilities, or characteristics of the subject. Insertion deals with the safe introduction of genetic material, whether native or foreign, into a living organism.

Medicine (Wisdom)

This Skill cannot be used untrained. The Medicine Skill covers a variety of practices, such as triage, first aid, surgery, resuscitation, the extraction and insertion of Implants, drug treatments, and long term care. Medicine Skill Checks can be used to increase regeneration rates, reduce Bleeding Rates more effectively, and assist in the resuscitation of Dead characters all explained in section *7.11-Damage, Dying, Death and Endurance*. Medicine also covers the overall knowledge of the physiology of all living, humanoid Species. During game play, a successful Skill Check might represent a character's ability to successfully extract a Biological Implant without harming the patient, or to help a character suffering from drug withdrawal symptoms.

Arcane (Wisdom)

The Arcane Skill denotes knowledge of the theory of Wielding. Characters with Ranks in this Skill can analyze the movements, gestures, and energies surrounding someone in the process of Wielding. This includes recognizing the signs of

existing Wielding Effects or those forming or fading. During game play, a successful, low DR Arcane Skill Check might reveal that someone is Wielding, while higher difficulty DRs might reveal the Source and Intention of an Effect. At the highest levels of success, this Skill might enable the character to determine the exact statistics of the various Factors of the Wielding Attempt. It is recommended that GMs discreetly add a character's Source and Intention Ranks to the Arcane Skill Check roll total if the Effect being analyzed uses the same Source or Intention.

Any time a character is the unknowing target of a Wielding Effect, the GM may decide to discreetly roll an Arcane Skill Check on their behalf assuming they have Ranks in the Skill. The DR for this Check is equal to twice the Effect's WPL. If successful, the character gets the sense that they are the target of an Effect currently being produced. Depending on the circumstances, this may or may not be enough to act on. However, if the Check succeeds by 5 or more, the character being targeted can feel the energy of the Effect emerging and knows in which general direction the Wielder targeting them is. If the Check succeeds by 10 or more, the target also senses the imminency of the Effect, realizing whether or not there is time to act. Of course, whether there is time to act before the Effect emerges is dependant upon the situation. Finally, if the Check succeeds by 15 or more, the target also senses the general nature of the Effect - be it overt physical attack, subtle manipulation, etc.

If the unknowing target is a Wielder who has Ranks in the Source being used on them, GMs may choose to add these Ranks to the roll result of the Arcane Skill check since they are more in tune with the energies in use and thus more likely to sense them.



Mechanical Technologies

Technology

The Technology Field encompasses Skills akin to areas of post-secondary study or practical experience with Electronics, Mechanical Technologies, Structural Technologies, and Computer Technologies. Having Ranks in these Skills enables the character to engage in design, failure analysis, repair, modification and sabotage of elements relative to the specific Skill. These Skills govern both the theoretical skill sets necessary for design and the practical experience necessary to affect repairs and modifications.

Electronics (Wisdom)

The Electronics Skill denotes knowledge of the construction, design, and manipulation of all types of electronics including, but not limited to security systems, PIDs, and vehicle systems. A successful Skill Check can result in a character overcoming the security system of a residence or rigging an NPC's PID so that it transmits all communication to another receiver, so the NPC's email and online transactions can be monitored.

Mechanical Technologies (Wisdom)

The Mechanical Technologies Skill denotes advanced knowledge of the design, production, and assembly of mechanical devices ranging from firearms to vehicles and Cybernetic Implants. This Skill also includes knowledge of metallurgy, which covers the production of metals and metal alloys. A successful Skill Check could enable a character to create the design for a new firearm, while a second successful Check could enable the character to manufacture the necessary parts or pieces to build it. A successful Check could also enable a character to disable or repair any machine with mechanical, moving parts such as elevators, vehicles, or robotic chassis.

Structural Technologies (Wisdom)

The Structural Technologies Skill denotes knowledge of the design and construction of buildings, and the internal and external systems of buildings. These systems include plumbing, air conditioning, electrical systems, and ventilation. Having Ranks in Structural Technologies also enables characters to disable the systems listed above.

Computer Technologies (Wisdom)

The Computer Technologies Skill denotes knowledge of the assembly, programming, and manipulation of computer systems, local networks, and the Net. It is essentially an understanding of everything related to software. Characters have

a higher chance of succeeding with activities such as programming, applying and breaking encryption, remotely accessing data, and stealing data from electronic storage areas.

Commerce

The Commerce Field includes numerous Skills related to the workings of legitimate and illegitimate businesses, including specific areas of knowledge like production, distribution, commercial law, and management. Knowledge of the Black Market, money laundering, money-making schemes, and fencing or moving contraband or illegal substances are also covered under the Commerce field. The Commerce Field is further divided into the following Skills: Barter, Production, Business Administration, and Networking.

Barter (Presence)

The Barter Skill denotes proficiency at manipulating the price or value of goods or services by using body language and words to improve a bargaining position. A successful Skill Check might result in a better price, whether you are buying or selling.

Production (Wisdom)

The Production Skill denotes an ability to bring a business idea to fruition. For a product, this covers the creation of a prototype, and setting up manufacturing and distribution channels, marketing and sales. For a service, it encompasses hiring and training staff, and acquiring the equipment and facilities required to provide the service.

Business Administration (Wisdom)

The Business Administration Skill denotes knowledge in the operation of both legitimate and illegitimate businesses. With Ranks in this Skill, characters have knowledge of the legalities of conducting business in their area and how to find loopholes in local commercial law. Having Ranks in the Business Administration Skill enables characters to more effectively manage the day-to-day operations of a business, including administration and marketing. Marketing can be as simple as conventional advertising or as complicated as ensuring that necessary people or groups are paid off. Successful Skill Checks can also be used to determine if a character succeeds at market analysis, money-laundering, or safely fencing or moving contraband in or out of a city.

Networking (Wit)

The Networking Skill enables characters to more easily make contacts in the business world. Whether it is a distributor, salesperson, investor, or some fool who the character manipulated into carrying contraband through an arcology security checkpoint, the Networking Skill helps the character find the right motivation to interest people in his/her enterprising activities.

Military Theory

The Military Theory Field is a depiction of the amount of specialized training a character has in areas of military theory and procedures such as Tactics and Leadership.

Tactics (Wisdom)

The Tactics Skill denotes knowledge of the capabilities and limitations of military assets, the accurate assessment of terrain, and an understanding of how to use weapon systems and tactics on the battlefield.

This is represented mechanically by a Skill Check against a DR the GM feels is appropriate. This Skill Check is considered a Full Action. A failed Tactics check has no effect, but a successful one enables a character to relay information to allies, either directly or through communication equipment. This information can provide 1 of the 3 possible advantages listed below for each successful Skill Check:

- **Provide bonus to Attack Attempts:** The tactician provides instructions for improving firing positions and provides those that can hear or see the orders with a +2 to all Attack Attempts for 2 Combat Cycles.
- **Provide bonus to Damage:** The tactician relays his observations of the enemies' defenses and provides those that can hear or see the orders with a +2 damage to all successful Attacks for 2 Combat Cycles.
- **Provide bonus to Cover:** The tactician analyses the terrain and positioning of his allies, and provides defensive strategies to bolster their cover, resulting in a +2 to their Cover for 2 Combat Cycles.

An optional use for this Skill is for the GM to provide suggestions for courses of action based on the situation. This would reflect the character's superior tactical knowledge. For example, a successful Skill Check may result in the GM pointing out the limitations of an enemy fortification or a weakness in the enemies' patrol routes.

Leadership (Presence)

The Leadership Skill is used to maintain morale or keep allies organized and motivated during periods of high stress or danger, such as combat. A successful Leadership Skill Check can be used with a war cry yelled at the enemy to inspire comrades or a calming voice of experience during times of stress.

This is represented mechanically by a Skill Check against a DR the GM feels is appropriate. This Skill Check is considered a Full Action and can affect 1 of 2 possible game elements at the player's discretion:

- **Raise Fear State Component Level:** The character and any allies in hearing range have their Fear State Component raised by one Level.
- **Raise Thought State Component Level:** The character and any allies in hearing range have their Thought State Component raised by one Level.

The Leadership Check can be performed once per Combat Cycle. It can be repeated as many times as the player wants; however, the character using the Leadership Skill cannot raise his/her allies' State Components more than two levels above normal. The effect remains active for 2 Combat Cycles after the successful Leadership Skill Checks stop. A failed Leadership check has no effect.

Survival

The Survival Field represents a character's general knowledge about how to stay alive by using all the wilderness has to offer.

Orienteering (Wisdom)

The Orienteering Skill helps characters geo-locate themselves without the use of navigational tools. The rising and setting of the sun, the position of the stars, and notable landmarks can all help characters figure out their approximate location if they are lost or moving in conditions of poor visibility. Many tools exist to make this easier, such as maps and charts, navigational instruments, and positional detection systems.

Animal Handling (Presence)

The Animal Handling Skill is used to tame, capture, or train animals. An animal could be taught to scout or track a target, hunt for food, subdue a target, or any other minor abilities the GM deems reasonable. This Skill is also used to train an appropriately-sized animal as a means of transportation or labor. It accounts for all knowledge required for the proper handling and care of animals.

Living off the Land (Will)

The Living off the Land Skill denotes an advanced knowledge of the methods used to eat, drink, and find or create shelter and clothing in adverse conditions. A successful Skill Check might allow a character to discover edible berries or follow clear animal tracks to a source of potable drinking water.

Tracking (Wisdom)

The Tracking Skill is used to obtain information from the signs of passing animals, people, and machines. Ranks in the Tracking Skill enable characters to more easily find or follow their prey and to reduce or hide signs of their own passage. A successful Skill Check might alert a character to broken twigs, impressions in the dirt, or a sound or smell that gives an indication about recent visitors to an area.

Fine Arts

Ranks in the Fine Arts Field measure a character's knowledge and personal ability in the Visual Arts, Writing, Culinary Arts, and Performing. These Skills create an experience for an audience, tailored to evoke specific emotions. Characters who reach a high degree of Skill can find themselves being hired to showcase their talents for some of the most influential and elite people in society. These characters can create tributes, imitations, or outright forgeries of famous or valuable creations for their own gain or benefit. Artists can command money and prestige in some cities and most arcologies, but for every successful artist, there are dozens of failures. Players and GMs can create any artistic Skills they want, incorporating them into their campaigns.

Visual Arts (Wisdom)

The Visual Arts Skill enables characters to Paint, Draw, or Sculpt with a degree of talent and competence. Characters can add half their Skill Ranks to the Deceive Skill when attempting to duplicate paintings, drawings, sculptures, or any other replica of a physical object.

Writing (Wit)

The Writing Skill enables characters to write entertaining poetry, stories, and calligraphy. A character can add half their Skill Ranks to the Deceive Skill when

attempting to duplicate signatures, text-based documents, or any other form of written word, whether it is hand-written or digital.

Culinary Arts (Wisdom)

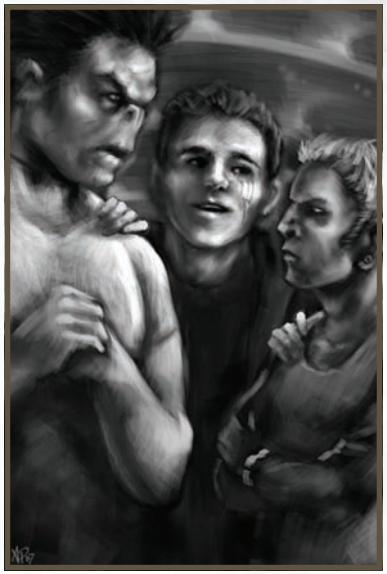
The Culinary Arts Skill enables characters to plan and prepare meals with a professional degree of competence. Characters with a high degree of skill can find themselves employed in some of the trendiest, fanciest, or most important restaurants or homes in society.

Performing (Wit)

The Performing Skill enables characters to perform in front of an audience by acting, playing an instrument, dancing, or demonstrating theatrical abilities. Characters can add half their Skill Ranks to the Deceive Skill when atempting to impersonate someone.

Coercion

The Coercion Field is comprised of Skills that pertain to manipulating, influencing or forcing other characters or NPCs to act according to a character's wishes. All Skills in the Coercion Field are resolved as Opposed Rolls against the opponent's Will Resist Check. For more information on opposed rolls, see section *7.1.4—Unopposed Versus Opposed Success Checks*.



Negotiation

Bluff (Wit)

The Bluff Skill enables characters to stretch the truth, fabricate an alternate truth, or use false information to mislead an NPC. Not only will a successful Bluff Skill Check enable characters to alter the truth, but more importantly, they will be believed by the target of the Bluff. Bluffing can be as innocent as exaggerating a story to engage an audience or as conniving as lying to a target's face.

Intimidation (Presence)

The Intimidation Skill enables characters to incite fear or submission in a target through threats of physical violence or hostility. Threats can scare targets into conducting actions or relinquishing information that they normally would not.



Intimidation

Negotiation (Wisdom)

The Negotiation Skill is used to find middle ground between two sides of a conflict, disagreement, or bargaining situation. Characters with Negotiation Ranks are talented at using diplomacy or tact to pacify or diffuse hostile, opposing sides while expertly representing their own position. A successful Negotiation Skill Check gets characters what they want out of a negotiation with NPCs, while failed Skill Checks do not.

Manipulation (Presence)

Ranks in the Manipulation Skill denote knowledge of the successful use of seduction, bribery, taking advantage of compassion, brainwashing, and controlling weak-willed people. Ranks in Manipulation can enable characters to befriend strangers or change the disposition of hostile NPCs.

Alertness

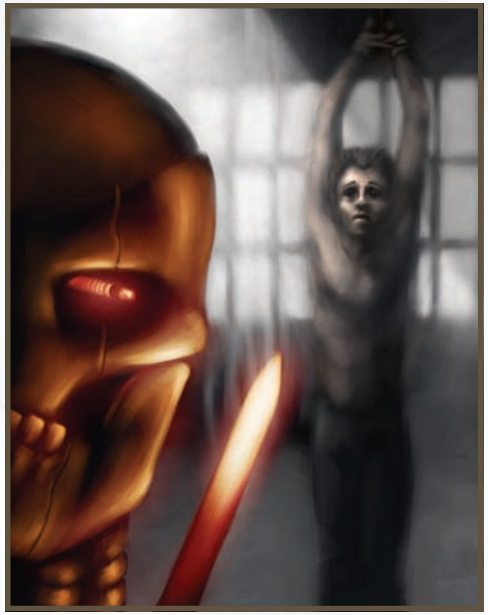
The Alertness Field contains Skills pertaining to a character's ability to think clearly, detect coercion, and make precise use of their senses.

Sense Action (Wit)

The Sense Action Skill enables characters to anticipate hostile actions. Out of combat, a successful Sense Action roll acts as a passive form of danger sense, giving warning of an unfolding ambush or attack. In combat, it can offer forewarning of specific danger, and is one of three Defensive Skills as explained in section *7.8.2—Active Defense Mode*. Opponents not noticed, or believed to be allies, are not included in a Sense Action Skill Check.

Read People (Wit)

The Read People Skill enables character to detect lies and determine motivations by analyzing body language and interpreting the direction of a conversation. This Skill can also be used to recognize signs or effects of Skills from the Coercion Field. The character must be in a position to witness twitches, stutters, motivation, nervousness, or any other cues that might indicate something is amiss.



Gather Information

Concentration (Will)

The Concentration Skill enables characters to more easily resist having their Actions interrupted by distractions, such as pain caused by received wounds or an opposing NPC attempting to control the character. A successful Concentration Skill Check enables characters to continue Wielding a Power despite adverse conditions, or in extreme cases, continue to Wield despite being shot. Concentration enables characters to continue complex Skill Checks that require extended periods of time to complete, despite interruptions that can cause the Skill Checks to fail. When characters are forced to make Concentration Checks due to injury, the DR is increased by 1 for every point of damage inflicted from the Attack Attempt.

Detection (Wit)

The Detection Skill enables characters to detect faint sounds, subtle smells, and inconsistencies, uncovering concealment, stealth, and hidden doors or objects. The GM may call upon characters to make a Detection Check any time the refined use of the senses is necessary.

Nefarious

The Nefarious Field of Skills denotes general knowledge of such actions as Gathering Information, Gambling, Street Smarts, Appraising items, and using Sleight of Hand. These Skills represent activities generally frowned upon in everyday society, but are invaluable when dealing with rebellious subcultures, the dregs of society, or criminal groups. These Skills have many different uses, some legal and some not-so-legal.

Gather Information (Wit)

The Gather Information Skill denotes an ability to obtain information about a given subject by using knowledge of local people and places where information is

likely to be found. This can be as simple as knowing the best source for knowledge of local Strata champions to as complicated as figuring out which fence has the financial backing to move a million Trust in stolen Evolutionary genetic material. Ranks in the Gather Information Skill also cover the use of torture and extortion.

Gamble (Wit)

The Gamble Skill can be used to make fast cash on the street. This Skill denotes advanced knowledge of the best ways to win at games of chance commonly found on the streets or in colorful drinking establishments. Ranks in the Gamble Skill provide knowledge of probability theory, recognizing fair odds and devising insured betting schemes. Some gambling games benefit from joint Skill Checks using the Bluff or Read People Skills. Cheating at most games might require a Sleight of Hand or Theft Skill Check as well. Some games are common, while others are more exclusive, expensive to play, and potentially more rewarding. It is important to note that making fast money is nice, but it implies that someone else lost the money and will not be overly happy about it.

Sleight of Hand (Will)

The Sleight of Hand Skill enables characters to perform quick actions with their hands that are undetectable by those around them. Sleight of Hand can be used to conceal an object on a character's person, perform tricks for an audience, quickly draw a card from a sleeve to cheat while Gambling, or used to draw a weapon without anyone noticing.

Appraise (Wisdom)

The Appraise Skill enables characters to accurately assess the value of any object or item that can be traded, sold, or otherwise hold quantitative worth. A successful Appraise Check can tell characters what the items they found on their last trip into the Wilds are worth to the Syndicates or to a collector.

Street Smarts (Wisdom)

The Street Smarts Skill denotes knowledge of the lingo, gangs, players, business workings, and opportunities for profit that exist in the darkest corners of every city. The exiled, homeless, and mentally disturbed—along with organized and unorganized crime—are the most common contacts of characters using the Street Smarts Skill. A successful Skill Check can provide a contact in the underworld or knowledge of how dangerous killing the leader of a street gang might be.



Anunnaki

Physical Skill Descriptions
6.9.2

The Physical category includes Fields and Skills that rely on strength and conditioning, focusing on activities that require precise movements, finesse, or raw power.

Operate Vehicle

The Operate Vehicle Field enables characters to operate all civilian vehicles including, Ground Vehicles, Aircraft, Watercraft, Power Suits, and Industrial Vehicles.

Ground Vehicles (Athleticism)

This Skill denotes a character's ability to operate all ground vehicles, including automobiles, motorcycles, mass transportation or logistics vehicles, and military vehicles. Higher Ranks in this Skill enable characters to perform maneuvers at higher speeds.

Aircraft (Physical Acumen)

A character's Aircraft Skill denotes his/her ability to pilot aircraft, including jetpacks, gliders, helicopters, and any other vehicle capable of flight.

Watercraft (Athleticism)

A character's Watercraft Skill denotes his/her ability to pilot watercraft, including boats, hovercraft, submarines, and any other vehicle traveling on or through water.

Power Suits (Athleticism)

Power Suits are powered exoskeletons that mechanically enhance the natural capabilities of the operator. They vary in function, design, and equipment depending on whether they were built for industrial labor or for combat. When using a Power Suit to conduct physical actions, a character cannot use more Ranks in any other Skill than they have Ranks in the Power Suits Skill.

Industrial Vehicles (Physical Acumen)

A character's Industrial Vehicles Field Skill denotes his/her ability to effectively operate vehicles designed for heavy labor, construction, demolition, or industry specific functions.

Vehicle Systems

The Vehicle Systems Field denotes a character's ability to use the various systems a vehicle may have, other than its motion control systems. This includes specialized Navigation, Weapons, Sensory and Communication, and specialized Equipment Systems.

Navigation Systems (Physical Acumen)

The vehicle Navigation Systems Skill denotes a character's ability to use the many types of sophisticated navigation equipment found in vehicles. This includes devices for measuring position, velocity, altitude, and attitude. Other functions can include traction measurement, wind-speed detection, angles of inclination or declination, and measurements of current strength and wave size for watercraft.

Weapon Systems (Physical Acumen)

The vehicle Weapon Systems Skill denotes a character's ability to use vehicle-mounted weapon systems, including turret-mounted and fixed weapons, as well as missiles, cannons, mines, and torpedoes.

Sensory and Communication Systems (Physical Acumen)

The vehicle Sensory and Communication Systems Skill denotes a character's ability to use the many types of sensors and communications equipment available for vehicles including, but not limited to infrared vision systems, RADAR, Sonar, Laser Range finding, and target acquisition and tracking systems.

Equipment Systems (Physical Acumen)

The vehicle Equipment Systems Skill denotes a character's ability to use various vehicle equipment systems, including scoops, drills, cranes, winches, and stabilizers. This Skill also covers the use of specialized military vehicle equipment systems, like mine sweepers and mobile bridges.

Core Fitness

Ranks in the Core Fitness Field provide characters with a degree of training and ability to conduct the most basic forms of physical activity likely to be encountered during game play. This includes Running, Swimming, Climbing, Throwing, and Tumble.

Running (Fitness)

Ranks in the Running Skill enable characters to maintain speed and efficiency while Running or Sprinting during game play. At the GM's discretion a Running Skill Check could be used to prevent the loss of Endurance for continuous periods of Running or Sprinting.

Swimming (Fitness)

Ranks in the Swimming Skill enable characters to maintain speed and efficiency, and avoid drowning. At the GM's discretion, a Swimming Skill Check can be used to prevent the loss of Endurance for continuous periods of Swimming.

Climbing (Athleticism)

Ranks in the Climbing Skill enable characters to efficiently climb steep terrain unassisted, or climb vertical or inverted surfaces with equipment.

Throwing (Physical Acumen)

The Throwing Skill denotes a character's ability to throw objects accurately. This includes everything from using throwing knives and grenades to tossing a companion a set of vehicle keys.

Tumble (Athleticism)

Ranks in the Tumble Skill enable characters to more easily leap, roll, flip, or use any other form of acrobatics. It is one of three Defensive Skills that can be used by characters to defend themselves as explained in section *7.8.2—Active Defense Mode*. A successful Tumble Skill Check also allows a character to land in any Static Stance available to them after Tumbling.



Theft

Theft (Physical Acumen)

Characters with ranks in the Theft Skill are trained in various aspects of thievery, including pick-pocketing, stealing, and carjacking. A successful Skill Check enables characters to perform the theft without being caught.

Stealth (Athleticism)

The Stealth Skill denotes a character's ability to perform actions without being detected. Such actions include: following or hunting characters or creatures, moving silently, melding into the shadows, and quickly finding places to hide from others.

Escape Artist (Athleticism)

Characters with Ranks in the Escape Artist Skill are trained in various methods of escaping bonds, confinement, or detention. With enough Ranks in this Skill, characters can become extremely difficult to restrain.

Deceive (Presence)

Characters with ranks in the Deceive Skill are trained to execute subterfuge by acting or creating forgeries, replicas, or disguises that appear to be genuine. For example, if a character could steal the uniform of a particular soldier or officer, s/he could use the Deceive Skill to accurately impersonate that soldier. This Skill covers all aspects of forgery, from imitating the hand-writing or signature of an individual to recreating or forging an entire document. These forgeries can be hand-written, electronic, or with enough Skill Ranks, possibly biometric. Ranks in the Deceive Skill also denote a character's ability to create accurate replicas of an article of clothing, uniform, and piece of equipment, object, or other physical marker used by people or organizations.

Defeat Security (Physical Acumen)

Characters with ranks in the Defeat Security Skill are trained to defeat all security devices and systems.. This can include opening a padlock, neutralizing a sensor meant to prevent theft, or analyzing and finding weaknesses in the schedule,

Espionage

Ranks in the Espionage Field denote a character's general ability to perform acts of deception, stealth, escaping restraint, and bypassing physical security measures.

movement, and locations of active security devices or patrols guarding a particular location. The Defeat Security Skill must be used in conjunction with the Electronics Skill to reprogram or shutdown electronic security measures.

Melee Combat

Ranks in the Melee Combat Field enable characters to use melee weapons and ranged weapons with melee attachments in one or two hands. The Field also includes training in forms of unarmed combat and grappling.

One-handed Melee (Athleticism)

Characters with ranks in the One-handed Melee Skill are trained with various offensive and defensive techniques and methods to effectively use melee weapons or ranged weapons with melee attachments in one hand. This Skill can be used as a Defensive Skill as explained in section *7.8.2—Active Defense Mode*, if used in combination with the appropriate one-handed weaponry, as found in section *9.5.3—Melee Weapons*.



One-handed Melee

Two-handed Melee (Athleticism)

Characters with ranks in the Two-handed Melee Skill are trained with various offensive and defensive techniques and methods to effectively use melee weapons or ranged weapons with melee attachments in two hands. This Skill can be used as a Defensive Skill as explained in section *7.8.2—Active Defense Mode*, if used in combination with the appropriate two-handed weaponry, as found in section *9.5.3—Melee Weapons*.



Two-handed Melee

Unarmed Melee (Athleticism)

The Unarmed Melee Skill denotes training in offensive and defensive techniques when either unarmed or equipped with such weapons as Bracers or Brass Knuckles, which enable characters to still be considered unarmed. Ranks in this Skill represent Martial Arts training or practical combat experience, enabling characters to cause damage with their hands, feet, head, elbows, knees, or torso. The relevant combat statistics for unarmed attacks are found in section *9.5.3—Melee Weapons*. This Skill can be used as a Defensive Skill, as explained in Section *7.8.2—Active Defense Mode*, if used in combination with equipment called "Bracers", which can be found in section *9.5.3—Melee Weapons*.

Grapple (Athleticism)

Ranks in the Grapple Skill affect the ease with which characters can manipulate their opponents into a disadvantageous position by grabbing, trapping, wrestling, or throwing. Grappling can be used as an offensive or defensive action. For more information on Grappling, see section *7.10.4—Special Attacks and Grappling*.

Small Arms

The Small Arms Field denotes a character's general ability to use Small Arms, including Pistols, Sub-machine guns (SMGs), Rifles, Shotguns, and Bows and Crossbows.

Pistols and SMGs (Physical Acumen)

The Pistols and SMGs Skill represents a character's ability to use Pistols and SMGs effectively.

Rifles and Shotguns (Physical Acumen)

The Rifles and Shotguns Skill represents a character's ability to use Rifles, Assault Rifles, Sniper Rifles, and Shotguns effectively.

Bows and Crossbows (Physical Acumen)

The Bows and Crossbows Skill represents a character's ability to use Bows and Crossbows effectively.

Assault Support Weapons

The Assault Support Weapons Field denotes a character's general ability to use Heavy Assault Weapons, Launchers, Mortars, and Explosives.

Heavy Assault Weapons (Athleticism)

The Heavy Assault Weapons Skill represents a character's ability to use Throwers, Man-portable Anti-Tank/Air Defense (MPAT/AD) Weapons, Squad Assault Weapons, and Heavy Energy Weapons effectively.

Launchers and Mortars (Physical Acumen)

The Launchers and Mortars Skill represents a character's ability to use Grenade Launchers and Mortars effectively.

Explosives (Physical Acumen)

The Explosives Skill denotes a character's ability to use Explosives effectively. This includes using Mines, Improvised Explosive Devices (IEDs), Demolitions, and Shape Charges. Mines and IEDs are used to destroy vehicles or neutralize personnel; Demolitions are used to destroy vehicles, machines, or buildings; Shape Charges are used to destroy smaller components of vehicles, machines, or buildings.

TO DO

1. Take a bit of time to review the Skills available to your character. Pay attention to the Secondary Quality associated with each Skill. You may want to choose Skills that take advantage of your character's strengths.
2. Page two of your Character Sheet is specially designed for recording your character's Skills. There are 16 Field boxes organizing the various Skills. Record your character's Fields in the first slot of the box.
3. Purchase Ranks in the Fields you want and record them in the box beside the Field name. Use **Figure 6-19: Skill and Field Rank CDP Costs** to determine the CDP cost for each Rank, deducting this amount from your remaining CDP total. Be sure to use the Initial and Instruction Cost column during Character Creation.

   You must purchase each Rank individually, meaning you must spend 30 CDP on Rank 1 before buying Rank 2, which also costs 30 CDP.
4. Purchase Ranks in the Skills you want and record them in the box beside the Skill name. Refer to **Figure 6-19: Skill and Field Rank CDP Costs** to determine the CDP cost for each Rank and subtract this amount from your remaining CDP total. Be sure to use the "Initial and Instruction Cost" column during Character Creation.

   You must purchase each Rank individually meaning you must spend 10 CDP on Rank 1 before buying Rank 2, which also costs 10 CDP.

CHARACTER SAMPLE

Since Anunnaki have low Skill maximums, Lesley decides she will not spend many CDP on Skill or Field Ranks. However, it will be important for her character to be able to identify the Effects of other Wielder's, so the Arcane Skill from the Science Field looks attractive.

She buys 3 Ranks which, according to **Figure 6-19: Skill and Field Rank CDP Costs**, costing her 10 CDP per Rank, for a total of 30 CDP, leaving her with 230 CDP.

[230 CDP Remaining]

List of Available Mental Skills

Field	Skill	Associated Quality
Arts	History	Wisdom
	Sociology	Wisdom
	Theology	Wisdom
	Law	Wisdom
Science	Biology	Wisdom
	Chemistry	Wisdom
	Genetics	Wisdom
	Medicine	Wisdom
	Arcane	Wisdom
Technology	Electronics	Wisdom
	Mechanical Technologies	Wisdom
	Structural Technologies	Wisdom
	Computer Technologies	Wisdom
Commerce	Barter	Presence
	Production	Wisdom
	Business Administration	Wisdom
	Networking	Wit
Military Theory	Tactics	Wisdom
	Leadership	Presence
Survival	Orienteering	Wisdom
	Animal Handling	Presence
	Living off the Land	Will
	Tracking	Wisdom

Figure 6-20

List of Available Mental Skills

Field	Skill	Associated Quality
Fine Arts	Visual Arts	Wisdom
	Writing	Wit
	Culinary Arts	Wisdom
	Performing	Wit
Coercion	Bluff	Wit
	Intimidation	Presence
	Negotiation	Wisdom
	Manipulation	Presence
Alertness	Sense Action	Wit
	Read People	Wit
	Concentration	Will
	Detection	Wit
Nefarious	Gather Information	Wit
	Gamble	Wit
	Sleight of Hand	Will
	Appraise	Wisdom
	Street Smarts	Wisdom

Figure 6-20—continued

List of Available Physical Skills

Field	Skill	Associated Quality
Operate Vehicle	Ground Vehicles	Athleticism
	Aircraft	Physical Acumen
	Watercraft	Athleticism
	Power Suits	Athleticism
	Industrial Vehicles	Physical Acumen
Vehicle Systems	Navigation Systems	Physical Acumen
	Weapon Systems	Physical Acumen
	Sensory and Communication Systems	Physical Acumen
	Equipment Systems	Physical Acumen
Core Fitness	Running	Fitness
	Swimming	Fitness
	Climbing	Athleticism
	Throwing	Physical Acumen
	Tumble	Athleticism
Espionage	Theft	Physical Acumen
	Stealth	Athleticism
	Escape Artist	Athleticism
	Deceive	Presence
	Defeat Security	Physical Acumen

Figure 6-21

List of Available Physical Skills

Field	Skill	Associated Quality
Melee Combat	One-handed Melee	Athleticism
	Two-handed Melee	Athleticism
	Unarmed Melee	Athleticism
	Grapple	Athleticism
Small Arms	Pistols and SMGs	Physical Acumen
	Rifles and Shotguns	Physical Acumen
	Bows and Crossbows	Physical Acumen
Assault Support Weapons	Heavy Assult Weapons	Athleticism
	Launchers and Mortars	Physical Acumen
	Explosives	Physical Acumen
	Mortars	Physical Acumen

Figure 6-21—continued

Wielding
6.10—Step 10

WIELDING IS THE gathering and manipulation of universal energies to impose the user's will on the surrounding environment. Those able to accomplish this incredible feat are a rare and powerful breed known as Wielders. Their powers are the result of innate ability, disciplined training in the arcane arts, or spiritual devotion. In each case, Wielders can tap into and harness one or more sources of energy found in the Wielding Cosmology. They carefully direct this power, combining it with an Intention, also found in the Cosmology, to create incredible Effects.

Wielding Types
6.10.1

THERE ARE THREE known Wielding Types in 2280: Innate, Arcane, and Spiritual. Wielders can be one or more of these types, depending on their species, their choices, and their genetic code. Refer to your species description for any Wielding conditions that may apply.

Arcane

Arcane Wielders gain their abilities through disciplined study and intense devotion to the Arcane Path. Many Arcane Wielders have begun keeping detailed notes on their Effects, routinely contributing to the growing body of knowledge related to Wielding.

Arcane Wielders are the most diverse of all Wielders. They can purchase ranks in every Source, except Alpha and Omega, and every Intention, at the rates specified in **Figure 6-22: Source and Intention Rank CDP Cost**, providing them with the greatest diversity of power of any Wielder type.

The initial cost to gain access to Arcane Wielding is 80 CDPs.

Innate

Innate Wielders are blessed with the genetic predisposition for Wielding one particular Source and a select few Intentions. This power comes from within and can only be described as an intangible part of their being.

To gain access to Innate Wielding, characters must pay a one-time cost of 50 CDPs. This cost includes a number of Source and Intention Ranks, specified in the Species descriptions. After this allotment, any additional Ranks are purchased at regular cost according to **Figure 6-22: Source and Intention Rank CDP Cost**.

Source and Intention Rank CDP Cost

Rank Level	Initial and Instruction Cost
1–3	10
4–6	20
7–9	30
10–12	40
13–15	50
16–18	60
19–21	70
22–24	80
25–27	90
28–30	100

Figure 6-22

Spiritual

Spiritual Wielders are a specialized breed of Wielder. They can draw directly on the energies of either Alpha or Omega as a Source and combine it with any Intention to create a specialized type of Effect known as a Spiritual Effect.

Spiritual Effects are only effective against spiritual entities or creatures and have no effect on physical creatures or beings.

The initial cost to gain access to Spiritual Wielding is 40 CDPs. Source and Intention Ranks are purchased according to **Figure 6-22: Source and Intention Rank CDP Cost**.

The Wielding Cosmology
6.10.2

THE WIELDING COSMOLOGY is a relatively simple model originally developed by Wielder and Wielding researcher, Sergius Wanderlay, to assist those gifted enough to tap into the energies of Wielding.

The Cosmology has changed little since Wanderlay's early writing in 2199. The model contains two important components: the Plane of Sources and the Planes of Intentions.

Sources

The Source Plane of the Wielding Cosmology contains the sources of a Wielder's power. There are six Sources each representing one of the fundamental energies Wielders use to create Effects.

Think of Sources as clay, raw material ready to be shaped by the creative mind of a Wielder, reigned in and directed through dedication to the art of Wielding.

Although many Sources can be used to achieve a similar Effect in terms of their results, the differences are most notable in two ways: potential resistances of the target and the description of how the Effects are brought to fruition.

For example, a Wielder can draw upon the Void Source to create a blast of Void energy directed at an enemy. If the enemy is wearing specialized armor that offers protection to the dark energies of the Void, the Effect will be diminished. Seeing this, the Wielder can switch and draw upon the Elemental Source to create a blast of fire which cannot be resisted by the target's special armor.

Sources offer a fantastic opportunity to role-play Wielders. How do you see them unleashing their Effects? Do they draw upon primal elemental energies? Do they focus the raw power of electricity, magnetism and the other free energies which surround us? Do they harness the dark energies of the Void? Do they funnel the core energies of all being to create their Effects?

In short, Sources are a great opportunity to role-play while explaining your Effects to the GM. Furthermore, they are an important element of Game Mechanics when determining damage and damage resistance.

Each Source has an associated Core Quality. This Core Quality helps determine the power of Effects created when using that Source. The higher your associated Core Quality, the more likely you will be successful when Wielding. You might want to consider choosing Sources that take advantage of your character's strongest Core Qualities, in accordance with **Figure 6-23: Wielding Sources and Associated Core Qualities**. It is important to note that you can purchase ranks in Sources and Intentions in the same fashion as purchasing ranks in Skills. Ranks in Sources and Intentions dramatically increase a character's success rate when attempting to Wield powerful Effects.

The Wielding Sources are explained in detail in section *7.14.1—Wielding Sources*.

Wielding Sources and Associated Core Qualities

Wielding Source	Associated Core Quality
Elemental	Conditioning
Energy	Intelligence
Void	Discipline
Being	Charisma
Alpha	Will
Omega	Will

Figure 6-23

Intentions

The Intention plane of the Wielding Cosmology describes the purposes to which a Wielder can bend a chosen Source. Intentions shape Sources to create Wielding Effects.

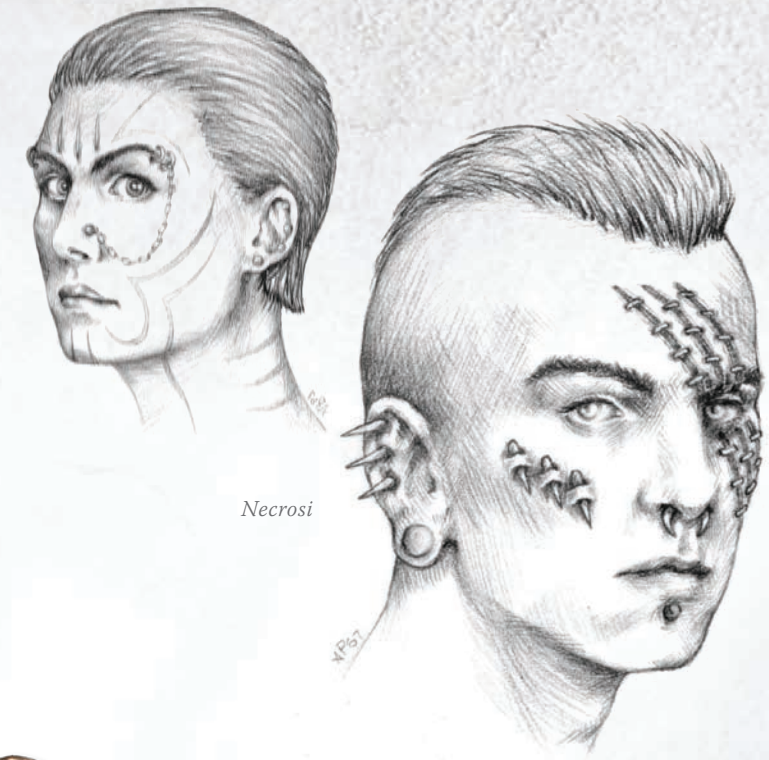
There are four Intention Realms, each containing four distinct Intentions. They are described in detail in section *7.14.2—Wielding Intentions*.

Sources are combined with Intentions to create Effects, which are the final products of Wielding as *7.14.3—Effects and the Mechanics of Wielding*.

Take a moment to consider how your character uses power. Is s/he an Innate Wielder, whose power comes from within and is focused on only one powerfully developed Source? A disciplined student of the Arcane Path who draws power from across the Cosmology's many power Sources through careful study and practice? Is s/he a devoted Spiritual Wielder, keenly aware of the ultimate struggle between good and evil on earth, drawing their power from the *Alpha Omega* Cycle itself, focusing it exclusively against otherworldly forces of a purely spiritual nature? Perhaps your character is all three.

TO DO

1. Decide if you want your character to be a Wielder. Remember, you can select any combination of the three Wielding Types as long as they are available to your Character's species.
2. If your character is an Innate Wielder, deduct 50 from your remaining CDP total and record this Wielding Type in the Wielding section on page 3 of your Character Sheet.
3. If your character is an Arcane Wielder, deduct 80 from your remaining CDP total and record this Wielding Type in the Wielding section on page four of your Character Sheet.
4. If your character is a Spiritual Wielder, deduct 40 from your remaining CDP total and record this Wielding Type in the Wielding section on page four of your Character Sheet.
5. If your character is an Innate Wielder, chose the Source and Intention(s) s/he can use innately and record it in the Wielding section on page four of your Character Sheet, along with any free Ranks his/her species gains.
6. If your character is an Arcane Wielder, purchase Ranks in the Source(s) they are able to employ: Elemental, Energy, Void and Being. Refer to **Figure 6-22: Source and Intention Rank CDP Cost** to determine the CDP cost for each Rank and subtract this amount from your remaining CDP total.
7. If your character is a Spiritual Wielder, purchase Ranks in the Source s/he can use: Alpha or Omega. You cannot have Ranks in both Alpha and Omega. Use **Figure 6-22: Source and Intention Rank CDP Cost** to determine the CDP cost for each Rank, and deduct this amount from your remaining CDP total.
8. Purchase Ranks in the Intentions your character can use. Once again, using **Figure 6-22: Source and Intention Rank CDP Cost** to determine the CDP cost for each Rank and deduct this amount from your remaining CDP total.



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CHARACTER SAMPLE

This is the place for Lesley. From the Anunnaki Species description, Lesley knows that her character receives Spiritual Wielding for free.

Lesley must select a Spiritual Source, and after reading about them in section *7.14.1—Wielding Sources*, decides she wants her character to be able to raise the dead and control them. Therefore, she selects Omega as her Spiritual Source, in which she receives 3 Ranks for free. Lesley records this Source and its rank on her Character Sheet.

Lesley also receives 3 Ranks to distribute amongst Intentions. Since she wants to raise and control the dead, she places 2 Ranks in the Creation Intention and 1 Rank in the Control Intention.

Lesley also wants her character to be an Innate Wielder, so she must pay 50 CDP to gain access to Innate Wielding powers. So she deducts 50 from her remaining 230 CDP, leaving her with 180 CDP.

Going back to section *6.2.9—Anunnaki*, Lesley notes that by purchasing Innate Wielding, she will gain access to 1 Innate Source, and 3 Innate Intentions, all at Rank 3. After reading about Sources (section *7.14.1—Wielding Sources*) and Intentions (section *7.14.2—Wielding Intentions*), she decides her character will create Effects using the Energy Source and the Control, Nihilism, and Agony Intentions. She records them as her Innate Sources and Intentions, and all receive 3 Ranks at no cost.

So to recap:

- Lesley has 3 Ranks in the Omega Source, 2 Ranks in Creation, and 1 Rank in Control from her free Spiritual Wielding Source and Intentions provided because her character is Anunnaki.
- She purchased Innate Wielding for 50 CDP and selected Energy as her Innate Source and Control, Nihilism, and Agony as her Innate Intentions. All of these are provided with 3 Ranks, as described in the Anunnaki Species description.
- She also notes that because she gave 1 Rank to Control from her Spiritual Wielding selections (first bullet) and 3 Ranks to Control from her Innate Intention selections (second bullet), it now has a total of 4 Ranks and can be used during Spiritual Wielding or Innate Wielding. Intentions are shared among all forms of Wielding.

The Anunnaki Species description states that the maximum number of Source and Intention Ranks the character can have during Character Creation is 4, so Lesley decides to bring her Omega and Energy Sources and her Creation, Agony, and Nihilism Intentions all up to 4 Ranks.

She has 180 CDP remaining and refers to **Figure 6-22: Source and Intention Rank CDP Cost** to find the CDP costs of increasing these Wielding ranks:

- Omega Source currently has 3 Ranks, to bring it to 4 will cost 20 CDP (160 remaining)
- Energy Source currently has 3 Ranks, to bring it to 4 will cost 20 CDP (140 remaining)
- Creation Intention currently has 2 Ranks, to bring it to 4 will cost 30 (110 remaining)
- Agony Intention currently has 3 Ranks, to bring it to 4 will cost 20 (90 remaining)
- Nihilism Intention currently has 3 Ranks, to bring it to 4 will cost 20 (70 remaining)

It is important to note that Lesley's character cannot purchase any new Sources; she has picked its Spiritual Source and its Innate Source. Although she picked her character's Innate Intentions, being a Spiritual Wielder enables the character to purchase Ranks in any Intention in the future.

With 70 CDP remaining, Lesley must determine where those CDP will be put to the best use.

Lesley noticed that according to **Figure 6-23: Wielding Sources and Associated Core Qualities**, the associated Qualities tied to her character's Sources—Energy and Omega—are Intelligence and Will respectively. Lesley knows Core Qualities determine the Dice Pool used for Wielding Checks, and decides to raise some Core Qualities.

Lesley refers to **Figure 6-19: Skill and Field Rank CDP Costs**, determines that Intelligence and Discipline are the most beneficial qualities, and decides to raise them.

Currently her Intelligence is 15 and her Discipline is 14.

- Raising Discipline to 16 costs 35 (35 remaining)
- Raising Intelligence to 16 costs 20 (15 remaining)

She decides to use 10 of the remaining 15 CDP to purchase a Rank in the One-handed Melee Skill, so her character can use one-handed weapons more efficiently. (5 CDP remaining)

Lesley takes a moment to note all of the relevant statistics on her Character Sheet, ensuring the changes are reflected in their associated areas.

Equip Your Character and Conserve CDP

6.11—Step 11

IT IS TIME TO EQUIP your character with everything s/he needs to get by in 2280.

All characters begin the game with 2,500 Trust (2,500T) to spend as they see fit. Record your character's amount of Trust and jump ahead to section *9—Gear and the Marvels of Science* to equip your character. When you finish, return to this section to put the finishing touches on your character.

Finally, you may save up to 50 CDP to use later on during Character Development.

TO DO

1. Record your character's total Trust on a piece of scrap paper.
2. Turn to section *9—Gear and the Marvels of Science* and begin equipping your character.
3. Record your character's equipment and augmentations on page three of your Character Sheet. Be sure to record any important details about the equipment, as well as the section number on which it can be found.
4. Record the remaining amount of CDP—so long as it is no more than 50—in the Current CDP section on page one of your Character Sheet.
5. Record 500 in the Total CDP Value section on page one of your Character Sheet.

CHARACTER SAMPLE

Lesley has 2,500T to purchase equipment she thinks her character will need to survive her adventures. Since it is a Wielder, Lesley's character does not need much in terms offensive equipment. Therefore, Lesley purchases some basic equipment, some armor, a weapon, and a few pieces of miscellaneous gear.

According to Section 10 the total cost for Lesley's equipment is:

- Armor—Light Armour 800T
- Dagger—15T
- Backpack—Standard Backpack 20T
- Regen Patch—150T × 5 (750T)

Lesley records all her equipment and its statistics on her Character Sheet.

Finally, she records 500 CDP in the Total CDP Value section of the Character Sheet. The total CDP value of her character is a rough, but useful measure of her character's overall ability and power. She is almost finished.



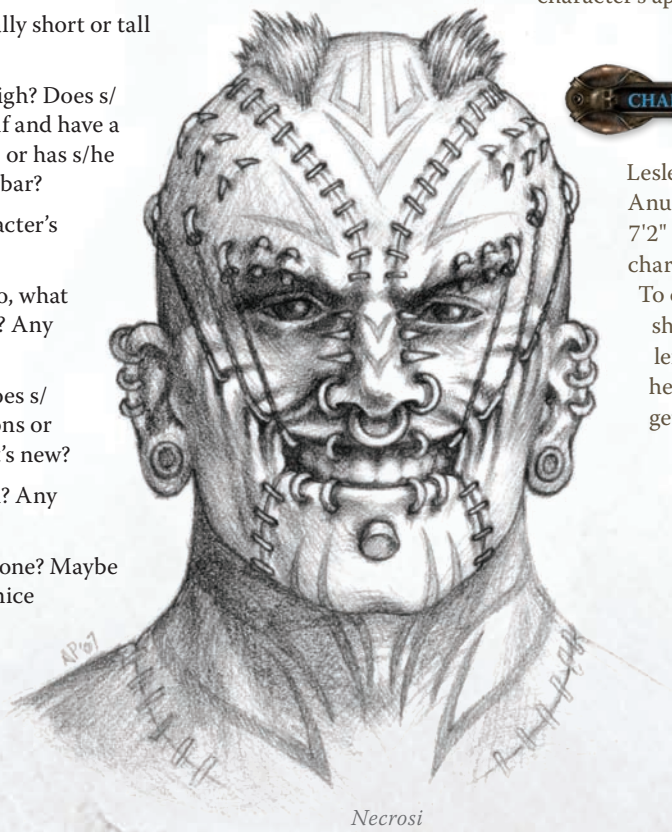
Appearance
6.12—Step 12

YOU HAVE PROBABLY already pictured your character in your own mind. Now it is time to give your character a face. This step is all about imagination; although it has no bearing on the performance or game statistics of characters, it is a critically important part of bringing them to life and making them a part of the *Alpha Omega* world.

Here are a few questions for you to consider:

- How tall is your character? Unusually short or tall considering his/her species?
- How much does your character weigh? Does s/he take good care of himself/herself and have a lean muscular frame to show for it, or has s/he spent too much time at the noodle bar?
- What color or colors are your character's eyes? Does s/he wear glasses?
- Does your character have hair? If so, what color or colors is it? How is it worn? Any facial hair?
- How does your character dress? Does s/he pay attention to the latest fashions or care little for keeping up with what's new?
- Has your character seen any action? Any scars to prove it?
- Has your character had any work done? Maybe a luminescent jellyfish Mesh for a nice glowing hue. Perhaps s/he has had numerous augmentations and relishes the chromed look of exposed cybernetics.

In any case, have fun with your character's appearance.



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TO DO

1. Record your character's height in the Vitals section on page one of your Character Sheet. Consult your species description in section *6.2—Step 2: Choose Your Species* and use **Figure 6-1: Species Size Comparison Chart** as a guide.
2. Record your character's weight in the Vitals section on page one of your Character Sheet. Consult your species description earlier in this section.
3. Write as much or as little as you like about the details of your character's appearance.

CHARACTER SAMPLE

Lesley decides she wants to take advantage of the Anunnaki's tremendous stature and makes her character 7'2" tall, 350 lb of muscle. She also decides she wants her character to be male—it is never too late to make a change. To cap off his impressive and intimidating appearance, she gives him a shaved head, black goatee, a scar on his left cheek, and decides his eyes are black. Lesley records her character's appearance on her Character Sheet and gets ready to wrap things up.

Name, Languages, Personality and Background

6.13—Step 13

THE FINAL STAGE OF CHARACTER Creation is perhaps the most challenging, providing your character with a name, a personality, the languages they speak, and a background story.

Name

If you have not already decided on a name, give it some thought. You will come up with something. The names can be as simple as a name common in today's world or as outlandish and bizarre as you feel reflects your character.

Personality

Personality can be tricky and will no doubt evolve as your character explores the New World. Nonetheless, it is important to make a few notes about your character's personality before s/he becomes a fully fledged part of *Alpha Omega*. Here are a few questions to consider:

- Is your character usually nice to others? Why?
- Is your character generally trusting of others or suspicious?
- Does your character easily maintain composure in the face of danger?
- Is your character nervous or twitchy?

Keep in mind that personality dictates how your character deals with the rest of the world. Make your character's personality not only worth role-playing, but also fun to play.

Languages

The ability to communicate is a critical, and often overlooked, factor in surviving encounters with strangers. The ability to speak or write in the same language as a stranger may be the sole method to prevent open hostility. Nowhere is this truer than in the Freezones, where hesitation and misplaced trust could cost people their lives. There are many languages spoken in different parts of the world in 2280. Many of them are spoken in specific geographical areas; however, any language can be encountered anywhere on the planet, and being prepared is important.

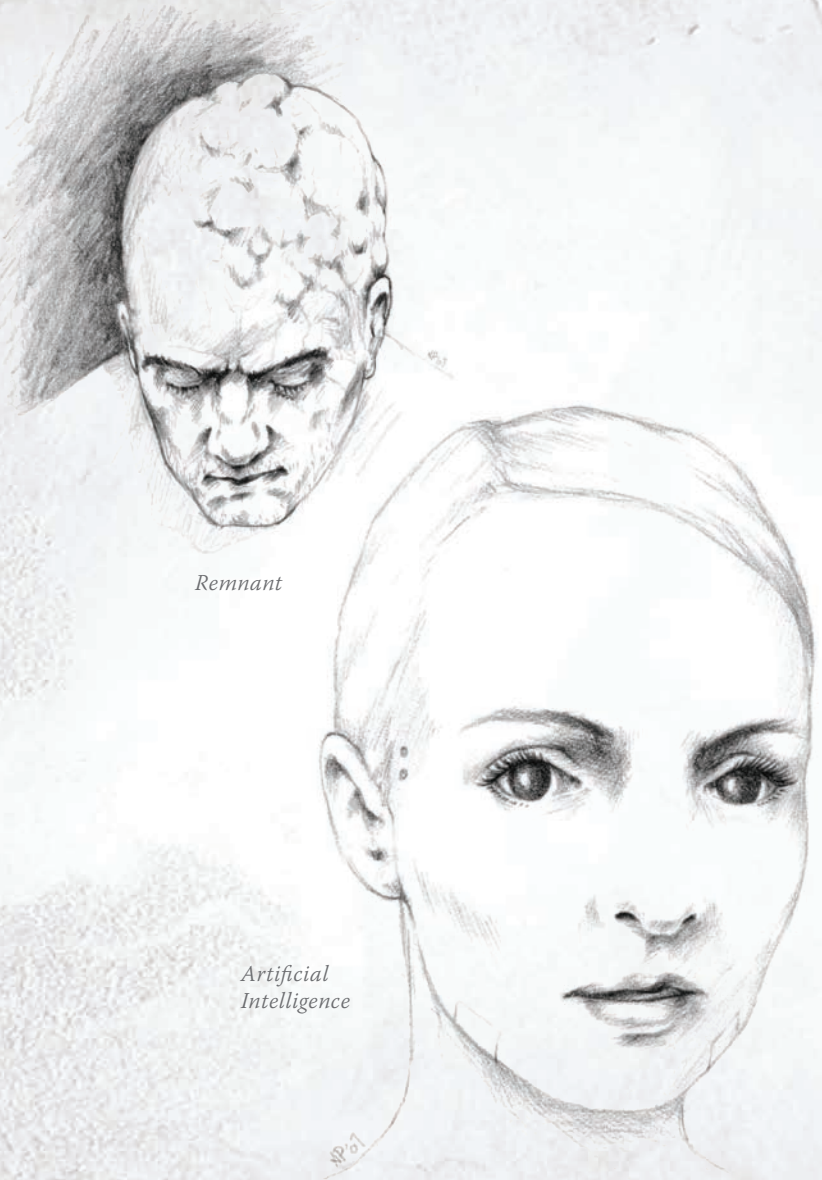
Language Components and Cost

- Each language has an Oral and a Written component. The Oral component reflects the ability to speak a language and understand others using the same language. The Written Component reflects a character's ability to read and write in that particular language.
- The Oral and Written components cost 5 CDP each. In other words, a character can purchase the Oral Component of a language, and therefore be able to converse effectively, but remain unable to write or read in that language. Purchasing the Written Component for 5 CDP only enables characters to read and write in a particular language.

List of Languages

This list is meant to simply be a baseline that players and GMs can add to and from as desired. The most common languages known to exist on Earth in 2280 include:

- Arabic
- Arcane (Language of Wielding)
- Bengali
- English
- French
- German
- Grigori
- Hindi
- Japanese
- Mandarin
- Necrosi
- Ophanum
- Outsider (Language of the Remnants)
- Portuguese
- Russian
- Seraph
- Spanish



Remnant

Artificial Intelligence

Background Story

Background stories provide a great deal of depth and complexity to characters. A good background story can also be used by your GM during play, providing you and your character a much greater sense of involvement and importance in the *Alpha Omega* world.

Once again, here are a few questions for you to consider:

- Where is your character from?
- Is there something in the past that motivates him/her?
- Are there any interesting or unusual people in his/her past?
- Is s/he a member of any groups or perhaps even a secret society?
- Does s/he have any close family or friends?

Everyone has a tale to tell, and your character is no different. Have fun with your character's story.

TO DO

1. Give your character a name and record it in the Vitals section on page one of your Character Sheet.
2. Write as much or as little as you like about your character's personality.
3. Purchase the Languages your character will speak or write and record them on page four of your Character Sheet.
4. Write as much or as little as you like about your character's background.

Now, you and your character are ready to enter the world of Alpha Omega. Enjoy!

CHARACTER SAMPLE

Lesley decides to name her character Davin Lasin and goes on to write a short background story. She decides Davin comes from wealth and privilege, but has chosen to set on his own, assured and ready to make his own fortune. Lesley also decides to spend her last 5 CDP and give Davin the ability to speak Japanese.

QUALITY SCORES AND DICE POOLS 7.1
TIME, STANCES, AND MOVEMENT 7.2
CHARACTER OR CREATURE STATE 7.3
SKILLS 7.4
THE COMBAT SYSTEM 7.5
COMBAT PROCESS 7.6
TURNS 7.7
ATTACK AND DEFENSE BASICS 7.8
RANGED COMBAT 7.9
MELEE COMBAT 7.10
DYING, DEATH, AND ENDURANCE 7.11
REAL CONCERNS FOR AN IMAGINED WORLD 7.12
USE OF VEHICLES 7.13
WIELDING 7.14

Game Mechanics

7

Alpha Omega is governed by rules that allow players and GMs to manage the direction and action of their stories. Game Mechanics enable players and GMs to interact consistently with each other and the world of Alpha Omega. GMs should keep in mind that the rules should not interfere with enjoyment of the game—they can be changed or disregarded at the GM's discretion.



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Using the Rules

Every group of players approaches *Alpha Omega* differently. Some play fast-paced, entirely role-playing-driven games almost devoid of dice rolls. During these games, the GM and players actively describe their characters' actions, and decisions about success and failure are based on general character capabilities and the most exciting courses of action. Others play very granular, rule-driven games in which close attention is paid to the text of the rules at every stage. Most groups probably fall somewhere in the middle. Here are a few suggestions about when to pay attention to the rules:

1. Is success in action guaranteed? Should it be? If success is guaranteed, or should be, do not worry about rolling the dice. Go with what works and ensure that the players have fun.
2. Is anything being resisted? If two or more characters have squared off or are involved in Actions that simultaneously resist, contradict, or oppose each other, you should roll the dice.
3. Is a Quality or Skill truly being tested? If it is, you should roll the dice.

The Game Mechanics of *Alpha Omega* are not designed to cover every situation you and your fellow players can encounter. They are a framework to work within, bend, or expand as you see fit. Rules cannot be written to cover every possible situation, nor can they blend seamlessly with real-world physics. Even if the rules could do all of that, few players or moderators would want to read them all, and even fewer could remember them all.

Players should respect their GM's decisions, discussing Mechanics that work for their group before or after a session of play. Therefore, you and your group should use these opportunities to refine and expand the Mechanics so that your adventures expand the limits of *Alpha Omega*.

The only rule you really need is: "Do what makes the game fun." Be reasonable; keep the game moving, and keep it imaginative. As long as you do that, your games will be a success.

Game Mechanics Lingo

Various elements of the *Alpha Omega* Game Mechanics will be frequently referenced in the following sections. Take a few minutes to familiarize yourself with the core concepts behind them. The terms in italics are defined elsewhere in this section.

ACTION—An Action is anything a character or NPC can do during a Turn. Some examples include: performing a *Skill Check*, moving, initiating a *Wielding Effect*, or changing a character's *Stance*.

ACTIVE SEGMENT—These represent Segments in a Combat Cycle, during which a character or NPC has a Turn. Based on Reaction Scores, Active Segments are found in the *Active Segments* column, on **Figure 7-1: Quality Scores and Associated Dice Pools**.

ASSOCIATED QUALITY—All Success Checks in the game have an Associated Quality. The Associated Quality is either a Core or Secondary Quality, and is used to determine the Dice Pool for corresponding Success Checks, according to **Figure 7-1: Quality Scores and Associated Dice Pools**.

ATTACK ATTEMPT—An Attack Attempt is the sum of the Dice Pool and Ranks used to determine success or failure during a Skill Check used for an attack.

ATTEMPT—An Attempt is the sum of the Dice Pool and Ranks used to determine success or failure during a Success Check.

COMBAT CYCLE—A six-second interval used to measure the flow of combat. A Combat Cycle is divided into six equal Segments, during which all participants involved in an encounter must conduct their Actions.

DAMAGE TYPE—There are several different types of Damage in *Alpha Omega*. Damage is used to harm the Health Pool of living creatures, while non-living things are harmed by damaging their Structural Integrity.

DICE POOL—A Dice Pool denotes the number and type of dice rolled to resolve a Success Check. Dice Pools are determined by finding the Associated Quality score for the Success Check being resolved in **Figure 7-1: Quality Scores and Associated Dice Pools**.

DICE POOL STEPS (DPS)—DPS are the incremental increases and decreases of the number and type of dice used for Success Checks. A bonus to DPS enables a player to roll a stronger Dice Pool by moving down rows in **Figure 7-1: Quality Scores and Associated Dice Pools** by the indicated number of Steps. A Dice Pool Penalty means using a weaker Dice Pool by moving up rows on **Figure 7-1: Quality Scores and Associated Dice Pools** by the indicated number of Steps.

DIFFICULTY RATING (DR)—The Difficulty Rating is the number that a player must roll to achieve success in a Success Check using the appropriate Dice Pool. If the sum of the dice in the player's roll does not meet or exceed the DR, the Success Check fails.

EFFECT POWER RATING (EPR)—The EPR equals the Wield Attempt roll of the Wield Check. It is used to measure the level of quality or intensity of successful Effects, and acts as a standard that must be surpassed for an opposing Wielder to disrupt or overcome the Effect.

ENCOUNTER—Encounter is a general term for the situation that occurs when two or more creatures meet.

ENDURANCE—Endurance represents the amount of sustained physical and mental exertion a character can withstand before exhaustion.

FREE ACTION—A Free Action is an Action that can be taken anytime during a Turn. Free Actions are so fast or easy that they do not require the use of a Half or Full Action to complete.

FULL ACTION—Full Actions require an entire Turn to accomplish. They enable characters to execute more attacks than Half Actions or to move according to the rates found in **Figure 7-4: Movement Rates**.

HALF ACTION—Characters can execute two Half Actions during a single Segment. A Half Action accounts for everything a character can accomplish in about half a second, such as initiating a Skill Check, making an attack, or moving. When using a Half Action to attack, characters are limited to half of the described Max Attacks per Segment for weapons.

HEALTH POOL—The Health Pool represents the amount of Damage a character can withstand before death occurs.

HIGHEST DICE—The Highest Dice in a Dice Pool are those with the highest possible maximum rolls. For example, a d20 is Higher than a d6.

LOWEST DICE—The Lowest Dice in a Dice Pool are those with the lowest possible maximum rolls. For example, a d6 is Lower than a d20.

MOVEMENT RATE—The Movement Rate is the maximum amount of distance a character or creature can travel in a Turn. This is determined by his/her Athleticism score and Dynamic Stance, as found in **Figure 7-4: Movement Rates**.

REACTION CHECK—The Reaction Check is a Success Check used to determine the Reaction Order for characters and creatures involved in an Encounter. The Reaction Check uses the Reaction Tertiary Quality as its Associated Quality which is, in turn, used to determine the Reaction Dice Pool.

REACTION ORDER—The Reaction Order is the order in which participants react within a Segment of a Combat Cycle. Reaction Order is determined by Reaction Score; the quickest character has the highest Reaction Score and the slowest character has the lowest.

REACTION DICE POOL—The Reaction Dice Pool is used to determine Reaction Score during Reaction Checks. It is found by checking the entity's Reaction Score in **Figure 7-1: Quality Scores and Associated Dice Pools**.

REACTION SCORE—The Reaction Score is the sum of all dice rolled in your character's Reaction Dice Pool. The higher the score, the faster your character reacts. Reaction Score should not be confused with the Reaction Tertiary Quality, which is a fixed number like all other Quality scores.

SEGMENT—A Segment is a one-second increment of time in Combat, during which characters, creatures, and NPCs can complete Actions.

SIM (SQUARE, INCH, METER)—SIM is the unit of distance measurement in *Alpha Omega*. One game grid square is equal to one inch when using miniatures, which in turn is equal to one real-world meter.

SKILLS—Skills are a specific measure of what your character knows and what s/he has been trained or learned to do.

SKILL CHECKS—A Skill Check is a form of Success Check used to resolve success or failure for the use of a Skill.

SKILL PROFICIENCY LEVEL (SPL)—SPL represents the level of ability a character has in a specific Skill, as well as the Field into which that Skill fits.

STATE—The State describes the current mental, physical, and emotional condition of a character or creature.

SUCCESS CHECK—Success Checks are used to resolve success or failure by using dice. There are four types of Success Checks: Skill Checks, Resist Checks, Quality Checks, and Wield Checks. Each type is used at different times throughout the game.

TURN—A Turn is an opportunity for a character, creature, or NPC to execute an Action. It is possible for characters to have multiple Turns in a single Combat Cycle, as Turns occur within single Segments.

WEAPONS, MELEE AND RANGED—There are two categories of weapons: melee weapons and ranged weapons. Melee weapons are used in close combat, and include such things as daggers, swords, and maces. Ranged weapons can be used from a distance, including firearms, launchers, and bows. They have an effective range, measured in meters and yards, however this is interchangeable with SIM. Of course, you can pistol-whip someone or throw a dagger, but these mixed cases are easily dealt with by the GM, who, in the case of the dagger, can require a Skill Check using the Throwing Skill.



Quality Scores and Dice Pools
7.1

QUALITY SCORES ARE THE FOUNDATION of *Alpha Omega*'s game mechanics, and are explained in detail in section 6—*Character Creation*. When it is time to roll the dice while conducting Actions, the first thing you must do is determine the appropriate Quality at play. The Quality might be obvious. For example, all Skills and Wielding Sources have an associated Quality. In cases where the appropriate Quality is not obvious, GMs should use their judgment and knowledge of available Qualities to decide which best suits the situation.

A Dice Pool is the die (or dice) that a character can roll to determine success or failure when conducting Actions during game play. The size and strength of a Dice Pool are determined by the Quality most appropriate given the situation. This is known as the Associated Quality.

To determine the Dice Pool, simply locate the Quality Score on **Figure 7-1: Quality Scores and Associated Dice Pools** and its Associated Dice Pool in the next column.

Dice Pool Steps
7.1.1

DPS ARE MOVEMENTS—POSITIVE or negative, up or down the rows of **Figure 7-1: Quality Scores and Associated Dice Pools**. They are usually annotated as +1 DPS or -1 DPS.

During game play, GMs should use DPS to represent factors or conditions that may assist or hinder a character's chances of success. If conditions are better than average, GMs might consider giving a bonus to a character's DPS, while if conditions are less than ideal, a DPS penalty could be used.

Quality Scores and Associated Dice Pools

Quality Score	Dice Pool		Avg Score	Max Score	Active Segments
1–3	1d4	-	2.5	4	Segment 3
4–5	2d4	-	5	8	
6–7	3d4	-	7.5	12	
8–9	4d4	-	10	16	
10–11	5d4	-	12.5	20	
12–13	6d4	-	15	24	
14–15	1d6	5d4	16	26	Segments 3 and 6
16–17	2d6	4d4	17	28	
18–19	3d6	3d4	18	30	
20–21	4d6	2d4	19	32	
22–23	5d6	1d4	20	34	Segments 2, 4, and 6
24–25	6d6	-	21	36	
26–27	1d8	5d6	22	38	
28–29	2d8	4d6	23	40	
30–31	3d8	3d6	24	42	
32–33	4d8	2d6	25	44	Segments 2, 3, 5, and 6
34–35	5d8	1d6	26	46	
36–37	6d8	-	27	48	
38–40	1d10	5d8	28	50	
41–43	2d10	4d8	29	52	

Figure 7-1

Quality Scores and Associated Dice Pools

Quality Score	Dice Pool		Avg Score	Max Score	Active Segments
44–46	3d10	3d8	30	54	Segments 1, 2, 4, and 6
47–49	4d10	2d8	31	56	
50–52	5d10	1d8	32	58	
53–55	6d10	-	33	60	
56–58	1d12	5d10	34	62	
59–61	2d12	4d10	35	64	Segments 1, 2, 3, 5, and 6
62–64	3d12	3d10	36	66	
65–68	4d12	2d10	37	68	
69–72	5d12	1d10	38	70	
73–76	6d12	-	39	72	
77–80	1d20	5d12	43	80	Segments 1, 2, 3, 4, 5, 6
81–84	2d20	4d12	47	88	
85–88	3d20	3d12	51	96	
89–92	4d20	2d12	55	104	
93–96	5d20	1d12	59	112	
97–100	6d20	-	63	120	

Figure 7-1—Continued

For example, if a character was performing an Orienteering check in the woods during the day, no bonus or penalty would be given. However, if the check was being performed in an open field on a sunny day, a bonus to DPS could be provided, while a check in the pitch black might invoke a DPS penalty.

Success Checks
7.1.2

SUCCESS CHECKS ARE undertaken any time an Action with the potential for failure is initiated, and a character or creature is put to the test. Before a Success Check can be undertaken, you must know the character element being tested and the associated Dice Pool to be rolled. There are four types of Success Checks: Quality Checks, Skill Checks, Resist Checks, and Wield Checks. All of these are explained in detail later in this section. They are resolved by rolling the associated Dice Pool, adding up the total of all of the rolled dice, and comparing the score, known as the Attempt, to a Difficulty Rating (DR) calculated by the GM for that Action. If the score is greater than or equal to the DR, the Check results in a success. If the score is lower than the DR, the Check results in a failure.

Difficulty Ratings
7.1.3

A DR IS A NUMBER that indicates the difficulty of an Action or check. Low DRs represent easy Checks while high DRs represent more difficult Checks. **Figure 7-2: Standard Difficulty Ratings** lists the various levels of difficulty and the corresponding DR required for overcoming a Success Check. It is important to note that the DRs listed here are only suggestions; GMs should modify them as they see fit. Do what makes sense for your group; consider character abilities, the situation, and your story.

Standard Difficulty Ratings

Difficulty	Skill Check DRs	Quality or Resist Check DRs
Simple	10	5
Easy	20	10
Average	30	15
Difficult	45	22
Formidable	60	30

Figure 7-2

As shown in **Figure 7-2: Standard Difficulty Ratings**, the DR for Quality and Resist Checks is half the DR for Skill Checks. This is because Quality and Resist Checks do not receive additions to the roll total, while Skill Checks do. This is explained in detail in section *7.1.5—Types of Success Checks*.

EXAMPLE

As there is no such Skill as Table Flipping, the Athleticism Quality would be used. This Action could easily be considered a Simple task—especially if the table is light and not secured in any fashion—so the DR would be 5. If the table were heavier or secured somehow, the GM might consider raising the DR to around 15, representing the additional factors impeding the character's success.

Trying to throw a chair into the path of a fleeing adversary is a trickier matter, due to the additional factors of foot speed, distance, weight of the chair, and other situational considerations. In this case, the Skill "Throwing" and therefore the Field "Core Fitness" would apply, so the Skill Check DRs column would be used. Rating this as an Average Difficulty Check, the DR would be somewhere in the vicinity of 30.

Unopposed Versus Opposed Success Checks
7.1.4

THERE ARE TWO FORMS of Success Checks: Unopposed Success Checks and Opposed Success Checks.

Unopposed Success Checks

Success Checks are unopposed when only one character can determine the outcome of the situation, even if others may be affected by it. Unopposed Success Checks always have a DR that must be matched or beaten to be successful. GMs determine, or at least verify, the DR, and almost always announce the DR to the player before the roll.

EXAMPLE

Jinx is hanging out in a grungy bar in the Freezone community of Lagen Valley, where she has been challenged to a game of darts by one of the bar's regulars. Jinx steps up to throw first. The GM announces that the DR required to hit the bull's-eye is 35, and that depending on the degree of failure, Jinx's score will drop from there. Jinx is the only character involved in the test and the dart board will not do anything to oppose her, so only she rolls. Dart throwing falls under the Throwing Skill, which is associated with Physical Acumen. Jinx has a Physical Acumen of 23, giving her an associated Dice Pool of 5d6 and 1d4. She also happens to have 3 Ranks in the Throwing Skill, so she gets to add 3 to her total roll. She rolls the dice and scores a fantastic roll of 32, adds 3 for her 3 Skill Ranks, and with a total of 35, hits the bull's-eye.

Opposed Success Checks

When a Success Check is opposed, it means that two or more characters roll associated Dice Pools during the Success Check, each trying to achieve the highest total. The hightest roll wins.

EXAMPLE

Marek and Jinx just landed a big score of precious stones, but were cornered by security and barricaded themselves in the back room of the warehouse. Jinx is working quickly to unlock the back door's magnetic locks while Marek holds the opposite door shut. A security officer attempts to force the door open. Marek and the officer must square off in an opposed Strength Check. The security officer is a powerful Lesser Grigori who has a Strength score of 23, and a Dice Pool of 5d6 and 1d4. Marek has a Strength score of 19, giving him a Dice Pool of 3d6 and 3d4. The odds are against Marek as the two roll. The officer's total roll is 30 and Marek's total roll is a 15. Therefore, the officer easily overpowers Marek, forcing the door open.

Types of Success Checks

7.1.5

ULTIMATELY, ALL SUCCESS CHECKS come down to one Quality and its associated Dice Pool. However, it is important to understand the difference between the four types of Success Checks: Quality Checks, Skill Checks, Resist Checks, and Wield Checks.

Quality Checks

Quality Checks are used whenever a Quality alone is being tested. This can include Core or Secondary Qualities, depending on the situation. When determining the most relevant Quality for a given situation, GMs and players should use their best judgment.



EXAMPLE

Marek and Jinx are retreating from the back room of the warehouse after the security officer overpowered Marek and forced the door open. Jinx springs the lock on the other door just in time, and they race through it, only to find a long hall littered with debris and rubble.

The GM instructs Marek and Jinx to make Athleticism Quality Checks with DRs of 15 to successfully run the length of the hall without tripping. Marek has an Athleticism of 19, giving him a Dice Pool of 3d6 and 3d4. Jinx has an Athleticism of 23, for a Dice Pool of 5d6 and 1d4. Both Marek and Jinx are wearing Lavus Technologies Spider Climb Boots, which provide +2 to all Checks involving tests of balance. Marek rolls terribly and scores a total of 14 (12 +2). He loses his footing and falls. Jinx rolls and scores a total of 23 (21 +2), allowing her to maintain her footing with ease.

Skill Checks

Skill Checks are explained in detail in section *7.4.2—Skill Checks*.

Resist Checks

Resist Checks are Quality Checks used whenever it is necessary for a character to resist or avoid something which threatens to affect them. This can include toxins, radiation, allergens, avoiding falling debris, jumping out of the way of a car, or certain Wielding Effects.

EXAMPLE

Jinx is creeping through a ventilation shaft when she hears hissing coming from all directions. Suddenly, she sees the air begin to change color as gas fills the shaft. Before Jinx can slip on her respirator, the GM calls upon her to make a Will Resist Check or fall unconscious. The gas filling the shaft is Knockout Gas, which has a DR of 20, and results in the victim falling unconscious for 5 minutes if they fail a Will Check. Jinx has a Will of 15, giving her a Dice Pool of 1d6 and 5d4. Jinx only rolls a total of 15, which is not nearly enough to reach the DR. Therefore, she falls unconscious.

Wield Checks

Wielding Checks are explained in detail in section *7.14.4—Wield Checks*.

OPTIONAL RULE

Critical Rolls
7.1.6

WHEN ATTEMPTING ACTIONS during game play, it is possible to be affected by Critical Rolls. Critical rolls are determined by rolling 1d20, called the Critical Die, at the same time the player rolls his/her character's Success Check Dice Pool.

If the Critical die roll is a 20, the Success Check is a Critical Success. Critical Successes represent Actions in which the attempt is perfect and success is achieved automatically, regardless of the required DR.

Conversely, if the Critical die roll is a 1, the Success Check is a Critical Failure. Critical Failures represent Action attempts gone horribly wrong that fail automatically, despite the initiator's level of skill.

Critical Rolls are only used for the first attempt at a Success Check. If a character has time to repeat a failed Success Check, they do not roll the Critical Die during subsequent attempts.

Time, Stances and Movement
7.2

Time
7.2.1

IN *ALPHA OMEGA*, time is measured in two ways:

- Non-Combat or Standard Time
- Combat Time (measured in Combat Cycles)

Standard Time

During game play, the GM keeps track of things like time-of-day, season, and year in the game world. Standard Time enables players and GMs to jump ahead, in small or large blocks of time, without worrying about the granular events happening in the game world minute by minute.

Success Checks undertaken during Standard Time always have the advantage of a whole Dice Pool, meaning players roll all their available dice.

Even though the intensity of a situation might not warrant tracking time in Combat Cycles, it is still important to respect everyone's turn to act. During Standard Time, GMs should ensure everyone has an opportunity to be involved in any given situation. The easiest way to do this is to randomly choose one player to declare what s/he wants to do, and proceed clock-wise around the table until everyone has participated.

Nevertheless, when a situation calls for the precise tracking of time or when "who does what first" becomes important, then GMs should use Combat Cycles.

Combat Time

During combat, or encounters where it is important to know who acts first, time is tracked in Combat Cycles, a much more closely monitored measure of time. This is explained in detail in section *7.8—Attack and Defense Basics*.

Stances

Static Stances	Dynamic Stances
Lying Prone	Crawling
Kneeling	Monkey Run
Standing	Walking
Hovering	Running
Treading Water	Sprinting
	Climbing
	Flying
	Swimming

Figure 7-3

Stances
7.2.2

ALTHOUGH THERE ARE 13 Stances available to characters while conducting Actions, characters can only be in 1 Stance at a time. There are two types of Stances: Static and Dynamic. Each Stance has advantages and disadvantages based primarily on the size of the target they present to an attacker, the movement types available to the Stance, and the stability provided for using ranged weapons.

Static Stances

In a Static Stance, characters and NPCs can access gear, adjust their position slightly, and move their limbs. However, they cannot move with the intention of covering distance. Players can change their character's Static Stance to another Static Stance as a Free Action at the beginning of a Turn only.

Dynamic Stances

In a Dynamic Stance, characters are moving with the intent to cover distance. Characters must be in a corresponding Static Stance before they can change into a Dynamic Stance—a character must be Standing before s/he can Run, or Lie Prone before Crawling. Changing from a Static Stance to a Dynamic Stance is a Free Action that can be used at any point in a player's Turn. The Movement Rate for each Dynamic Stance is shown in **Figure 7-4: Movement Rates** in section *7.2.3—Movement Rate*.

The 13 Stances are defined on the following pages and their characteristics as they affect combat are described in section *7.9—Ranged Combat* and *7.10—Melee Combat*.

Lying Prone (Static Stance)

While Lying Prone, characters are belly to the ground, staying as low as possible. From the Lying Prone position, players can initiate the Crawling Dynamic Stance.

Crawling (Dynamic Stance)

While Crawling, characters remain belly to the ground, remaining as low as possible, while moving at a low rate of speed, as shown in **Figure 7-4: Movement Rates**.

Kneeling (Static Stance)

When characters or targets Kneel, they are on one knee, with a low center of gravity and a relatively stable body position. From the Kneeling position, characters or targets can initiate the Monkey Run Dynamic Stance.

Monkey Run (Dynamic Stance)

When Monkey Running, characters tend to shuffle, using two feet and one hand to propel themselves and the other hand to hold a weapon or steady themselves, remaining as low as physically possible.

Standing (Static Stance)

When Standing, characters are upright on both feet. From the Standing Static Stance, a character or target can initiate the Walking, Running, Sprinting, or Climbing Dynamic Stances.

Walking (Dynamic Stance)

When Walking, characters or targets move at a normal stride and pace.

Running (Dynamic Stance)

When Running, characters or targets move at a brisk and constant pace.

Sprinting (Dynamic Stance)

When Sprinting, characters or targets move at their top speed, with only their toes and the balls of their feet touching the ground.

Climbing (Dynamic Stance)

When Climbing, characters or targets are moving vertically. Characters can climb ladders or in situations where equipment is not necessary at a rate consistent with Walking; however, climbing with the assistance of equipment is considerably slower.

Hovering (Static Stance)

When characters or creatures Hover, they maintain their vertical and lateral position, trying to be as steady as possible. From the Hovering Static Stance, a character or target can initiate the Flying Dynamic Stance.

Full Movement Action Rates

Athleticism	Swim	Crawl	Monkey Run	Walk	Run	Sprint	Flying
1–5	0	0	0	1	1	2	2
6–10	1	1	1	1	2	3	6
11–15	1	2	2	2	3	6	10
16–20	2	2	3	3	4	8	14
21–30	2	2	4	4	6	10	16
31–40	2	3	4	4	6	12	18
41–50	3	3	4	4	8	16	22
51–60	4	4	6	6	10	20	26
61–70	4	6	6	6	12	24	30
71–80	6	6	8	8	14	28	34
81–90	6	8	10	10	20	32	40
91–99	8	10	12	12	24	36	45
100	12	14	16	16	30	40	50

Figure 7-4

Flying (Dynamic Stance)

When Flying, characters or creatures move quickly using wings, Wielding Effects, or transportation devices—such as jetpacks—to keep them in the air.

Treading Water (Static Stance)

A character must Tread Water to remain afloat in a body of liquid. From the Treading Water Static Stance, a character or target can initiate the Swimming Dynamic Stance.

Swimming (Dynamic Stance)

While swimming, characters or targets must concentrate on keeping afloat and maintaining velocity.

Movement Rate
7.2.3

THE MOVEMENT RATE OF CHARACTERS or creatures defines how much distance they can cover, measured in SIM, in a single Segment of Combat. For the remainder of the game manual, most measurements of distance will be measured in SIM. **Figure 7-4: Full Movement Action Rates** tabulates the Movement Rate, determined by the Athleticism score, with which a character or creature can move with a Full Move Action as described in section *7.7.1—Perform an Action*. When characters make a Half Move Action, the values should be halved, rounding up.

Movement on a Diagonal
7.2.4

THIS RULE IS ONLY NECESSARY if your group is using a grid of squares to represent the action during combat. Moving from square to square is considered 1 SIM, except when moving diagonally, where every second diagonal square traveled counts as 2 SIM. So, 1 diagonal square is 1 SIM and 2 diagonal squares is 3 SIM.

Character Facing
7.2.5

CHARACTER FACING IS IMPORTANT when factors such as aiming at multiple targets must be considered. For simplicity sake, we have reduced character facing to six directions: four on the horizontal plane—Front, Back, Left, Right—and two on the vertical axis, Up and Down. These directions, in three dimensions, should be interpreted as pyramids that all share some sides with one another. **Figure 7-5: Character Facing** depicts the four directions of the horizontal plane, in two dimensions.



Figure 7-5: Character Facing

Adjacent Facings

Facings are considered Adjacent if they share a common border. For example, Front is Adjacent to Left, Right, Up, and Down. The importance of this will be explained in section *7.9.6—Hitting Multiple Targets in a Single Segment*.

Opposite Facings

Facings are considered Opposite if they do not share a common border. For example, Front is Opposite of Back, Left is Opposite of Right, and Up is Opposite of Down.

Character or Creature State
7.3

STATE DESCRIBES THE CURRENT mental, physical, and emotional condition of a character, NPC, or creature.

A character's State is comprised of seven State Components, all of which can be manipulated through the use of Skills, Abilities, or Wielding Effects. The seven State Components are: *Size*, *Speed*, *Fear*, *Density*, *Disposition*, *Thought*, and *Emotion*.

Each State Component has nine distinct Levels, shown in **Figure 7-6: State Tracking Table** and described in detail below. Any time a State causes a DPS adjustment, the contributing Core Qualities receive the same adjustment.

Size

The Size Component describes a character's physical mass and height. As their Size Component increases, characters gain bonuses to their Athleticism score, but suffer penalties to their Physical Acumen. The opposite occurs when their Size Component diminishes. Changes to a character or creature's Size State affect their possessions as well. The effects for each Level are shown in **Figure 7-6-a: Size Tracking Table**.

Speed

The Speed Component describes how fast a character can act. As their Speed Level increases, characters gain bonuses to their Reaction Score and Athleticism DPS. As their Speed decreases, characters suffer penalties to their reaction score and Athleticism DPS. Use this DPS adjustment to determine a "new" Athleticism Score when calculating movement rates. The effects for each Component Level are shown on **Figure 7-6-b: Speed Tracking Table**.

Fear

The Fear Component describes the current level of a character's confidence or fear. The more confident characters are, the more effectively they can perform all Actions. As a character's confidence begins to fall, fear increases and they become less able to concentrate on what is happening around them. The effects for each Component Level are shown in **Figure 7-6-c: Fear Tracking Table**.

State Tracking Table

Level	Size	Speed	Fear	Density	Disposition	Thought	Emotion
Level 4	Gargantuan	Fleeting	Zealous	Adamantine	Loving	Enlightened	Serene
Level 3	Huge	Swift	Valiant	Unyielding	Trusting	Incisive	Sedate
Level 2	Massive	Hastened	Inspired	Stalwart	Amiable	Perceptive	Tranquil
Level 1	Large	Hurried	Confident	Tough	Friendly	Collected	Calm
Level 0	Normal	Normal	Normal	Normal	Normal	Normal	Normal
Level -1	Small	Lethargic	Anxious	Malleable	Unfriendly	Distracted	Agitated
Level -2	Tiny	Slowed	Scared	Liquid	Surly	Confused	Angry
Level -3	Diminutive	Idle	Terrified	Vaporous	Belligerent	Overwhelmed	Enraged
Level -4	Miniscule	Held	Petrified	Ethereal	Hateful	Ignorant	Berserk

Figure 7-6

Size Tracking Table

Level	Size	Mass and Height	Athleticism Dice Pool Steps	Physical Acumen Dice Pool Steps
Level 4	Gargantuan	8×	+8 Steps	-8 Steps
Level 3	Huge	6×	+6 Steps	-6 Steps
Level 2	Massive	4×	+4 Steps	-4 Steps
Level 1	Large	2×	+2 Steps	-2 Steps
Level 0	Normal	Normal	Normal	Normal
Level -1	Small	1/2×	-2 Steps	+2 Steps
Level -2	Tiny	1/4×	-4 Steps	+4 Steps
Level -3	Diminutive	1/6×	-6 Steps	+6 Steps
Level -4	Miniscule	1/8×	-8 Steps	+8 Steps

Figure 7-6-a

Speed Tracking Table

Level	Speed	Reaction Score Modifier	Athleticism Dice Pool Steps
Level 4	Fleeting	+15	+8 Steps
Level 3	Swift	+12	+6 Steps
Level 2	Hastened	+9	+4 Steps
Level 1	Hurried	+6	+2 Steps
Level 0	Normal	Normal	Normal
Level -1	Lethargic	-6	-2 Steps
Level -2	Slowed	-9	-4 Steps
Level -3	Idle	-12	-6 Steps
Level -4	Held	Immobile	Immobile

Figure 7-6-b

Fear Tracking Table

Level	Fear	Dice Pool Steps
Level 4	Zealous	+8 Steps
Level 3	Valiant	+6 Steps
Level 2	Inspired	+4 Steps
Level 1	Confident	+2 Steps
Level 0	Normal	Normal
Level -1	Anxious	-2 Steps
Level -2	Scared	-4 Steps
Level -3	Terrified	-8 Steps
Level -4	Petrified	Immobile

Figure 7-6-c

Density Tracking Table

Level	Form	Damage Resistance	Special
Level 4	Adamantine	+4 to all but Void	Unarmed Damage +8
Level 3	Unyielding	+3 to all but Void	Unarmed Damage +6
Level 2	Stalwart	+2 to all but Void	Unarmed Damage +4
Level 1	Tough	+1 to all but Void	Unarmed Damage +2
Level 0	Normal	Normal	Normal
Level -1	Malleable	+2 to Kinetic Thresholds	Falling damage halved
Level -2	Liquid	+4 to Kinetic Thresholds	Able to move as water
Level -3	Vaporous	+8 to Kinetic Thresholds	Able to move as gas
Level -4	Ethereal	+16 to Kinetic Thresholds	Able to move through any physical substance

Figure 7-6-d

Disposition Tracking Table

Level	Disposition	Coercion Skills Dice Pool Steps
Level 4	Loving	+8
Level 3	Trusting	+6
Level 2	Amiable	+4
Level 1	Friendly	+2
Level 0	Normal	Normal
Level -1	Unfriendly	-4
Level -2	Surly	-6
Level -3	Belligerent	-8
Level -4	Hateful	Can't Coerce

Figure 7-6-e

Density

The Density Component describes a character's physical substance. The higher the Density Component, the more solid the subject and its possessions increasing his/her level of Damage Resistance to specified Damage Types. The lower the Density Component Level, the less solid the subject and its possessions become, enabling him/ her to change shape and move in areas where more solid forms could not. The effects of each Component Level are shown in **Figure 7-6-d: Density Tracking Table**.

Disposition

The Disposition Component Level of a target describes his/ her current attitude towards the character. The higher the Disposition Component Level, the more a target responds favorably to the character, while the opposite happens with lower Disposition Component Levels. The effects of each Level are shown in **Figure 7-6-e: Disposition Tracking Table**.

Thought

The Thought Component Level of a target describes how clearly a character is thinking. At higher Thought Component Levels, the character is calm, collected, and able to conduct Actions effectively. At lower Thought Component Levels, confusion and a lack of cognition makes it more difficult for the character to conduct Actions. The effects of each Component Level are shown in **Figure 7-6-f: Thought Tracking Table**.

Emotion

The Emotion Component Level describes a character's emotional control. At higher Emotion Component Levels, characters are calm and able to control their Actions effectively, while at lower Levels, their emotions gain more control over them, making it more difficult to succeed in some Actions. At the lowest Component Level, players lose control completely, as their emotions prevent any rational thought. The effects for each Component Level are shown on **Figure 7-6-g: Emotion Tracking Table**.

Thought Tracking Table

Level	Clarity	Mental Skill Dice Pool Steps	Reaction Score Modifier
Level 4	Enlightened	+8 Steps	+8
Level 3	Incisive	+6 Steps	+6
Level 2	Perceptive	+4 Steps	+4
Level 1	Collected	+2 Steps	+2
Level 0	Normal	Normal	Normal
Level -1	Distracted	-2 Steps	-2
Level -2	Confused	-4 Steps	-4
Level -3	Overwhelmed	-6 Steps	-6
Level -4	Ignorant	-8 Steps	-8

Figure 7-6-f

Emotion Tracking Table

Level	Emotion	Special	Damage Modifier
Level 4	Serene	+8 to Mental Skill Rolls	+4 Ranged Damage per Shot
Level 3	Sedate	+6 to Mental Skill Rolls	+3 Ranged Damage per Shot
Level 2	Tranquil	+4 to Mental Skill Rolls	+2 Ranged Damage per Shot
Level 1	Calm	+2 to Mental Skill Rolls	+1 Ranged Damage per Shot
Level 0	Normal	Normal	None
Level -1	Agitated	-2 to Defense Rating	+1 Melee Damage per Strike
Level -2	Angry	-4 to Defense Rating	+2 Melee Damage per Strike
Level -3	Enraged	-6 to Defense Rating	+3 Melee Damage per Strike
Level -4	Berserk	-8 to Defense Rating	+4 Melee Damage per Strike

Figure 7-6-g

Skills
7.4

SKILLS REPRESENT AREAS of knowledge, expertise, and ability that require specific training and practice to develop. Skills add depth to characters, defining what they have trained for, practiced, or studied.

Every Skill falls beneath an associated Field, which is a group of related Skills.

Each Skill is associated with a Secondary Quality. This Secondary Quality, commonly referred to as the Associated Quality, is used to determine the Dice Pool rolled during Skill Checks.

You can determine the Secondary Quality associated with a Skill by reading the Skill's description or by referencing **Figure 6-20: List of Available Mental Skills** and **Figure 6-21: List of Available Physical Skills**.

Field and Skill Ranks
7.4.1

BOTH FIELDS AND SKILLS are measured through a simple Rank system. Fields have a maximum Rank of 15 and Skills have a maximum Rank of 30. However, this can be further restricted according to the character's species.

During game play, characters will never be called upon to make a Field check—only Skills can be tested. Ranks in a Field serve to help characters succeed during Skill Checks, as it demonstrates broader knowledge related to the Skill.

A Rank of 0 does not mean a character cannot use the Skill; it simply means the character has no formal training or experience, and is therefore less likely to succeed. A Rank of 30 represents absolute mastery and is the closest to a guarantee of success anyone can achieve when using Skills.

Skill Proficiency Level

A character's Skill Proficiency Level (SPL) represents a character's level of ability in a specific Skill, as well as the Field into which that Skill fits.

A character's total SPL is calculated using the following formula:

SPL = FIELD RANKS + SKILL RANKS

SPL is critically important for resolving Actions during the game, with highly skilled characters having a distinct advantage as a result of their training.

Players can improve their characters' Field and Skill Ranks, and therefore their Skills' SPLs, as they gain experience. For more on improving Skills see section *8.2.5—Increasing Field,Skill and Wielding Ranks*.

Skill Checks
7.4.2

SKILL CHECKS ARE a common type of Success Check, and are an integral part of game play. Skill Checks are used to resolve many of the Actions that characters and NPCs undertake. Performing a Skill Check is a simple four-step process:

Step 1—Declare Action

At the beginning of a player's Turn or when directed by the GM, the player must declare the Action his or her character will attempt.

Step 2—Determine DR

The GM determines the DR of the Action, using **Figure 7-2: Standard Difficulty Ratings** and his or her best judgment.

Step 3—Determine Dice Pool

Players consult **Figure 7-1: Quality Scores and Associated Dice Pools** to determine the score of the Quality associated with the Skill. The second column identifies the appropriate Dice Pool players can draw from during Skill Checks.

Step 4—Resolve Skill Check

The player rolls the Dice Pool and the sum of the roll is added to the character's SPL for that Skill. This total is referred to as the character's *Attempt*. The Attempt is compared to the DR of the Skill Check. If the Attempt is greater than or equal to the DR, the player is successful, and if it is less than the DR, the player is unsuccessful.

EXAMPLE

Marek and Jinx are making their way across country on foot after their vehicle was badly damaged in an attack by raiders. They know they must travel southeast. Marek proposes an Orienteering Skill Check to point them in the right direction and the GM agrees. The GM sets the DR at 20. Orienteering is associated with Wisdom, and Marek has a Wisdom Quality of 16, giving him a Dice Pool of 2d6 and 4d4. Marek only has a rudimentary knowledge of orienteering, with 1 Rank in the Skill, so he adds a +1 to the total of his roll. However, Jinx reaches into her backpack and pulls out a Voder Industries Survivalist Multi-Monitor, which provides its user with +2 bonus to Orienteering Skill Checks, and hands it to Marek. He rolls and scores a total of 19, to which he adds +1 for his Rank in the Orienteering Skill and +2 for using the Multi-Monitor, bringing the total to 22, giving him a successful Skill Check.

Skill Checks can also be opposed, meaning two or more characters are actively using Skills in opposition to each other.

EXAMPLE

Marek is attempting to negotiate a better price on ammunition, but the shopkeeper will not bend. The GM proposes an opposed Barter Skill Check. The Barter Skill is associated with Presence. Marek has a Presence score of 16, giving him a Dice Pool of 2d6 and 4d4. The shopkeeper also has a Presence score of 16, so both characters will roll the same Dice Pool. However, Marek has 1 Rank in the Barter Skill as well as 2 Ranks in the Commerce Field, which encompasses Barter. Accordingly, Marek adds +3 to his roll total, +1 for the Skill Rank and +2 for the 2 Field Ranks. Marek rolls 16 and adds 3, for a total of 19. The shopkeeper, a competent barterer, has 7 ranks in the Barter Skill, adding +7 to his roll total. He rolls 15 and adds 7 for a total of 22, easily beating Marek, who must pay the full price for his ammunition.

Skill Combinations
7.4.3

IT IS POSSIBLE for a character to use a combination of Skills in a single Segment of combat or simultaneously in a non-combat scenario. Resolving Skill Combinations is a four-step process:

Step 1
The player declares which Skills s/he will attempt to combine.

Step 2
The Game Moderator determines the DR for each Skill Check, using **Figure 7-2: Standard Difficulty Ratings** and his/her best judgment.

Step 3
The DR of the most difficult Skill Check (the one with the highest DR) is added to half of the DR for the second, easier Skill Check. This provides the total DR for the Skill Combination attempt.

Step 4
The Skill Check is resolved using the smallest Dice Pool of the two Associated Qualities of the two Skills being used.

As you know, each Skill has an associated Quality, which determines the Dice Pool used for Skill Checks. When a character combines multiple Skills, it is possible that the Skills have different Associated Qualities and Dice Pools. Therefore, the player must use the lowest of his or her character's Dice Pools.

EXAMPLE

A player wants his/her character to tumble off a table and over an opponent, while shooting a pistol at another enemy.

First, the DR of the Tumble Skill Check is calculated at 10. The Associated Quality for the Tumble Skill is Athleticism, and this character's Athleticism Dice Pool is 6d4.

Next, the DR of the Pistols Skill Check is calculated to be 15. The Associated Quality for the Pistols Skill is Physical Acumen, and this character's Physical Acumen Dice Pool is 2d6 and 4d4.

The higher of the two DRs is 15, so half of the other DR (10) is added to 15, for a combined DR of 20. This DR is used to complete both Actions simultaneously.

Since the Dice Pool for the character's Athleticism is lower than his/her Physical Acumen, the player can only use dice from the 6d4 Athleticism Dice Pool.

Although using two weapons simultaneously is a form of Skill Combination, it has its own set of rules found in section *7.10.6—Multiple Weapon Use*.

Skill Cooperation
7.4.4

IT IS POSSIBLE FOR CHARACTERS to cooperate during Skill Checks, adding the combination of their knowledge and experience to the task at hand. In Skill Cooperation scenarios, there is a Primary Character and a Secondary Character. The Primary Character rolls the Skill Check normally, while the Secondary simply adds half of the appropriate Skill Ranks, rounding down, to the Attempt of the Primary. During Skill Cooperation, the Secondary can take no other Actions.

EXAMPLE

Edison and Pax, two up and coming Netsters, are attempting to hack into the secure network of Govin Corporation. Both characters are equipped with Netwire-enabled Taps, and arrive in the virtual world of the Net at the firewall protecting Govin Corporation's secure network. The GM explains the situation to them, "Protecting Govin's secure network is a massive black wall, bolts of electricity wrap around it, snapping continuously. Defeating the firewall has a DR of 40."

Edison will act as the Primary Character, and has a Computer Technologies Skill of 13. Computer Technologies is associated with the Wisdom Secondary Quality, and Edison's Wisdom is 14, giving him a Dice Pool of 1d6 and 5d4. Although Pax will not actively attempt to defeat the firewall, he will be able to offer advice and assistance as Edison attempts to break in.

Pax has 8 Ranks in the Computer Technologies Skill.

Edison rolls the Check and adds his Skill Ranks, for a total of 31. As the Secondary Character, Pax adds 4 to the cooperative attempt, giving them a combined Cooperative Attempt score of 35, meaning they fail to bypass the firewall's security.

Skill Use in Time
7.4.5

EMPLOYING SOME SKILLS takes more time than others. In cases where it is important to know how much time a Skill requires, GMs should make a decision reasonable to the situation and the story. When executing the Skill quickly is critical to success, GMs should consider raising the DR slightly to reflect the added pressure on the character.

For example, using the Defeat Security Skill to pick a certain lock might have a DR of 30. However, picking the same lock while the footsteps of an approaching security guard echo down the hallway might require a DR of 35.

The Combat System
7.5

THE COMBAT SYSTEM encompasses everyone's Actions—from the weakest creature or NPC to the most powerful of characters—and includes simple rules for using everything from fists and melee weapons to anti-armor rockets, assault rifles, and Wielding Effects.

The first step toward mastering the Combat System is to understand time in the context of the Combat Cycle.



Combat Cycles and Segments
7.5.1

COMBAT CYCLES ARE USED to manage the intense action of combat, ensuring everyone at the table has a fair and organized opportunity to react.

A Combat Cycle represents about six seconds of standard time, and is divided into six equal one-second Segments. **Figure 7-7: Combat Cycle Diagram** illustrates the breakdown and time intervals of the Segments within a Combat Cycle.

Active Segments

The Segments during which a character has a Turn are known as the character's Active Segments. Active Segments are determined by Reaction Score and are listed in the far right column of **Figure 7-1: Quality Scores and Associated Dice Pools**. Although each Combat Cycle contains the same amount of time, powerful characters and creatures are quicker than the average human, and can accomplish much more during the same Combat Cycle. Therefore, they have Turns in more Segments than average people within a given Combat Cycle. For more information on Turns, please see section *7.7—Turns*.

The Cycle 6-6 Rule
7.5.2

REMEMBER THE *CYCLE 6-6* RULE. There are 6 Segments in a Cycle, and characters can only roll 6 dice per Cycle for the Actions they initiate. Dice used for Reaction Checks, Resist Checks, or any other rolls not initiated by the character are not deducted from these 6 dice. If a character has more than one Active Segment in a Combat Cycle, which is the case the majority of the time, the player must decide how many dice to roll in each Active Segment.

Dice Pool Splitting

A player can only roll 6 dice in a Cycle for his/her character's Actions. If the player uses 2 dice for the first Action, she or he must divide the remaining dice among their remaining Actions. This is known as *Dice Pool Splitting*.

You begin Dice Pool Splitting by keeping track of how many dice are used during each of the character's or creature's Active Segments. Dice Markers are the easiest way to do this, and throughout the following sections, many combat examples will refer to Dice Markers. You can use nearly anything for Dice Markers, including coins and bottle caps—any small token.

For any given Action, players can roll the Highest Dice in their Pool. For example, a character is firing a pistol twice in a Combat Cycle and has a Dice Pool consisting of 6 dice, 2d6 and 4d4. In the first active Segment, the character uses 2 dice, 2d6. S/he now has only four dice remaining in the Pool. However, in his/her second active Segment, s/he can use 2d6 and 2d4. So long as players do not exceed their Pool, they can always use the highest dice. Theoretically, if a character could fire the pistol 3 times in the Combat Cycle, the player could use 2d6 3 times.

EXAMPLE

Marek has a Reaction Tertiary Quality of 14, which means he is Active—or has Turns—in Segments 3 and 6 in each Combat Cycle.

During his first Turn, Marek decides to fire his pistol. The Secondary Quality associated with the Pistol Skill is Physical Acumen. His Physical Acumen Quality score is 14, which means he has a Dice Pool of 1d6 and 5d4.

Marek knows he will have another Turn in Segment 6, so he decides to split his Dice Pool in half. This means he will use 3 dice during his first Turn and up to 3 dice in his final Turn.

Marek's player removes 3 dice markers for this Combat Cycle, choosing the best or strongest dice from the available Dice Pool, which are 1d6 and 2d4, for his Pistol Skill Check.

Segment 6 comes around and it is again Marek's Turn. He is in a tight spot; while his teammates cover him, he will try to defeat the security system of a door that is preventing their escape. The Secondary Quality associated with the Defeat Security Skill is Wisdom. Marek's Wisdom Quality score is a lowly 9, giving it an associated Dice Pool of 5d4.

Checking his dice markers, Marek knows he used 3 dice during his first Turn, leaving him only 3 more to use this Turn. He is only allowed to roll 3d4 for his Defeat Security Skill Check.

Combat Cycle Diagram

Combat Cycle—6 Seconds

Segment 1	Segment 2	Segment 3	Segment 4	Segment 5	Segment 6
1st Second	2nd Seconds	3rd Seconds	4th Seconds	5th Seconds	6th Seconds

Figure 7-7

Combat Process
7.6

EVERY COMBAT SITUATION can be broken down into six easy steps, which are explained in the following sections.



Reaction Check
7.6.1—Step 1

ALL CHARACTERS INVOLVED in an encounter must perform Reaction Checks to determine their Reaction Scores. The GM determines the Reaction Score for all creatures and NPCs.

The Reaction Score establishes who acts first in an Encounter or Combat Cycle, and is determined by rolling the Reaction Pool. A Reaction Pool is the Dice Pool associated with a character's Reaction Tertiary Quality.

All PCs and NPCs involved in an encounter roll the dice in their Reaction Pool, the sum of which forms their *Reaction Score*. The higher the Reaction Score, the faster a character reacts; however, all parties to an encounter remain limited by their Active Segments. Reaction Scores are then recorded, in descending order, according to Active Segments, on the **The Combat Matrix** found in the appendicies. This is known as the *Reaction Order*.

Reaction Score Ties

When Reaction Scores are tied, each tied player rolls a d10. Reaction Order is established in descending order, with the highest d10 roll acting first among the tied characters. These d10 scores should be added to the original scores, as decimals. For example, if 3 players roll 12s initially, their d10 scores—6, 4, and 2—are added to the 12s so that the final Reaction Scores are 12.6, 12.4, and 12.2, respectively. The GM simply notes this resolution on the Combat Matrix.

Reaction Order

The Reaction Order establishes the order in which characters react in any given Segment. However, this only applies to situations where multiple characters or creatures are Active in the same Segment.

The character with the highest Reaction Score—and who is Active in Segment 1—goes first, followed by the character with the next highest Reaction Score in Segment 1. When everyone's score in Segment 1 is accounted for, Segment 2 is examined, and so forth until every character involved in the Encounter has reacted.

During combat, if there are any changes to anything that could affect a character's Reaction Pool or Reaction Score, such as a change in his/her Speed State Component, his/her Reaction Score and Reaction Order must be adjusted accordingly.

The one exception to this is an optional rule referred to as *Getting the Jump on Someone*.



Getting the Jump on Someone

Getting the jump on someone provides the characters or creatures that are normally first active in Segments 2 or 3 with the opportunity to act earlier in the Combat Cycle. When a creature or character rolls a higher Reaction Score than someone active in a previous Segment, s/he "*gets the jump* on them", enabling him/her to act in the earlier Segment for the first Combat Cycle only.

This rule is meant to account for the randomness of an encounter and the speed with which even slow characters sometimes react when faced with danger. After the initial Combat Cycle, Reaction Order and Active Segments revert back to normal, as explained in section *7.8.3–Making an Attack*.



Critical Successes and Failures during Reaction Checks

During the Reaction Check, Critical Successes and Failures can enable characters or creatures to jump ahead or behind a Segment for their first Active Segment. For instance, a Critical Success Roll enables a character or creature with its first Active Segment in Segment 2 to move ahead to Segment 1. A Critical Failure can cause a character with its first Active Segment in Segment 1 to slip to Segment 2. This rule is meant to account for people who react either exceptionally fast or slow.

If this rule is used in conjunction with *Getting the Jump on Someone*, a character or creature that moves up from Segment 3 to 2, and also happens to roll a Critical Success, would not jump up again to Segment 1, but would get to go first in Segment 2.

Conversely, if a character or creature that normally has his, his/her first Active Segment in Segment 2, rolls a Critical Failure, and is "jumped" by a few people, gets bumped down to Segment 3. And because of the Critical Failure roll, s/he will also likely go last during Segment 3.

Surprise

When an Encounter occurs, it is possible for one or both of the parties involved to be surprised. In the case of an ambush, only the victim is likely to be surprised. Conversely, it is possible for a group of PCs to round a corner and bump into a creature, which might be surprised by the PCs' arrival.

In either case, determining if anyone involved in an encounter is surprised is left up to the good judgment of the GM.

Surprise can be determined by asking two simple questions:

1. Is there any way the character(s) could have known what was about to happen?
2. Did the character(s) do anything to ready himself or herself for the possibility of a surprise?

If the answer to both of these questions is yes, the character(s) is not surprised.

If the answer to one question is yes, the GM should go easy on the surprised party.

If the answer to both questions is no, the party is most certainly surprised.

There are a few easy ways to incorporate surprise into your game, depending on the situation:

1. If the GM decides to go easy on the surprised party, each member of the non-surprised party should be given one Turn before the Reaction Check is performed.
2. Otherwise, each member of the non-surprised party can be provided with additional Turns for Actions before the surprised party can react. Remember that one Segment is about one second of real time, so use your best judgment when deciding how long it would take for the surprised party to collect themselves. Generally, having the surprised characters waste their first Action staring slack-jawed in surprise is a sufficient penalty.

Confirm Active Segments
7.6.2—Step 2

AT THIS POINT, players determine the Segments in which their characters are Active, while the GM does the same for all creatures and NPCs involved in the encounter.

- The GM instructs all players involved in the encounter to determine their Active Segments. The GM calculates the Active Segments for all creatures and NPCs involved in the combat.
- To avoid missed Turns, players with Active characters in the encounter should verify their Active Segments. For more information on Turns, please see section *7.7—Turns*.

Replenish Dice Marker Pool
7.6.3–Step 3

EACH PLAYER PLACES SIX Dice Markers, known as the *Dice Marker Pool*, in front of them on the table. When a player rolls a die for an Action, s/he must remove a Dice Marker from the Dice Marker Pool. A player can only roll six dice within each Combat Cycle, so when the pool is exhausted, s/he must wait until the start of the next Combat Cycle to replenish his/her Dice Marker Pool. A player can roll up to six dice in any Active Segment. This is explained in detail in section *7.5.2—The Cycle 6-6 Rule*.

- Players position six Dice Markers in a location visible to themselves and the GM, thereby establishing their Dice Marker Pool.

Game Moderator Initiates Segment 1
7.6.4 –Step 4

ACTIONS IN AN ENCOUNTER are executed according to Segment Number and Reaction Order.

- The GM begins the first Segment of combat by announcing the Reaction Order of the Active characters, creatures, and NPCs.
- Declare Actions in Reverse Order (Optional—see Optional Rule below)
- Actions are executed in Reaction Order.
- The GM tracks the order of Actions, prompts players to act when it is their Turn, and speaks and acts for all creatures and NPCs.
- When prompted by the GM, players execute their Actions for the current Segment.

After all entities Active in Segment 1 have executed their Actions, the Segment is complete and the GM repeats Step 4 for the remaining 5 Segments.

Some Actions will require more than one Segment to complete, and the GM should keep track of them on the Combat Matrix.

OPTIONAL RULE

The GM prompts combatants active in the current Segment to declare their Actions in Reverse Reaction Order, meaning the character or NPC with the lowest Reaction Score declares first. This rewards high Reaction Scores by enabling faster characters to see what slower characters are going to do before they declare their own Actions.Faster characters can address the Actions of slower entities as they see fit. For example, if it is declared that a creature will be attacking a player, but the player is higher in the Reaction Order, the player may choose to take actions to defend against the upcoming attack that they may not have taken without prior knowledge of the creature's intentions. It is important to note that although this optional rule increases the time required to resolve combat, it adds an element of strategy that some players might find appealing.

Repeat Steps 3 and 4 Until Combat is Resolved
7.6.5–Step 5

COMBAT IS RARELY RESOLVED in a single Combat Cycle, so it is necessary to repeat Steps 3 and 4 until either the combat is complete or those involved flee.

Turns
7.7

AS MENTIONED DURING THE COMBAT Process in section *7.6—Combat Process*, each player will have *at least* one Turn in each Combat Cycle. A player can do one of the following in a Turn:

- Perform an Action
- Delay Action
- Enter Active Defense Mode
- Pass Turn

These are explained in more detail in the following sections.

Perform an Action
7.7.1

DURING A PLAYER'S TURN, s/he has a variety of options available for his/her character. Aside from changing Static Stances at the beginning of a Turn, characters are entitled to resolve Actions in the order they desire. The Actions a character can perform in a single Segment fall into one of three categories: Free Actions, Half Actions, or Full Actions. Actions can only be initiated during a character or creature's Active Segments, however Actions that require additional time unfold throughout the Segments that follow whether the character or creature is Active or not.

Free Actions

Free Actions take little time or attention to complete. They can be performed at any point during a player's Turn. The one exception is that players can only change their Static Stance at the beginning of a Turn.

Sample Free Actions include:

- Talking in character
- Changing Stance
- Ejecting a magazine

Half Actions

Half Actions are the most commonly performed types of Actions. A Half Action is anything a character can do in about half a second. You should note that a character can execute any two Half Actions in a single Turn. The two most important types of Half Actions are *Half Move Actions* and *Half Attack Actions*. These are explained in detail below

Half Move Action

A Half Move Action is used when a player wants to move a character and conduct another Half Action simultaneously. A Half Move Action enables a player to move at a rate equal to one-half the amount shown in **Figure 7-4: Full Movement Action Rates**. This number should be rounded up, and will therefore never be less than 1. The player can choose to conduct his/her Half Move Action at any point during their Turn.

Half Attack Action

A Half Attack Action enables a player to combine a Move Action with an Attack Action. Once again, the player can choose the order in which the Actions are initiated.

Because the character's attention is split, only half of the Maximum Attacks per Segment for the weapon used can be made, rounding down to no lower than 1.

Prepare an Action

Players can declare that their characters are Preparing an Action. The players must specify the Action being prepared, and any further details required by the GM, such as targeting. When characters Prepare an Action, they *delay taking the Action until their next Active Segment*, so that they can mentally and physically prepare themselves. This preparation is reflected in a +3 to the Success Check roll for the Prepared Action. Preparing an Action is only meant for combat oriented Skills, such as those found in the Melee Combat, Small Arms, and Assault Support Weapons Fields.

Characters can still make a Half Move Action and conduct Free Actions while Preparing an Action.

Preparing an Action is not the same as Delaying an Action within a Segment, covered in section *7.7.2—Delay Action*, which allows for the interruption of slower characters.

Other Half Actions

Aside from the three specialized forms of Half Actions, players can initiate other Half Actions during their character's Turn including:

- Use a Skill that executes in the allotted time
- Make a Success Check to accomplish quick movements, such as tipping over a table
- Get the attention of party members or adversaries

Full Actions

A Full Action is anything to which characters must devote an entire Turn. There are two types of Full Actions: Full Movement Action and Full Attack Action.

Full Movement Action

When characters take a Full Movement Action, they can travel at the rates listed in **Figure 7-4: Full Movement Action Rates**. They use their entire Turn in the current Segment for movement only, and are unable to attack or conduct any Half Actions. However, characters can use Free Actions during a Full Movement Action.

Full Attack Action

When characters take a Full Attack Action, they can use the Maximum Number of Attacks per Segment for whatever weapon they are using. When making a Full Attack Action, characters use their entire Turn to attack, and therefore cannot move or conduct any Half Actions. However, they can use Free Actions during a Full Attack Action.

Other Full Actions

Aside from the two specialized forms of Full Actions, players can initiate other Full Actions during their character's Turn, including:

- Use a Skill that can be executed in the allotted time
- Make a Success Check to accomplish things, such as reloading a weapon with Quick Loader magazine holders
- Speak to party members or adversaries
- Draw a weapon/holster a weapon

Delay Action
7.7.2

THE SECOND OPTION available to players is to Delay Action for their Turn. Players can Delay their Turn until later in the current Segment to see how a portion of the Combat Cycle unfolds. Any character or creature can Delay Action until later in a Segment, interrupting slower characters.

After the slower character declares what s/he is about to do, the interrupting character declares and completes an Action, assuming s/he is not interrupted by an even faster character or creature.

Delaying Action in this manner incurs a -3 penalty to all Action rolls when the character finally executes the Action. This penalty is meant to represent hesitation or thinking too long about the Action. It is also meant to dissuade players from Delaying Action too often, as it can slow down combat resolution.

The best way to manage interrupting Actions during game play is to agree upon a system of interruptions. The most common and polite system is to have players who want to interrupt the Actions of slower characters or creatures raise their hand. The GM then halts the Action, indicating that a faster character is interrupting the Segment to take an Action.

Interrupted characters and creatures *cannot alter* their declared Action, and must complete it during their Turn, assuming it is still possible. If not, they lose their Turn.

At any time during a single Segment, it is possible for multiple interruptions to occur. All interruptions are resolved in exactly the same manner.



It is Segment 3 of the Combat Cycle, and Marek and his teammate, Jinx, are in combat with Drak Gorvin and one of his bodyguards. Marek's Reaction Score is 26. Jinx rolls a Reaction Score of 30. Drak's Reaction Score is 20 and his bodyguard's is 19.

Jinx goes first, deciding to wait and see what happens in the Segment.

Marek also decides to wait.

Drak declares he will fire his submachine gun at Jinx.

Marek raises his hand to interrupt Drak's Action. The GM halts play and allows Marek to declare his Action. Marek announces that he will fire his pistol at Drak.

Jinx raises her hand to interrupt Marek. Once again, the GM halts play to allow Jinx to declare her Action. She announces that she will tumble behind a nearby table.

Jinx completes her Action as declared.

Marek completes his Action as declared, firing at Drak.

Drak completes his Action as declared, firing at Jinx, who is in the process of tumbling behind a table.

Finally, Drak's bodyguard declares and completes his Action, completing the Segment.



Enter Active Defense Mode
7.7.3

WHEN CHARACTERS OR CREATURES enter Active Defense Mode, they choose to devote all of their efforts into preventing someone in particular from hitting them with either a ranged or melee attack. Active Defense Mode is explained in detail in section *7.8.2—Active Defense Mode*.

Pass Turn
7.7.4

WHEN PLAYER PASS THEIR TURN, they simply forfeit the right to act in the current Segment. Perhaps they feel they cannot accomplish anything meaningful, or their character is unconscious, indisposed, or is not present. When a player passes his/her Turn, it becomes the Turn of the next character, monster, or NPC in the Reaction Order.

Attack and Defense Basics
7.8



THERE ARE SEVERAL distinct similarities and differences between Ranged and Melee Combat, which will be covered in this section. An important element central to the resolution of combat is a character or creature's *Defense Rating*.

Defense Rating
7.8.1

POWERFUL CREATURES AND CHARACTERS can perceive enemy Actions at a level that is difficult for average humans to comprehend. Whether they can process events faster in their mind, perceive attack angles quickly, or sense Actions, their methods and feats are supernatural at their core. Defense Rating is the numeric representation of these abilities, reflecting characters' ability to attempt such things as: perceive time faster than average humans, dodge bullets, or deflect ranged and melee attacks with appropriate weaponry.

The Defense Rating represents the ability to defend against attack, using instinct, analysis of positioning and technique, or recognizing the flow of combat.

A character's Defense Rating is equal to half of his/her Reaction Tertiary Quality score. This is the Base DR required to hit him/her with a melee or ranged attack, and is known as his/her passive Defense Rating, as it provides an element of protection, except for specific situations that will be described later.

Active Defense Mode
7.8.2

WHEN CHARACTERS OR CREATURES enter Active Defense Mode, they devote attention to preventing enemies from hitting them with ranged or melee attacks. These enemies do not have to be chosen until they initiate an attack. Characters in Active Defense Mode cannot initiate attacks; they can only react to them. A character or creature in Active Defense Mode can move as a Half Action.

While in Active Defense Mode, a character can devote any number of his/her remaining dice for the Combat Cycle into defensive efforts. Furthermore, s/he can use Ranks in Defensive Skills to add to the DR required to hit him/her. When someone attacks a character who is in Active Defense Mode, s/he provokes an Opposed Roll. The attacker makes the attack roll normally, and the defender can make a Defensive Counter Roll in an attempt to negate the attack. The defender has several options for resolving this roll:

Tumble Skill Check

Use to avoid an attack by maneuvering out of the way. This would be resolved as a Tumble Skill Success Check with a DR equal to the attacker's Attack Attempt.

Melee Skill

Use the One-Handed Melee, Two-Handed Melee, Unarmed Melee, or Grapple Skill, as appropriate, to deflect, parry, grapple, or avoid an attack. For more information on specialized attacks, see section *7.10.4—Special Attacks and Grappling.* Only certain melee weapons can block or deflect ranged attacks. Weapon descriptions dictate any special defensive capabilities. Only with specialized equipment can one use the Unarmed Melee Strike Skill to defend against ranged attacks. This equipment can be found in section *9.5.1—Material of Melee Weapons and Ranged Weapon Melee Attachments*. In melee range, any Melee Combat Skill can be used to defend against any other weapon used for attack, as the character can deflect firearms directly. This can be resolved as a Melee Skill Success Check with a DR equal to the Attack Attempt.

Sense Action Skill

Used to determine where opponents will attack, enabling a character to avoid enemy Actions. This can be resolved as a Sense Action Skill Success Check with a DR equal to the attacker's attack roll.

Counterattack

For more advanced characters. They must perform a unique form of Skill Combination, where the defender's roll must first exceed the attacker's roll to negate the attack, and any remainder from the difference between the attack roll and the superior defense roll is used to shoot or swing back at the attacker. To succeed at this, a character must to be extremely skilled or roll their Dice Pool extremely well.

It is important to note that characters in Active Defense Mode can split their Dice Pool to use any number of their remaining dice to defend themselves. They can choose to save some of their dice in case they are attacked multiple times in the same Segment. When all six of a character's dice have been used in the Combat Cycle, s/he can no longer use Active Defense Mode and must rely on his/her Defense Rating for protection.

Making an Attack
7.8.3

***ATTACK ATTEMPTS* ARE SKILL CHECKS.** Whether it is a ranged attack, using a Skill, such as the Rifles and Shotguns Skill, or a melee attack with a Skill, such as the 1-Handed Melee Skill, all attacks fall into 1 of 2 scenarios:

1. Attacking a target that relies on its Defense Rating
2. Attacking a target that is in Active Defense Mode

Scenario 1: Attacking a target that relies on its Defense Rating

If the target has either already acted in the current Segment or is not Active in the current Segment, its Defense Rating is the base DR required for a hit. Additional factors can be added to the DR, depending on the situation.

Scenario 2: Attacking a target that is in Active Defense Mode

If Active Defense Mode is initiated, the attack is resolved with an Opposed Roll. Attacks in this scenario are resolved as follows:

1. The attacker conducts a Skill Success Check based on the Skill s/he is using to make the attack. The attacker rolls his/her Dice Pool, noting the Attack Attempt score.
2. The target can make a Defensive Counter Roll, as described in section *7.8.2—Active Defense Mode*. The target rolls the appropriate Dice Pool, noting the Defensive Counter Roll score.
3. The attacker's Attack Attempt score is compared to the target's Defensive Counter Roll score, with the highest roll winning. If the attacker wins, Damage is dealt to the defender normally. If the defender wins, the attack fails, and the defender takes no Damage. If the Defensive Counter Roll was high enough and beat the attacker's roll by a wide enough margin, this remainder could be used to Counterattack, as described in section *7.8.2–Active Defense Mode*.
4. If you are using the Critical Rolls Optional rule, and the attacker rolls a Critical Success against a target in Active Defense, it should be treated as a Critical Hit. However, if the defender also rolls a Critical Success, they negate each other, and the Defensive Counter Roll is handled normally.

5 If you are using the Critical Rolls Optional rule, and the defender rolls a Critical Failure, either the attack hits automatically or the defender must roll from **Figure 7-15: Critical Failure Effects**, shown in the next section.

Line of Sight
7.8.4

LINE OF SIGHT refers to a character's ability to clearly see a target. Any opaque object prevents Line of Sight, as does darkness. **Figure 7-8: Line of Sight** shows two targets attempting to flank Jinx. Although Jinx has Line of Sight with the target on the right, as he is standing in front of her in plain view, she does not have Line of Sight with the target on the left, as a wall is limiting her field of vision.

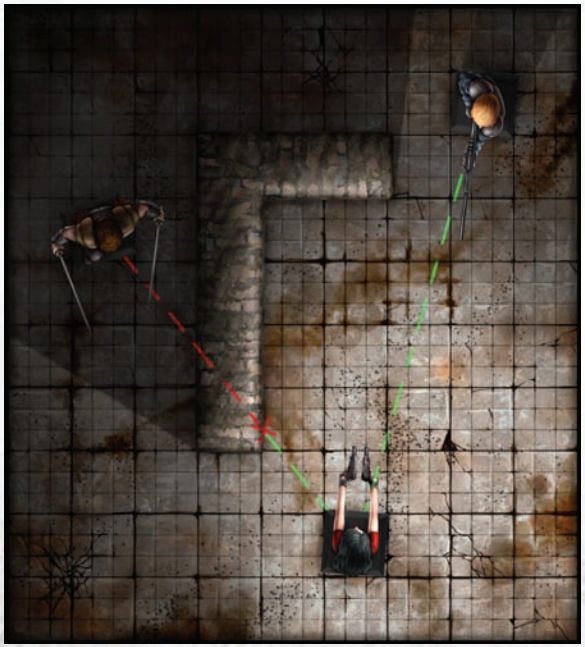


Figure 7-8: Line of Sight

Ranged Combat
7.9

THE RULES FOR RANGED COMBAT come into effect whenever a PC, NPC or creature attempts to hit a target with a ranged weapon, such as a firearm or a throwing knife.

An Attack Attempt during Ranged Combat has base DR of 8 and follows the principles outlined in section *7.8.3—Making an Attack* with the additional factors explained in this section, adding to the target's Defense Rating—as per Scenario 1—or subtracting from the Attack Attempt when the defender uses a Defensive Counter Roll—as per Scenario 2.

Range
7.9.1

RANGE IS A measure of the distance between the character and his/her target.

Range can be calculated in three possible ways, depending on the mode of play used. Modes of play are detailed in section *1.4.1—Modes of Play*:

Model and Game Grid Combat

In this case, Range is determined by counting the number of SIM (grid squares or hexagons) separating the attacker from his or her target.

Model and Terrain Combat

In this case, Range is determined by measuring the distance between models to the nearest SIM (inch).

Imagined Combat

In this case, Range is determined by the GM, who will tell players how far away they are from their targets. Generally, this distance is presented in meters.

Range Rating

A weapon's Range Rating dictates the ease with which it can hit targets at varying ranges. **Figure 7-9: Range Rating** lists each Range Rating and its parameters.

The first column lists the Ratings while the second column lists the weapons that are typically associated with each Rating. Although Pistols typically use Range Rating 1 because of their relatively short effective range, it does not mean that a specialty pistol could not be designed with a Range Rating of 2.

The third column, Short Range Penalty, lists the amount that is added to the DR required to hit for every meter or SIM the target is below the weapon's Minimum Effective Range. For example, if a weapon with a Range Rating of 4 has a Minimum Effective Range of 3 but the target is only 2 SIM away, then +2 is added to the DR since the target is 1 SIM below the weapon's Minimum Effective Range and the Short Range Penalty for Range Rating 4 is +2 per meter.

The fourth column, Nominal Range, lists the ranges in which the weapons are designed to function most effectively.

Range Modifiers

Range Rating	Typical Weapons	Short Range Penalty	Nominal Range	Range DR modifier
1	Pistols	-	0–10 m	+1 for every meter
2	Shotguns	-	0–15 m	+1 for every 2 meters
3	SMGs	-	0–20 m	+1 for every 10 meters
4	Assault Rifles	+2 per meter	3.1–30 m	+1 for every 20 meters
5	ASGs	+3 per meter	5.1–40 m	+1 for every 30 meters
6	Sniper Rifles	+4 per meter	5.1–80 m	+1 for every 50 meters

Figure 7-9

The last column, Range DR Modifier, lists the amount that is added to the DR when firing at targets beyond the Nominal Range of the weapon, but within twice its Maximum Effective Range. For example, if a weapon has a Range Rating of 4, its Nominal Range is 3.1–30 m. If the target is 90 m away, it is 60 m outside the Nominal Range. The DR Modifier for a weapon with a Range Rating of 4 is +1 for every 20 m, so +3 is added to the DR required to hit. It is not possible to hit a target beyond twice a weapon's Maximum Effective Range.

EXAMPLE

Mark's character is using a Promethion Artemis Sniper Rifle. It has a Range Rating of 6. His GM just informed him that an enemy soldier has been spotted 500 m (1,640.4 ft) away. Since the target is 420 m outside the Nominal Range of the weapon, the DR is raised by an additional 9 for a total of +17; 8 for the Nominal Range and +9 for the extended range.

Point Blank

Point Blank (PB) denotes ranges of 1 meter or less.

Cover
7.9.2

Cover is a measure of concealment offered by a character's surroundings. Cover can take the form of a protective barrier, such as a wall, or something that masks the character, such as smoke or shadow. The difference is whether the Cover offers any physical protection—measured by its Structural Integrity—that should be tracked by the GM. If the Attack Attempt misses the target by the margin offered by the Cover, it is assumed that the attack hits the Cover, potentially damaging its Structural Integrity. Structural Integrity is explained in detail in section *7.11—Damage, Dying, Death, and Endurance.* There are four levels of Cover, each with their own characteristics as summarized below and shown in **Figure 7-10: Cover from Ranged Attack**. The four levels of Cover are:

No Cover

When a character is offered no protection by the surrounding environment they are considered to have No Cover. He or she could be in the middle of a street or a field, where there are no objects or materials that could offer protection.

Half Cover

When half a character's body is covered by some form of protection they are considered to have Half Cover. It could be a half-wall, trench, car wreck, rock, stump, or anything else that a character could stand behind, offering waist-high protection.

Half Cover provides a character with a +4 bonus to the DR required to hit a target.

Full Cover

When all but a character's head, shoulders and weapon are covered by some form of protection they are considered to have Full Cover. Full Cover could be found while firing out of a window, or when kneeling behind anything that would have provided Half Cover while standing. Lying Prone in the open also provides Full Cover.

Full Cover provides a character with a +6 bonus to the DR required to hit a target.

Concealed

When everything but a weapon to fire and an eye to aim is covered by some form of protection a character is considered Concealed. Lying Prone behind most obstacles of any notable size allows a character to be considered Concealed, as will aiming around the corner of a building or other whole body protection.

Concealed provides a bonus of +8 to the DR required to hit a target.

Protected

Protected describes any form of protection the provides complete cover for a character's entire body. While protected, characters cannot be directly hit by attacks from the protected side. However, their cover can still be attacked.

Ranged Combat Stance Modifiers
7.9.3

DURING RANGED COMBAT, Stance affects both a shooter's chance at hitting a target and a target's chance of being hit. This is due to the shooter's stability, and the target's speed and size—produced by its Stance. **Figure 7-11: Ranged Combat Modifiers** tabulates the associated factors. For more information on Stances, see section *7.2.2—Stances.*

Cover From Ranged Attack

Cover	DR Mod	Situation
No Cover	0	Standing or Hovering with no protection
Half Cover	+ 4	Standing or Hovering behind waist-high protection
		Treading Water or Kneeling with no protection
Full Cover	+ 6	Standing or Hovering behind shoulder-high protection
		Kneeling behind waist-high protection
		Lying Prone with no protection
Concealed	+ 8	Standing or Hovering while aiming around whole body protection
		Kneeling, aiming around whole body protection
		Lying Prone, aiming around any protection
Protected	-	Characters are protected from attack

Figure 7-10

Ranged Combat Stance Modifiers

Target Modifier	Stance	Attacker Modifier
+6 to DR	Lying Prone	+4 to Attack Attempt
+7 to DR	Crawling	-5 to Attack Attempt
+4 to DR	Kneeling	+2 to Attack Attempt
+5 to DR	Monkey Run	-4 to Attack Attempt
0	Standing	None
+2 to DR	Walking	-1 to Attack Attempt
+5 to DR	Running	-3 to Attack Attempt
+8 to DR	Sprinting	-6 to Attack Attempt
+2 to DR	Climbing	-6 to Attack Attempt
0	Hovering	-1 to Attack Attempt
+8 to DR	Flying	-6 to Attack Attempt
+2 to DR	Treading Water	-3 to Attack Attempt
+5 to DR	Swimming	-7 to Attack Attempt

Figure 7-11

Rates of Fire
7.9.4

THE RATE OF FIRE determines the number of rounds fired in a single Segment.

Firing One Round in a Segment

If the shooter intends to fire a single round during a Segment, the DR is calculated in accordance with section *7.9—Ranged Combat*.

EXAMPLE

Marek is firing a single round from his pistol. Based on the target's Defense Rating, Range, Stance, and Cover, the DR to hit his target is 13.

Marek rolls his Attack Attempt and gets a total of 23.

Marek's first round easily hits its target (DR 13).

Firing Multiple Rounds in a Segment

If the shooter intends to fire multiple rounds during a Segment, the DR of the initial shot is calculated as a single round. The DR of all subsequent shots is calculated by sequentially adding the Exertion Rating of the weapon to each additional round fired. This accounts for the recoil and the decreased time spent aiming the weapon.

Exertion Rating

A weapon's Exertion Rating represents the amount of effort or focus it requires to inflict Damage repeatedly and efficiently. Ranged weapons with a high Exertion Rating tend to have slow rates of fire, a large amount of recoil, or require a significant amount of effort to use repeatedly with accuracy. Melee weapons with a high Exertion Rating tend to be heavy, large, and awkward to manipulate quickly or easily. Conversely, weapons with a low Exertion Rating have much higher firing rates, are easier to aim for extended periods, and are simply easier and faster to maneuver efficiently.

EXAMPLE

Once again, Marek is in action. This time he is firing his pistol 3 times in a single Segment. Based on the target's Defense Rating, Range, Stance, and Cover, the DR to hit his target is 13.

Marek rolls his Attack Attempt and gets a total of 23.

Once again, Marek's first round easily hits its target (DR 13).

The exertion rating for Marek's pistol is 4.

The second round has a DR of 17 (13 + the weapon's exertion rating of 4) so it also easily hits.

The third round has a DR of 21 (17 + the weapon's exertion rating of 4) so it hits the mark as well.

If Marek had begun his Turn by announcing he had intended to fire four rounds, the fourth would not have hit, since it would have had a DR of 25 (21 + the weapon's exertion rating of 4), exceeding Marek's roll of 23.

There are several Types of Fire available to shooters, depending on the weapon.

Types of Fire
7.9.5

RANGED WEAPONS ARE often designed to offer their users several different Types of Fire.

Pump Action

This Type of Fire is generally used by shotguns and grenade launchers. The shooter must physically slide the action of the weapon to clear the chamber, and then slide it back to load another round.

When using Pump Action weapons, characters have the choice of either Firing one Round in a Segment or Firing Multiple Rounds in a Segment.

Semi-automatic Fire

This Type of Fire is common in many weapon designs. The rate of fire for semi-automatic weapons is dictated by the number of times the shooter pulls the trigger in a single segment, to a maximum as defined by the weapon. The energy expended by the round is focused back into the action of the weapon, cocking it automatically, and readying it to be fired again.

When using Semi-automatic fire, a player must declare how many rounds their character will fire before they make their Attack Attempt roll. Players have the choice of either Firing one Round in a Segment or Firing Multiple Rounds in a Segment.

Fully Automatic Fire

Fully Automatic Fire is a Type of Fire common in most Assault Rifles, Submachine Guns, and some other weapons. The rate of fire for Automatic weapons is dictated by the action and mechanics of the weapon itself, and is not dependent on the shooter pulling the trigger multiple times.

During Fully Automatic Fire, a weapon's Maximum Attacks per Segment are fired, regardless of whether they hit or miss the target. The player cannot alter this number.

Hitting Multiple Targets in a Single Segment
7.9.6

IT IS POSSIBLE TO HIT multiple targets when Firing Multiple Rounds in one Segment. This is accomplished in the same manner as the ranged combat described in the preceding section, with one additional factor—the Character Facing of the targets. As a character decides to change targets, s/he must compare the new target's Facing to the previous target's Facing. Please see section *7.2.5—Character Facing* for more information on Character Facing.



Figure 7-12: Hitting Multiple Targets

- If both targets are in the same Facing, the DR between the last round fired at one target and the first round fired at the new target is raised by the Exertion Rating of the weapon, plus 2 for changing targets within the same Facing.
- If the new target is in an Adjacent Facing—meaning it shares a common border—to the previous target's Facing, the DR for the first round fired at the new target is raised by the Exertion Rating of the weapon, plus 4 for changing targets to an Adjacent Facing.
- If the new target is in an Opposite Facing—meaning it does not share a common border—to the previous target's Facing, the DR for the first round fired at the new target is raised by the Exertion Rating of the weapon, plus 6 for changing targets to an Opposite Facing.

You must also adjust the DR to hit each new target, based on their Defense Rating, Movement, Stance, and Cover.

Therefore, as long as you fire at the same target, you only have to add the Exertion Rating to each round fired. However, when you change targets, you must add all penalties associated with Character Facing—in addition to the Exertion Rating for the first round fired at the new target—to the DR. You must also include any additional DR adjustments for the Defense Rating, Movement, Stance, and Cover of the new target.

Remember that each weapon has a maximum number of rounds that it can fire in a single Segment.

EXAMPLE

Marek is in a shootout with several gangsters. Marek is armed with a pistol that can fire in semi-automatic mode.

At the beginning of Marek's Turn, he announces that he will set his pistol to semi-automatic mode, firing two rounds at one gangster before firing two more rounds at a second gangster, standing at the other side of the room.

Marek rolls his Attack Attempt and gets a total of 24.



Based on Defense Rating, Range, Stance, Movement and Cover, the DR to hit his target is 15. Therefore, his first round hits its target.

The Exertion Rating of Marek's pistol is 4 so the second round hits with a DR of 19.

The second gangster is kneeling in an Adjacent Facing to the first target. Marek adds 4 to the previous shot for the weapon's Exertion Rating, 4 for the modifier for firing into an Adjacent Facing, and 2 because his new target is kneeling, making the total DR required to hit 29.

Marek only rolled 24, so the third and fourth rounds miss the second gangster. Things are not looking good for Marek.

Called Shots
7.9.7

IT IS POSSIBLE TO make Called Shots—attempts to hit a target in a specific area or location with an attack. A character can declare that s/he wants to make a Called Shot at the beginning of any Turn, at which point s/he must also declare the specific target of the Called Shot. The character's Turn is then ended and the Called Shot attempt is executed during his/her next Turn.

The Called Shot is attempted as a normal attack, with a +5 penalty added to the DR. After the attempt is made, the character loses 1 Endurance Point from his/her Endurance pool. AI are exempt from this Endurance cost.

A Called Shot is a single attack; one swing of a melee weapon or one shot from a firearm. A character or creature can only use a Called Shot every second Turn—one Turn to declare the Called Shot, and another to attempt it. After the Called Shot is executed, any remaining Turns the character or creature may have in that Combat Cycle are treated normally.

A successful Called Shot can be useful in two ways:

- A character can use a Called Shot to manipulate the environment by doing such things as hitting small objects like a switch, shooting or hitting a specific object, pinning an object or person in place, or anything else the GM deems a Called Shot. GMs should consider the situation and alter the DR based on the perceived degree of difficulty of the Called Shot the character is trying to make.
- A character can use a Called Shot to reduce their target's Armor's Damage Threshold and Damage Resistance to half, rounding down. For example, if a character uses a Called Shot to attack a security guard wearing armor with a Damage Resistance rating of 9, a successful Called Shot would hit the target and the Damage Resistance would be treated as 4. This would cause 5 extra points of Damage to be done to the target.

OPTIONAL RULE

Damage Reduction at Extended Range
7.9.8

ALL RANGED WEAPONS have a Maximum Effective Range. As described in section *9.5.4—Ranged Weapons*, this number describes the range at which weapons will do normal Damage.

Once a ranged projectile passes its Maximum Effective Range, it does slightly less Damage. For distances 1–1.5 times the Maximum Effective Range, the weapon does -2 Damage.

For distances 1.5–2 times of the Maximum Effective Range, the weapon does -4 Damage.

Melee Combat
7.10

MELEE WEAPONS ARE WEAPONS such as daggers, swords, and maces that are used in close combat. The rules for Melee Combat come into effect whenever a PC or NPC attempts to hit a target with a melee weapon, such as by bashing someone with a mace or driving a dagger into them.

An Attack Attempt during Melee Combat follows the principles explained in section *7.8.3—Making an Attack* (with the additional factors explained in this section), adding to the target's Defense Rating—as per Scenario 1—or subtracting from the Attack Attempt when the defender uses a Defensive Counter Roll—as per Scenario 2.

Melee Combat Stance Modifiers
7.10.1

DURING RANGED COMBAT, Stance affects both an attacker's chance at hitting a target and a target's chance of being hit. This is due to the attacker's movement and how the target's Stance restricts self-defense. **Figure 7-13: Melee Combat Modifiers** tabulates the associated factors. For more information on Stances, see section *7.2.2—Stances*.

Melee Combat Modifiers

Target Modifier	Stance	Attacker Modifier
-4 to DR	Lying Prone	-4 to Attack Attempt
-3 to DR	Crawling	-5 to Attack Attempt
-2 to DR	Kneeling	-2 to Attack Attempt
-1 to DR	Monkey Run	-3 to Attack Attempt
0	Standing	0
+1 to DR	Walking	+1 to Attack Attempt
+4 to DR	Running	-2 to Attack Attempt
+6 to DR	Sprinting	-4 to Attack Attempt
-2 to DR	Climbing	
0	Hovering	0 to Attack Attempt
+6 to DR	Flying	-6 to Attack Attempt
-2 to DR	Treading Water	-4 to Attack Attempt
-1 to DR	Swimming	-6 to Attack Attempt

Figure 7-13

Target Disposition

Target Modifier	Target Disposition
-2, -4 to DR	Target Engaged
-4 to DR	Target Hindered
-6 to DR	Target Unaware

Figure 7-14

Target's Disposition
7.10.2

A TARGET'S DISPOSITION is a way of classifying his/her current level of distraction, which can possibly hinder self-defense. The following situations, depicted in **Figure 7-13: Melee Combat Modifiers**, have distinct modifiers to the DR of a melee attack roll:

Target Engaged

If the target is in Active Defense Mode, and is engaged in melee combat with another character or creature, s/he has a penalty of 2 added to the DR of the Defensive Counter Roll. If s/he is defending passively, their Defense Rating is reduced by 2 when engaged with 1 opponent, or by 4 when engaged with multiple opponents.

Target Hindered

If the target is held, grappled, confined, or otherwise unable to move freely, s/he is considered Hindered, which results in one of two penalties:

- The DR of his/her Defensive Counter Rolls increases by 4.
- If s/he is defending passively, his/her Defense Rating is reduced by 4.

Target Unaware

If the target is unaware of the attacker, s/he cannot make a Defensive Counter Roll through Active Defense, his/her Defense Rating is reduced by 6.

Rates of Attack
7.10.3

Making One Melee Attack in a Segment

If the attacker only wishes to make a single melee attack during a Segment, the DR to hit the target is calculated as described in section *7.10—Melee Combat*.

Making Multiple Melee Attacks with the Same Weapon in a Segment

If the attacker intends to make multiple melee attacks during a Segment, the DR of the initial strike is calculated as if it were a single attack in a Segment, as described in the previous section. The DR of all subsequent attacks is calculated by sequentially adding the Exertion Rating of the weapon for each additional attack. Each melee weapon has a number of Maximum Attacks per Segment, dictating the maximum number of attacks for which it can be used in a single Segment.

EXAMPLE

Let's assume Marek wants to hit an Armored Goliath Beetle three times with his short sword in a single Segment. Based on his target's Defense Rating, Stance, Movement, and Cover, the DR to hit his target is 13.

Marek rolls his Attack Attempt and gets a total of 20.

The Exertion Rating for Marek's short sword is 4.

Therefore, Marek's first attack (DR 13) hits easily.

Marek's second attack has a DR of 17 (13 + weapon's Exertion Rating of 4), which also easily hits.

Marek's third attack has a DR of 21 (17 + weapon's Exertion Rating of 4). However, he only rolled a 20, so the attack just misses the Armored Goliath Beetle.

Special Attacks and Grappling
7.10.4

THERE ARE A VARIETY of Full Action special attacks available to characters when they are engaged in melee combat. Some of these attacks can be made regardless of whether a player is armed or unarmed, but others depend on the capabilities of the character's weapon. The Special Attacks that follow are treated as normal melee attacks unless their description states otherwise:

Disarm

Disarming an opponent is a Special Attack that focuses on knocking a target's weapon out of his/her hands. When Disarmed, characters must spend their next Turn retrieving the weapon if they want to use it again. A Disarm attack is resolved as a Skill Check, with the opponent's Ranks—in either Grapple or in the weapon being disarmed—added to the DR, plus an additional +5. The Skill used for the Check depends on the attacker's weapon; if they are unarmed, they would use the Unarmed Skill to resolve the Check; if armed, characters would use the Skill appropriate for the weapon type. No Damage is dealt during a Disarm attack.

Trip

A Trip attack is a Special Attack used to knock a target prone. A Trip attack is resolved as a Grapple Skill Check with a +5 added to the DR. After being Tripped, targets remain prone until they change their Stance, at the beginning of their next Turn. No Damage is dealt during a Trip attack.

Trap

A Trap attack is a Special Attack used to control a target's weapon. A Trap attack is resolved as a Grapple Skill Check, or if a character's weapon is capable of Trapping, a Skill Check corresponding to the weapon type. The opponent's Grappling Skill Ranks—or Weapon Skill Ranks of the weapon being Trapped—are added to the DR, along with an additional +5. After a weapon is Trapped, a target must Break Free of the Trap before using that weapon again. Breaking Free is explained below. No Damage is dealt during a Trap attack.

Grapple

Grapple attacks can take many forms, but all are meant to control the movement of a target. The first Grapple attack is used to gain Control of a target. It is treated

as a Grapple Skill Check with the opponent's Ranks in Grappling and an additional +5 added to the DR. If successful, the target falls under the Control of the grappler. While under Control, any attacks made by the victim are made at -5. Victims remain under Control until they Break Free or the grappler releases them.

While characters have Control of a target, they have two options:

- Use a Special Attack, such as Disarm, Trip, or Trap without the -5 penalty.
- Attempt to use an Advanced Grappling Technique.

Breaking Free

Breaking Free requires victims to make their own Grapple Check—or an Athleticism Check if they lack Skill Ranks in Grapple—to liberate themselves. The DR for a Break Free attempt is calculated as a normal melee attack, with the Grappling Skill Ranks of the target added to the DR. Victims can attempt to Break Free once per Turn.

Reversal

A Reversal is used to either Break Free or to put targets under your Control. It is resolved as a Break Free attempt, with an additional +10 added to the DR.

Advanced Grappling Techniques

Advanced Grappling Techniques can only be used when a character has Control over a victim. To use an Advanced Grappling Technique, the character must make an Advanced Grappling Check. Advanced Grappling Checks are resolved as a Grappling melee attack, with the opponent's Grappling Ranks added to the DR. If an attacker is successful, s/he can perform one of the following techniques:



Slam

A Slam attack is used to pick up an opponent and slam them into the ground, inflicting 1d10 Damage +Athleticism modifier. The target is then prone, remaining under the grappler's Control.

Throw

A Throw attack is used to propel an opponent into the air, away from the character. The distance the victim is thrown is explained in section *6.3—Core Qualities* under *Strength*. A throw does 1d10 Damage +Athleticism Damage Modifier, but the grappler loses Control of the victim. If the victim is thrown at another target, damage is calculated as per **Figure 7-18: Damage Caused by Mass**.

Joint-Lock

A Joint Lock can be implemented to control or restrict the movement of the victim. While the character has a victim in a Joint Lock, s/he has two options:

CONTROL MOVEMENT—An attempt to Control Movement is conducted as an additional Advanced Grappling Check. A successful Check enables a character to lead the victim around at will, using pain as a motivator, remaining in Control of the victim.

BREAK THE JOINT—An attempt to Break the Joint is conducted as an additional Advanced Grappling Check. With a successful Check, the joint is broken, rendering the limb useless. The character remains in Control of the victim.

Choke

An attempt to Choke a victim is conducted as an additional Advanced Grappling Check. With a successful Check, the character begins to choke the victim. For every Segment the Choke is maintained, the victim loses a number of Endurance points equal to the choker's Athleticism Damage Modifier.

OPTIONAL RULE

Critical Rolls During Attack Attempts

7.10.5

IF USING CRITICAL ROLLS as explained in section *7.1.6—Critical Rolls*, these rules can be applied to Attack Attempts. When making an Attack Attempt—Ranged or Melee—and using the Critical Rolls During Attack Attempts optional rule, there are three possible scenarios, each handled differently:

1. The Attack Attempt is successful and a Critical Success is rolled—players can use one of the Critical Success Options, described later in this section.
2. The Attack Attempt is unsuccessful and a Critical Success is rolled—the attack is considered an Auto Hit, regardless of the DR.
3. A Critical Failure is rolled, regardless of the Attack Attempt—players Auto Miss and are affected by a Critical Failure Option, described later in this section.

Critical Success Options

In the case of multiple successful hits within a single attack, only the first strike or round of ammunition is considered a Critical Success. Subsequent hits are handled normally. It is important to note that a player can choose to ignore the results of Critical Success rolls, treating the Attack Attempt normally.

The following can be used as Critical Success Options:

Double-rolled Damage

In the case of a Critical Success, players would roll the Damage normally caused by their weapons, doubling it.

Maximum Weapon Damage

This attack deals the maximum amount of Damage the weapon can inflict with a single hit.

Critical Success Effects

d8 Roll	Critical Success	Effect
1	Intimidated	Target's Fear State Component Drops by 2 Levels
2	Equipment Damaged	Piece of target's equipment is damaged and unusable
3	Limb damaged	Target's leg or arm is damaged and unusable
4	Forced disarm	Target drops weapon
5	Knocked down	Target knocked prone or flat on back
6	Hamstrung	Target's Movement Rates halved
7	Wounded	Target's Bleeding Rate increased by 3
8	Double Damage	Damage delivered as a result of this roll is doubled

Figure 7-15

Armor Bypass

In this case, Critical Successes mean that all Armor is bypassed, and Damage is rolled normally. This represents the target being hit in an area where Armor is weak or does not provide adequate coverage.

Critical Success Effects

In this case, all Critical Successes are determined randomly by rolling an 8-sided die and referencing **Figure 7-15: Critical Success Effects** for the result.

Critical Failure Options

In the case where a Critical Failure is made on a missed Attack Attempt, it is important to note that players must abide by the result of the Critical Failure. They cannot choose to have the initial roll resolved normally without the Critical Failure Effect.

An Unfortunate Event

An Unfortunate Event—determined by the GM—causes a player to miss the target, placing the character in a vulnerable position. Some examples of this include: dropping a weapon, a weapon jamming, a weapon breaking, falling prone, or hitting oneself or a random target including party members.

Critical Failure Effects

In this case, all Critical Failures are determined randomly by rolling a 8-sided die and referencing **Figure 7-16: Critical Failure Effects** for the result.

Critical Failure Effects

d8 Roll	Critical Failures	Effect
1	Intimidated	Character's Fear State Component is lowered by 2 Levels
2	Character falls prone	Character has fallen on their stomach
3	Accident	Nearest Party Member hit by attack instead
4	Weapon Damaged	Damage rolled normally, but weapon takes Structural Integrity damage
5	Ricochet	Party Member Hit Randomly
6	Dropped Weapon	Weapon must be picked up before it can be used again
7	Wound Self	Attacker's Bleeding Rate Increased by 3
8	Fumble	Attacker fumbles with weapon and fails to attack

Figure 7-16

Multiple Weapon Use
7.10.6

IT IS COMPLETELY POSSIBLE for characters to use more than one weapon simultaneously; in fact, among skilled combatants, the practice is quite common.

Penalties of Multiple Weapon Use

These are the penalties for Multiple Weapon Use:

- -2 Dice Pool Steps to each Associated Dice Pool
- +10 to Base DR
- +2 to Exertion Rating of each weapon
- –3 Damage for off-hand weapon

While penalties associated with Multiple Weapon Use are quite severe, there are ways to lower them, such as the Ambidexterity Ability and the Coordinated Ability.

Multiple Weapon Use Scenarios

There are two scenarios for Multiple Weapon Use:

- Using two weapons that require the same Skill
- Using two weapons that require different Skills

These are each handled in a slightly different manner as outlined below.

Using Two Weapons that Require the Same Skill

In this scenario, the weapons in both of the character's hands use the same Skill when resolving Success Checks. This scenario is resolved in 5 steps:

Step 1

Declare which target(s) will be hit and how many times for ammunition tracking.

Step 2

Calculate the DRs to hit each target individually. Use the highest DR from this point on.

Step 3

Apply the DPS Penalty.

Step 4
Roll the Attack Attempt, using the DR from Step 2 as the minimum roll required to succeed with the first attack. This first attack is the main hand weapon.

Step 5
Alternate between the off-hand and main hand, adding the Exertion Rating of the weapons for each subsequent attack.



With a Sai in each hand, Jinx is attempting to attack a creature. As these are melee weapons, the Base DR to hit the target, based on the Defense Rating, Stance, and Disposition of the victim, is 10.

A +10 is added to the Base DR to initiate Multiple Weapon Use, bringing the total to 20.

The Exertion Rating of a Sai, which Jinx is using in both her main and off-hand, is 4. The Exertion Rating of each weapon is raised by +2, bringing the Exertion Rating for each weapon to 6.

Subsequent multiple hits, as explained in the Melee combat section, occur with the addition of the weapon's Exertion Rating to the total DR of the previous hit. Following those rules, with the addition to the Exertion Rating due to Multiple Weapon Use, Jinx could hit with her main-hand Sai at 20, with the off-hand Sai at 25, the main hand Sai again at 30, to a maximum of 3 hits for each weapon, as the Sai has a Maximum Attacks per Segment of 3.

Therefore, if Jinx rolled a 33 with her Dice Pool, the hits would occur at:

- 1st Main Hand weapon hits at 20. (Base DR of 10 + 10 for Multiple Weapon Use)
- 1st Off Hand weapon hits at 26. (+6 for Adjusted Exertion Rating)
- 2nd Main Hand weapon hits at 32. (+6 for Adjusted Exertion Rating)
- 2nd Off Hand weapon would have hit at 38, but would miss, as Jinx rolled a 33.
- 3rd Main Hand weapon would have hit at 44, but would miss, as Jinx rolled a 33.
- 3rd Off Hand weapon would have hit at 50, but would miss, as Jinx rolled a 33.
- 4th Main Hand weapon would have hit at 56, but would miss, as Jinx rolled a 33.
- 4th Off Hand weapon would have hit at 61, but would miss, as Jinx rolled a 33.

Using Two Weapons that Require Different Skills
In this scenario, the character has a weapon in each hand—each of which use different Skills to resolve Success Checks—and is hitting the same target with both weapons. This scenario is resolved in 5 steps:

Step 1
Declare which target(s) will be hit and how many times for ammunition tracking.

Step 2
Calculate the DRs to hit each target individually. As this is a form of Skill Combination, add the highest DR to half of the lower DR.

Step 3
Apply the DPS Penalty.

Step 4
Roll the Attack Attempt using the DR from Step 2 as the minimum roll required to succeed with the first attack. This first attack is the main hand weapon.

Step 5
Alternate between the off-hand and main hand, adding the Exertion Rating of the weapons for each subsequent strike.

In the following example, three distinct sets of rules come into play: Ranged Combat, Melee Combat, and Multiple Weapon Use.

EXAMPLE

Marek is in a dangerous situation as he mixes it up with two of Divinus Island's most dangerous underworld figures, Drak and Jonus.

At the beginning of his Turn, Marek announces he will attempt to hit Jonus 4 times with a Dagger, which has an adjusted Exertion Rating of 6 (from Multiple Weapon Use), while shooting 4 rounds at Drak with a pistol in semi-automatic mode in his off-hand, which has an adjusted Exertion Rating of 6.

As explained in section *7.4.3—Skill Combinations*, the DR of the most difficult Skill Check is added to half the DR for the easier Skill Check. The weaker of the 2 Dice Pools will be used to resolve the Skill Check.

Marek's attack begins with Jonus, since the Dagger he will use is in his main hand. As this is a melee attack, the DR to hit Jonus is based on Defense Rating, Stance, and Disposition. In this case, those factors have a total DR of 10.

The attack against Drak is a ranged attack, so the DR is based on Defense Rating, Range, Cover, and Stance. In this case, those factors have a total DR of 12.

From the two descriptions, we see that the attack against *Drak* is the more difficult, so it is added to half of the easier DR, bringing the total to 17. Because this is a Multiple Weapon Use scenario, an additional +10 is added to the DR, bring the total to 27.

Marek's first Dagger strike will hit Jonus at a DR of 27.

Using Multiple Weapons also adds +2 to the Exertion Rating of each Weapon, therefore increasing the Dagger to an Exertion Rating of 6, as well as the Pistol to an Exertion Rating of 6.

Drak is in the same Character Facing (explained in section *7.2.5—Character Facing*) as Jonus, so +2 is added to the DR required to hit him, along with the adjusted Exertion Rating of the pistol (6), bringing the total to 35.

Marek's first round will hit Drak at a DR of 35.

Marek rolls his Attack Attempt and gets a total of 41.

Therefore, his first Dagger strike (main-hand) easily hits at DR 27 (17 Base + 10 for Multiple Weapon Use).

The first round from his pistol (off-hand) also hits at DR 35 (previous 27 + 2 for additional target in same Facing +6 for adjusted pistol Exertion Rating).

The Dagger's second strike hits at 41 (previous 35 +6 for adjusted Dagger Exertion Rating).

The pistol's 2nd round would require 44 for a hit. However, since Marek only rolled a 41, all further attacks miss.

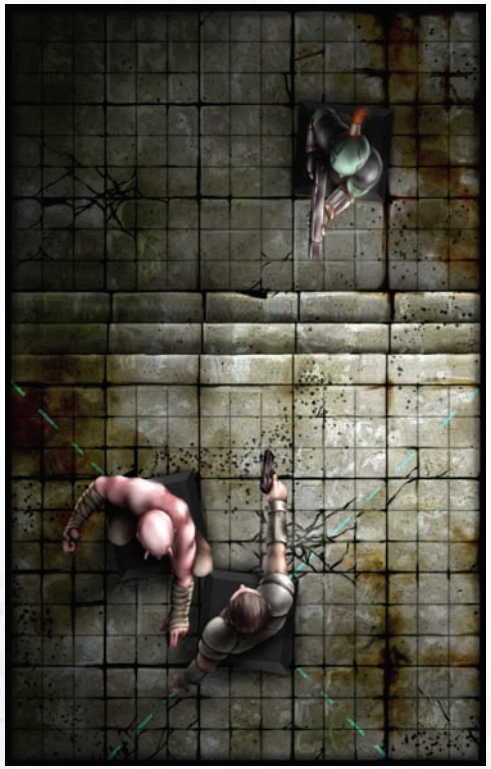


Figure 7-17: Using Two Weapons That Require Different Skills

Damage, Dying, Death and Endurance
7.11

PAIN, SUFFERING, AND DEATH are a distinct possibility in the New World. The following sections describe the rules associated with Damage, injury, fatigue, and their effects on characters and creatures.



Damage
7.11.1

DAMAGE IS THE MEASURE of physical injury or destruction an attack causes. Only two game elements can be affected by Damage: the Health Pool of living things and the Structural Integrity of non-living things. Although Damage must take the form of a specific Damage Type, it is possible for certain weapons and attacks to cause Damage with simultaneous Damage Types.

Damage Types
7.11.2

THERE ARE TWO TYPES of Damage in *Alpha Omega*: Standard and Spiritual. Standard Damage Types affect physical creatures and structures, while Spiritual Damage Types affect spiritual creatures, or those creatures spawned from spiritual energy.

Standard Damage Types

There are five Standard Damage Types that describe the nature of the attack. Standard Damage Types apply to weapons, creature attacks, and all harmful environmental effects whether they are natural or supernatural. The Standard Damage Types are:

HIGH VELOCITY KINETIC—Projectile Weapons and Manual Ranged Weapons

MELEE KINETIC—Melee Weapons, Unarmed, and Earth and Air Damage from the Elemental Wielding Source

ENERGY—The Energy Wielding Source, Fire/Heat and Water/Cold from the Elemental Wielding Source (plasma, laser, electricity, photonic, etc.)

CHEMICAL—Chemicals meant to cause Damage in one form or another

VOID—The Wielding Source Void

For example, a Wielder chooses to unleash an attack against a raging horde of Zombies. The Wielder has Ranks in the Elemental Source and decides fire is the best form of attack. Therefore, the Damage Type for the attack is Energy.

Spiritual Damage Types

There are two Spiritual Damage Types: Alpha, which is creative, positive, and benign energy, has a damaging affect on Omega creatures; and Omega, which is destructive, negative, and malign energy, and has a damaging effect on Alpha creatures. Spiritual Damage Types apply to weapons, creature attacks, environmental factors, and Wielding effects that are specifically described as inflicting Alpha or Omega Damage.

ALPHA—Alpha Damage can only harm Omega creatures and entities

OMEGA—Omega Damage can only harm Alpha creatures and entities

The Damage Type and amount inflicted for all weapons is listed in the descriptions, found in Section *9—Gear and the Marvels of Science*.

When determining weapon Damage, the character's Athleticism Damage Modifier is added to a melee weapon's rolled Damage, and the Physical Acumen modifier is added to a ranged weapon's rolled Damage. Damage Modifier's are shown in **Figure 6-11: Attack Damage Modifier**. However, the modifier cannot exceed the amount of Damage rolled, meaning that the Damage inflicted is never more than doubled by the Damage Modifier.

For example, if a character hit a target and rolled 4 Damage with the Damage dice appropriate to the weapon, the corresponding Damage Modifier would be added to the total. However, no matter how large the Modifier is, it can never add more than +4 to the Damage, as it is limited by the original roll.

Improvised Weapons
7.11.3

Characters and creatures in *Alpha Omega* can reach incredible levels of power and strength. This enables them to manipulate or throw objects that are extremely heavy or massive. The Damage inflicted by the impact of such objects can reach devastating levels, as listed in **Figure 7-18: Damage Caused by Mass**. However, as these massive objects were not designed to deal Damage in this manner and are awkward to manipulate, characters must adhere to the following limitations on such attacks:

- 1 attack per Segment
- 1 Segment to ready weapon, next Segment to attack

A character's Strength Quality score limits the weight of objects they can use as Improvised Weapons. Characters can use 10 percent of their Manageable Weight as an Improvised one-handed melee weapon, and 20 percent of their Manageable Weight as an Improvised two-handed melee weapon, as listed in **Figure 6-5: Strength-based Game Elements**.

Using a two-handed weapon one-handed follows the Improvised Weapons rules.

Using Improvised Weapons That Are Too Heavy

While characters can use Improvised Weapons that are too heavy for easy manipulation, there are penalties associated with this. If a character's Strength score is insufficient for the weapon s/he wants to use, the player must verify by how many rows on **Figure 6-5: Strength Based Game Elements** they are deficient.

If a character's Strength is deficient by 1 row, s/he suffers the following penalties:

- -2 Endurance per Attack
- -5 to Attack Attempt

If a character's Strength is deficient by 2 rows, s/he suffers the following penalties:

- -4 Endurance per Attack
- -10 to Attack Attempt

If a character's Strength is deficient by 3 or more rows, s/he is too weak to use the weapon in question.

Damage Threshold
7.11.4

DAMAGE THRESHOLD IS a measure of the level of protection offered by objects, materials, armor or shields against specific Damage Types. The Damage Threshold is the first layer of protection that must be overcome by Damage before it can have a detrimental affect on the material itself, or the objects or people using it for protection.

The Damage Thresholds are positive numbers representing the amount of Damage materials neutralize or absorb from specific Damage Types, preventing Damage to the object itself.

For example, if a wooden door had a Damage Threshold of 2 against Melee Kinetic Damage, it would mean that the door absorbed 2 points of Damage from any attack causing Melee Kinetic Damage, without suffering any Damage whatsoever. However, anything above the Damage Threshold would damage the door itself, and quite possibly anything behind it, as described in the next section.

It is possible for characters to acquire Damage Thresholds through Augmentations or Equipment, described in section 9, or for creatures to have natural Damage Thresholds that prevent them from sustaining a certain amount of Damage.

Damage Resistances
7.11.5

DAMAGE RESISTANCES ARE another layer of protection offered by armor, shields, or other protective materials against specific Damage Types. Damage Resistances are represented by the Damage Type resisted, and by how much the Damage Type is resisted. For example, if a material has a Damage Resistance of 5 against the Energy Damage Type, it would be recorded as "Energy 5".

Damage Caused by Mass

Mass kg (lb)	Damage
0.9 (2)	1d4
2.3 (5)	1d6
4.5 (10)	1d8
9.1 (20)	1d10
13.6 (30)	1d12
18.1 (40)	2d10
27.2 (60)	2d10
< 36.3 (80)	2d10
45.4 (100)	3d10
68.0 (150)	3d10
113 (250)	3d10
181 (400)	4d10
295 (650)	4d10
454 (1K)	5d10
907 (2K)	5d10 × 2
1588 (3.5K)	5d10 × 3
2268 (5K)	5d10 × 4
3175 (7K)	5d10 × 5
4536 (10K)	5d10 × 6
9072 (20K)	5d10 × 7
13608 (30K)	5d10 × 8
22680 (50K)	5d10 × 9
45359 (100K)	5d10 × 10
68039 (150K)	5d10 × 15
90718 (200K)	5d10 × 20

Figure 7-18

Unlike Damage Thresholds, Damage that is resisted is not ignored. Instead, it deducts from the Structural Integrity of the protective material or object providing the Damage Resistance. Any Damage exceeding the Damage Resistance penetrates the protective element.

It is possible that a weapon can have two simultaneous Damage Types. The Damage Types are independent of one another, and as such, the amount of Damage caused by each Type is separate. Therefore, Damage Resistances are resolved independently of one another.

Armor
7.11.6

ARMOR ALWAYS HAS A Damage Threshold value and a Damage Resistance Value, although either one could be zero. The Damage Threshold eliminates the indicated amount of Damage completely, causing no Damage to the wearer or the armor itself. The Damage Resistance offers additional protection for the wearer, but absorbs the resisted Damage into its own Structural Integrity.

Any amount of Damage that exceeds both the Damage Threshold and the Damage Resistance is suffered by the character or creature wearing the armor. The specific protection afforded by each Armor Type is described in section *9.4.2—Armor and Protective Equipment*. When the Structural Integrity of a suit of armor is reduced to zero, the armor ceases to provide any protection for the wearer.

EXAMPLE

Marek has just been shot by Jonus. The Shroud's Mantis Hand Cannon deals 12 points of High Velocity Kinetic Damage. Because Marek is wearing a suit of Lavus Industries Ballistic Heavy Armor—with a Damage Threshold of 3 and a High Velocity Kinetics Resistance of 4—the Damage Threshold negates 3 points of Damage, and the Damage Resistance absorbs 4 more Damage, but reduces its Structural Integrity by 4. Therefore, the remaining 5 Damage penetrates the armor and strikes Marek, resulting in 5 points of Damage to his Health Pool—compelling him to promptly run away.

Armor Penetration
7.11.7

Armor Piercing rounds and explosives with Armor Penetration ratings are both capable of bypassing certain amounts of Armor. Armor Penetration is a positive number that defines the amount of Damage Threshold and/or Damage Resistance that is penetrated or bypassed. The Penetration bypasses the Damage Threshold first and if the Armor Penetration rating is higher than the Damage Threshold, the remaining amount of Armor Penetration begins to bypass the Damage Resistance. As long as the Armor Penetration rating is less than the sum of the Damage Resistance and Threshold, the damage affects the Armor's Structural Integrity. If the Armor Penetration is higher than the Damage Threshold and Resistance combined, damage is dealt to the Health Pool of the character wearing the Armor, or for vehicles, the damage is dealt to the Chassis Structural Integrity directly.

EXAMPLE

For example, normally if a suit of Armor has a Damage Threshold of 3 and a Damage Resistance of 4 against High Velocity Kinetic Damage, and a weapon did 10 points of High Velocity Damage, the Threshold would eliminate 3 damage and the Damage Resistance would absorb 4 into the Armor's Structural Integrity and leaving 3 that would strike the wearer of the Armor.

However, if the weapon did 10 damage but had an Armor Penetration Rating of 6, it would bypass the Threshold of 3, and bypass 3 of the 4 Damage Resistance the Armor has. This would mean that the 10 damage would now be applied to the Armor, but there is only 1 point of damage resisted and absorbed by the Armor and the remaining 9 strike the wearer, subtracting from their Health Pool.

Shields
7.11.8

IN *ALPHA OMEGA*, shields are variants of the hand-held, protective equipment used by 21st century riot police or the heavier, metal or wooden shields used by ancient and medieval melee combatants. Shields offer various bonuses to a character's defense, defined by the following parameters:

Damage Threshold

Similar to armor, Shields have a Damage Threshold that negates a specific amount of Damage, dictated by the Shield's description, in section *9.4.2—Armor and Protective Equipment*.

Damage Resistance

Shields can absorb a specified amount of Damage according to their Damage Resistance. This amount is deducted from the Structural Integrity of the Shield, while additional Damage bypasses the Shield and either impacts with the character's armor or directly into their Health Pool if s/he is not wearing any.

Shield Bash

Shields can be used as weapons to bash opponents. The Damage and Skill are dependent on the statistics of the shield itself, found in section *9.5.3—Melee Weapons*.

Cover

Shields provide Cover, depending on their size and description, found in section *9.4.2—Armor and Protective Equipment*.

Active Defense

During Active Defense, a character may decide to use their shield to bolster their defenses. In this case, the shield's Cover bonus is added to the character's Defensive Counter Roll. If the Defensive Counter Roll is higher than the Attack Attempt, all attacks hit the shield instead of the character.

Destroying Objects and Materials
7.11.9

DURING GAME PLAY, situations will arise where objects or materials are intentionally or unintentionally damaged and destroyed. Although GMs will be the authority as to the degree of destruction caused by such things as explosives or area of effect attacks, **Figure 7-19: Statistics for Common Materials** provides a guide for the amounts of Damage required to destroy or damage objects and materials commonly found in the *Alpha Omega* universe. GMs should feel free to modify these numbers if the materials they are dealing with have special characteristics.

Statistics for Common Materials

Object	Threshold	Damage Resistance	Structural Integrity
Ceramic Dish	0	0	2
Electronics	0	1	5
Furniture	1	2	10
Wooden Door	2	3	15
Standard Lock	3	5	10
Hardened Door	3	6	18
Hardened Lock	5	10	15
Glass	0	1 per 2.5 cm (1in)	2 per 2.5 cm (1in)
Wood	2 per 2.5 cm (1in)	3 per 2.5 cm (1in)	5 per 2.5 cm (1in)
Brick	3 per 2.5 cm (1in)	5 per 2.5 cm (1in)	10 per 2.5 cm (1in)
Concrete	4 per 2.5 cm (1in)	8 per 2.5 cm (1in)	15 per 2.5 cm (1in)
Ceramacrete	4 per 2.5 cm (1in)	10 per 2.5 cm (1in)	20 per 2.5 cm (1in)
Stone	4 per 2.5 cm (1in)	12 per 2.5 cm (1in)	30 per 2.5 cm (1in)
Steel	5 per 2.5 cm (1in)	15 per 2.5 cm (1in)	50 per 2.5 cm (1in)

Figure 7-19

For example, the Damage Resistance against the Energy Damage Type could be increased for flame retardant wood or the High Velocity Kinetic Resistance could be increased for bullet-proof glass.

Bleeding
7.11.10

DURING COMBAT, IT is inevitable that characters and creatures will become injured and lose blood or other fluids vital to their survival—that is if they have any to begin with. For the most part, whether through the protection of Armor or a character's ability to react to danger, the majority of wounds that characters receive during combat are relatively small cuts or scratches that do not bleed at a significant rate.

However, there are occasions when wounds are severe enough to cause significant Bleeding. Bleeding is recorded as a flat rate, and is referred to as the Bleeding Rate of a character. The Bleeding Rate is annotated on the character sheet as a positive number that indicates the number of Endurance points a character or creature loses at the end of each Combat Cycle. If a character's Bleeding Rate is 2, s/he loses 2 Endurance points per Combat Cycle.

When a character's Endurance points are exhausted, Bleeding begins to deduct from the character or creature's Health Pool.

Damage and Bleeding

Damage	Bleeding Rate Increase
10	1
15	2
20	3
25	4
30 >	5

Figure 7-20

If Bleeding is not stopped, and their total Health Pool reaches 0, the character dies.

Increasing a Target's Bleeding Rate

Some weapons or equipment directly increase a target's Bleeding Rate according to their description. Most weapons only induce Bleeding if they inflict a certain amount of Damage to a character's Health Pool. Any Damage resisted by armor is

not factored into increasing a target's Bleeding Rate. **Figure 7-20: Damage and Bleeding** shows the amount of Damage that must be caused by a single attack to increase a target's Bleeding Rate. A single attack refers to one swing of a weapon or one shot from a firearm, plus Damage Modifier.

Decreasing a Target's Bleeding Rate

A successful Medicine Skill Check will decrease a patient's Bleeding Rate by the appropriate amount, as shown on **Figure 7-21: Medicine Skill Checks**. When determining the time required for a check of this nature, GMs should take into account the Skill level of the character providing assistance, the environment, and the available materials.

Medicine Skill Checks

Skill Check DRs	Bleeding Rate Decrease	Resuscitation	Regeneration Rate Increases
10	1	-	-
20	2	5 or less	1 Step
30	3	10 or less	2 Steps
40	4	20 or less	3 Steps
60	5	21 or more	4 Steps

Figure 7-21

EXAMPLE

Jinx is bleeding after being hit by several rounds of pistol fire. She sustained 16 Damage and has a Bleeding Rate of 2, meaning she will lose 2 points of Endurance every Combat Cycle. She finds cover and is joined by Marek, who has 6 Ranks in the Medicine Skill. He must make a Medicine Skill Check against a DR of 20 in order to stop her bleeding completely.

Various pieces of medical equipment can lower Bleeding Rates, as per the equipment's description.

Finally, Bleeding Rates decrease automatically, according to the character or creature's Vitality score, as shown in **Figure 6-7: Base Regeneration Rates**, found in section *6.3—Core Qualities*.

Dying and Death
7.11.11

THERE MAY COME A TIME during the game when a character or creatures die, or at least comes close to it. This fact of life is something players and GMs must be ready to deal with. Dying and Death all come down to Health Pools.

Health Pool Thresholds

There are three important thresholds involved in tracking Health Pools.

Wounded

When a character has 50 percent or less of his/her Health Pool remaining, s/he is considered Wounded. While Wounded, all Success Check DRs are increased by +5.

Seriously Wounded

When a character has 10 percent or less of his/her Health Pool remaining, s/he is considered Seriously Wounded. While Seriously Wounded, all Success Check DRs are increased by +10.

Dying

When a character's Health Pool drops to 0 or below, s/he is rendered unconscious and is Dying. While Dying characters continue to lose 1 Health Point every Combat Cycle or 6 seconds until they die or are healed to an amount above 0.

Death

When a character's Health Pool drops below 0 to an amount equal to their Vitality Core Quality score, s/he is considered Dead. The only recourse is resuscitation.

Crossed Over

After a character dies, s/he can be resuscitated as long as s/he has not Crossed Over. A character is said to have Crossed Over after a number of minutes equal to his/her Will Secondary Quality score. During the time between Death and Crossing Over, the soul remains linked to the body, and the character can still be Resuscitated.

In the context of AI, this Threshold should be thought of as a reserve power source meant to keep the bio-neural matrix alive, and the memories and digital consciousness of the AI from fading into oblivion. If the time expires and the AI Crosses Over, the reserve power source fails, and the AI's digital consciousness is lost forever.

Healing
7.11.12

AS CHARACTERS TAKES DAMAGE, there are several methods for them to replenish their lost Health Pool points, providing they are not already Dead. See section *7.11.11—Dying and Death*.

Regeneration

Based on their Vitality Core Quality score, characters will heal at a rate corresponding with **Figure 6-7: Base Regeneration Rates**. Regeneration occurs regardless of what characters are doing, provided they are not Dead.

Chemicals

Characters can purchase Chemicals that will instantly restore a number of Health Points defined by the description of the chemical being ingested or injected.

Wielding Effects

It is possible for Wielders trained in the Being Source and Deliverance Intention to attempt to heal lost Health Pool points of target(s) of their choosing. An example of this is found in section *7.14.6—Healing Target(s)*.

Medicine Skill Checks

The Medicine Skill can be used to treat wounds, increasing the Regeneration Rate of the patient as per the increases listed in **Figure 7-21: Medicine Skill Checks**. These steps are added to the Base Regeneration Rates found in **Figure 6-7: Base Regeneration Rates**. Players must select the amount of steps they will attempt to increase the target's Regeneration by. They then roll a Medicine Skill Check and if they roll higher than the corresponding DR they are successful.

Resuscitation
7.11.13

ALTHOUGH DEATH CERTAINLY creates obstacles for a character, it does not guarantee the end of a PC; there are ways to Resuscitate characters.

Some methods of Resuscitation are described below, but GMs must decide—along with his/her players—which methods best fit their campaign.

Hospitals

Multiple hospitals can be found in every major city. However, the levels of medical technology and level of training of the surgeons, doctors, nurses, implant specialists, and researchers are quite varied. Most hospitals will have a form of functional resuscitation equipment. This equipment will revitalize cells, force a character's vital organs to function again, and support them until they can function independently. Medical Services are described in detail in section *9.1.6—Medical Services*.

Chemical Stimuli

Characters with chemical stimuli available can inject them into the dead character. These chemicals are designed to jumpstart the vital organs and stimulate cellular regeneration. However, based on the quality of the chemical, a Vitality Resist Check may have to be rolled to see if the chemical works. The higher the quality of injection, the lower the DR would be.

Wielding Effects

It is possible for Wielders trained in the Being Source and Deliverance Intention to attempt to instill life into a dead body. An example of this is found in section *7.14.5—Sample Wielding Effects*.

Medicine Skill Checks

The numbers in the Resuscitation column of **Figure 7-21: Medicine Skill Checks** represent the amount of Health Pool Points the patient is below zero. A Medicine Skill Check must succeed against the corresponding DR to stabilize the patient, returning them to consciousness with one Health Pool Point.

Penalties of Resuscitation

Being brought back from the brink of crossing over leaves a mark. Any time characters are Resuscitated, they permanently lose five points of their Vitality Core Quality score.



OPTIONAL RULE

Vitality Loss

In addition to the immediate lose of five Vitality points, GMs may decide to inflict a five point reduction in character's maximum Vitality. So, if a character with a current Vitality of 23 and a maximum possible Vitality of 100 dies and is Resuscitated, his/her current Vitality drops to 18 and his/her maximum Vitality drops to 95. This reduction in maximum possible Vitality can have impact on characters pursuing Ascension.

Endurance
7.11.14

A CHARACTER'S ENDURANCE is a measure of how much activity s/he can endure before becoming fatigued or even exhausted, and requiring rest. Endurance is expended during the intense action of combat and while Wielding.

Players can also spend Endurance points to positively influence the result of physical Action checks. One Endurance point can be spent to accomplish any of the following:

- Increase Movement Rate by 1 for 1 Combat Cycle
- Decrease the Exertion Rating of a Melee Weapon by 1 for 1 Segment
- Increase Melee Damage by 1 for 1 Combat Cycle
- Decrease Wielding Time of an Effect by 1 Segment
- Add 1-3 (GM's discretion) to any physical Success Check rolls
- Perform a Called Shot

Your character's Endurance is equal to the sum of his/her Conditioning and Discipline Core Quality scores. The Conditioning Core Quality directly affects the recovery rate of expended Endurance points according to **Figure 6-7: Base Endurance Recovery Rates**.

Endurance Thresholds

There are three important thresholds involved in tracking Endurance.

Tired

When characters have 30 percent or less of their total Endurance remaining, they are considered tired and can only use 5 dice per Combat Cycle—not the normal 6. Essentially, the lowest die from every Dice Pool is unavailable to Tired characters.

When a character's Dice Pool only has one die, and s/he becomes Tired, s/he cannot accomplish any significant action. Therefore, s/he can only conduct Free Actions or one Half Action that do not require a Success Check, at the GM's discretion.

Drained

When characters have 10 percent or less of their total Endurance remaining, they are considered drained and can only use 4 dice per Combat Cycle—not the normal 6. Essentially, the lowest 2 dice from every Dice Pool are unavailable to Drained characters.

When a character's Dice Pool only has two dice, and s/he becomes Drained, s/he cannot accomplish any significant action. Therefore, s/he can only conduct Free Actions or one Half Action that do not require a Success Check, at the GM's discretion.

Exhausted

When a character's Endurance drops to 0, s/he is considered Exhausted, and either collapses on the spot or is simply too stunned for coherent thought. Until a character recovers at least 1 endurance point, the character cannot conduct any Actions requiring Success Checks and should rest as soon as possible.

Real Concerns for an Imagined World

7.12

AS WITH THE REAL WORLD, there are many environmental factors that can affect the health and performance of characters in *Alpha Omega*. Vision, darkness, weather, and temperature are just a few examples of environmental factors that can affect performance. The following provides basic mechanics to deal with these environmental factors, but GMs are encouraged to expand on them as needed.

Vision and Lighting

7.12.1

THE AMOUNT OF LIGHT that exists in the immediate environment has a direct affect on the quality and range of a character's vision. On a clear sunny day, characters with normal vision should be able to:

- See the horizon at around 25 km (15.5 mi).
- See large buildings and structures at about 10 km (6.2mi), depending on the size.
- See large creatures and vehicles at around 8 km (5 mi).
- See some details between 500–1,000 m (1,640.4–3,280.8 ft).
- See and identify faces between 40–75 m (131.2–246.1 ft).
- Read lips at around 5 m (16.4 ft), if they have the Read Lips Ability.

These distances are unassisted. If a character is using equipment designed to augment their range of vision, these distances should be adjusted accordingly. They are also affected by the weather and the amount of natural or unnatural light that is illuminating the areas of interest.

Types of Vision

There are several different forms of vision available to characters in *Alpha Omega*. They are explained in more detail below:

Low-light vision

Some equipment and the "low-light" Genetic Deviation provide the ability to see clearly in very little light. Complete darkness renders this ability ineffective, but even a small amount of light will enable characters to see up to 200 m (656.2 ft) relatively clearly. Low-light vision drastically reduces the ability to process color. As a result, the character's vision is limited to shades of gray, with slight hues of color at ranges closer than 20 m (65.6 ft). The range of 200 m (656.2 ft) is only a suggestion and can certainly change, depending on the amount of light and on other conditions facing the character. A full moon in a clear sky, providing light to characters looking over an open field, would allow them to see much farther than 200 m (656.2 ft), while a slight bit of light in a tunnel deep underground would certainly limit the range to much less than that. The GM has discretion with regard to the exact range for low-light vision as conditions change.

Night-vision

Night-vision is essentially the same as low-light vision, but can only be achieved artificially through vision-enhancing equipment. Rather than grayscale, Night-vision causes a monochromatic spectrum of greenish hues. Any equipment that offers Low-light vision can be replaced with Night Vision. However, this is a purely aesthetic change and has no effect on mechanics.

Infravision

Infravision enables characters to see outlines around objects, creatures, or NPCs that give off varying amounts of heat. Characters with this ability can see heat from living things at ranges up to 100 m (328.1 ft). The more heat a target radiates, the more distinct its form is, and the more completely it can be seen from a greater distance. Small or fading heat sources, such as footprints, torch trails, or blood drops, can be difficult to see at longer ranges. The GM has discretion with regard to the exact range for Infravision as conditions change.

Ultravision

Ultravision is a combination of Low-light vision and Infravision. Characters with this deviation can switch between vision types or overlap them as they see fit. For more details on Ultravision, see section *6.8.1–Terran Genetic Deviations*.

Darkness and Its Effects
7.12.2

DARKNESS CAN HAVE A PROFOUND effect on a situation if players are not prepared for or capable of dealing with it. There are two forms of darkness: Natural Darkness and Unnatural Darkness.

Natural Darkness

Natural darkness is the absence of natural, artificial, or supernatural light, and can be remedied with any light source, such as a flashlight or torch.

Unnatural Darkness

Unnatural darkness is caused by special abilities of creatures, characters, or Wielding Effects. Unnatural darkness cannot be remedied with light sources. It can only be dispelled by a Wielder capable of creating photonic energy or by dispelling the source of the unnatural darkness.

Effects of Darkness

Darkness has the following effects:

- -10 penalty to all Physical Actions that rely on sight (the GM will determine whether Skill use suffers a Darkness penalty)
- +5 bonus to Stealth Skill Checks

The statistics for light sources and their ability to negate darkness are explained in the description of the individual pieces of equipment.

Darkness as Cover

Darkness provides Concealment, offering a +8 bonus to the DR required to hit whatever hides within it, until the hidden creature or character performs an action that gives away their location, or the Darkness is removed.

Blindness

Blind characters cannot see and suffer a -10 penalty to all actions that rely on sight.

Drugs and Addiction
7.12.3

MANY DRUGS AND CHEMICALS can be acquired in the world of *Alpha Omega*. Some grant minor bonuses and relatively no side effects, while others offer significant bonuses with serious side effects. The effects of drugs and Chemicals are described in section *9.3.5—Chemicals, Gases, Pathogens and Toxins*. Some Chemicals call for an Addiction Check to determine whether the character has developed a dependency. Addiction Checks are simply Resist Checks made using a Core Quality and DR detailed in the Chemical's description. Successful Resist Checks represent a character resisting Addiction, while failed Resist Checks result in Addiction as described below. After each subsequent successful Addiction Check, the DR is increased by +3 representing the character's increasing dependence on the Chemical.

Addiction

A character with an Addiction, whether it's derived from alcoholism, a narcotic dependency, or medical products that felt a little too good, suffers significant

Addiction Withdrawal Effects

Time	Effect	Reason	Symptom
< 6 hours	-1 to Dice Pool Steps	Craving	Irritable, mild shaking
6–12 hours	-3 to Dice Pool Steps	Mild Withdrawal	Aggrivated, noticeable shaking
12–24 hours	-5 to Dice Pool Steps	Withdrawal	Vomiting, nausea, severe shaking
24–48 hours	-7 to Dice Pool Steps	Severe Withdrawal	Convulsions, severe nausea
48–72 hours	-9 to Dice Pool Steps	Strung Out	Severe fatigue, nausea, overly emotional
72–96 hours	-3 to Dice Pool Steps	Recovering	Fatigue, Irritable, mild shaking
> 96 hours	Normal	No longer addicted	+5 to DR of Addiction Checks in future

Figure 7-22

withdrawal symptoms—as shown on **Figure 7-22: Addiction Withdrawal Effects**—when the chemical of choice is not available. Characters suffer a 1-Step reduction to all Dice Pool rolls during the first six hours they are without their drug, 3 Steps for the next twelve hours, and 5 Steps for the next 12 hours. This penalty increases, as shown in **Figure 7-22: Addiction Withdrawal Effects**, until the character can again take the substance or refrain from using it for 96 hours, at which point the character must pass an Addiction Check to break the habit. In the case of a failure, Addicted characters continue to suffer a -3 DPS penalty until they pass the Addiction Check. They can retry the Addiction Check every 12 hours.

Once a character has been Addicted, the DR of future Addiction Checks is increased by +5.

Poison and Disease
7.12.4

EARTH IS A VERY DANGEROUS place in 2280. There are many ways to become infected by crippling Diseases or to fall prey to deadly Poisons. The strength and effects of poisons and diseases are all different, but there are similar steps to determine if a character has become infected, and if so, how to eliminate the harmful elements from the body.

Resisting Disease and Poison

All Diseases and Poisons have an initial DR against which a character must roll a Vitality Resist Check. If they succeed in the Resist Check, the character's body has managed to fight off the invading chemical or biological agents without harm.

If the character fails the Vitality Resist Check, s/he is infected by the Poison or Disease as per the description of that particular Poison or Disease's effects.

Potency Level

The Potency Level of a Poison dictates how difficult it is to cure an infected character. There are five levels of Potency, Level 1 being the weakest and easiest to cure and Level 5 being the most difficult. In order to completely eliminate the Poison or Disease from a character's system, the Potency Level must be reduced to 0.

Reducing Potency Level

There are several ways to reduce or eliminate the Potency Level of a Poison or Disease:

Curative Wielding

Curative Wielding covers the combination of the Being Source with the Deliverance Intention to use an Effect, removing the harmful elements from the victim's body. An example of using Wielding to Cure Poison or Disease is detailed in section *7.14.7—Counter Disease or Poison*.

Anti-Toxin/Anti-Viral Medication

Anti-Toxin or Anti-Viral medication can be taken in a variety of forms, including pills, ingested liquid, or as injections. All Medication has a Curative Level that acts to counter the Potency Level of the Poison or Disease. If the Curative Level of the medicine is equal to or greater than the Potency Level of the Poison or Disease, the Poison or Disease is neutralized, and the character is cured of all effects. If the Curative Level of the medicine is less than the Potency Level of the Poison or Disease, then the Potency Level is reduced by the Curative Level, and the remainder is the new Potency Level of the Poison or Disease.

Let it Run its Course

This is the option for those with no choice. Although Poisons and Diseases have various effects, they all have a fixed duration and their effects end after a given amount of time. Letting the Disease or Poison run its course is always uncomfortable, if not painful or lethal, however, when there are no other options, a character has no choice in the matter.

OPTIONAL RULE

Periodic Vitality Resist Checks (Optional)

As an optional rule, GMs can allow their players to make periodic Vitality Resist Checks against the Disease or Poison's DR. If they succeed, the Potency Level can be reduced by 1 or more, at the discretion of the GM. If they fail, their condition remains unchanged.

Falling Damage
7.12.5

WHEN CHARACTERS OR CREATURES fall, they take Falling Damage. For every multiple of 5 m (16.4 ft), the fallen character takes 1d6 points of Damage on impact with the ground or any other surface that brings their descent to an immediate stop.

Characters falling less than 5 m (16.4 ft) suffer no ill effects.

Characters may also make a Tumble Check with the DRs and distances shown in **Figure 7-23: Falling Damage Mitigation** to suffer only half Damage.

Falling Damage Mitigation

Skill Check DRs	Distance Fallen m (ft)
30	5–10 (16.4–32.8)
45	10.1–15 (33.1–49.2)
60	15.1–20 (49.5–65.6)

Figure 7-23

Sleep Deprivation
7.12.6

A NORMAL PERSON REQUIRES at least six hours of sleep to function properly the next day, while a Short Sleeper and Long Sleeper require four and eight, respectively. **Figure 7-24: Sleep Deprivation Effects** tabulates the effects on a character that does not get enough sleep. For each consecutive day in which a character does not get enough sleep, the DPS penalties become increasingly severe.

Sleep Deprivation Effects

Days of Continuous Deprived Sleep	Result		
	Short Sleeper (4 Hours per Night)	Normal Person (6 Hours per Night)	Long Sleeper (8 Hours per Night)
1	-2 Dice Pool Steps	-3 Dice Pool Steps	-5 Dice Pool Steps
2	-4 Dice Pool Steps	-6 Dice Pool Steps	-8 Dice Pool Steps
3	-7 Dice Pool Steps	-9 Dice Pool Steps	-11Dice Pool Steps
4	-10 Dice Pool Steps	-12 Dice Pool Steps	Exhaustion—Character must sleep for the entire day to recover
5	-13 Dice Pool Steps	Exhaustion—Character must sleep for the entire day to recover	
6	Exhaustion—Character must sleep for the entire day to recover		

Figure 7-24

Holding Your Breath
7.12.7

CHARACTERS CAN HOLD THEIR BREATH and operate normally for a period of time, measured in seconds, equal to 5 times their Conditioning Core Quality. When this period of time is reached, characters lose 1 Endurance point per second. When a character's Endurance Pool falls to 0, s/he begins to lose Health Pool points at the same rate s/he lost Endurance points. When his/her Health Pool reaches 0, s/he is considered Dying, as per the Health Pool Threshold, in section *7.11.11—Dying and Death*. Unless resuscitated, s/he will die.

The Effects of Extreme Heat and Cold
7.12.8

EXTREME TEMPERATURES ARE DANGEROUS to characters in the *Alpha Omega* world. GMs should assign a reasonable rate of Endurance loss based on the situation, including the temperature, whether or not the character(s) are active and how well or ill-equipped they are. As the temperature becomes more extreme, the Endurance loss accelerates. When a character's Endurance Pool falls to 0, s/he will collapse, unable to function. At that point, characters begin to lose Health Pool points at the same rate they lost Endurance. When their Health Pool reaches 0, characters immediately begin Dying, as per the Health Pool Threshold, as explained in section *7.11.11—Dying and Death*. They will die, unless they are removed or protected from the extreme temperature.

Fire

If characters or creatures are lit on fire, or are forced to move through fire, they sustain 1d6 points of Damage per Segment in which they burn. There are many ways to extinguish a burning character, such as the "stop, drop, and roll" technique—which takes a full Combat Cycle—submerging oneself in a non-flammable liquid, or using an Elemental Control Effect.

Use of Vehicles
7.13

VEHICLES ARE COMMONPLACE in *Alpha Omega*. Some are meant for inside arcologies, appearing sleek, efficient, and stylish, while others—designed for the Wilds—are rugged, durable, and capable of traversing a variety of difficult terrains. The rules that govern the use of vehicles are described in this section.



Vehicle Velocity
7.13.1

THE VELOCITY OF A VEHICLE is the speed at which it's traveling. There are two important statistics related to vehicle velocity: Current Velocity and Maximum Velocity.

Current Velocity

The Current Velocity of a vehicle is the velocity at which it is traveling. It is indicated by a positive number, measured in SIM per Segment (SIM/S) or Meters per Second for those not using a game board, and represents the number of squares or inches on a game board that it will travel in the current Segment. In a Single Segment, a vehicle can only have one Current Velocity, which is determined by the velocity the vehicle had at the beginning of the Segment. It is important to note that a vehicle will continue to move at its Current Velocity throughout all Segments (provided it does not accelerate or decelerate), until the vehicle pilot's next Turn, at which point s/he can use an Action to Accelerate, Decelerate, or Maneuver the vehicle. The Current Velocity of a vehicle is added to the DR required to hit it with an Attack.

Maximum Velocity

The Maximum Velocity of a vehicle indicates its highest possible speed. It is represented by a positive number, measured in SIM/S, and dictates the maximum number of squares on a grid, or number of inches if playing with terrain, that a vehicle can move in a Segment.

Vehicle Acceleration/Deceleration
7.13.2

THE ACCELERATION OR DECELERATION of a vehicle dictates the rate of change of its velocity. There are two important statistics related to vehicle acceleration and deceleration: Current Acceleration/Deceleration Rate and Maximum Acceleration/Deceleration Rate.

Current Acceleration/Deceleration Rate

The Current Acceleration/Deceleration of a vehicle is the change in velocity the vehicle undergoes during a single Segment. It is represented by a positive or negative number, representing the Current Acceleration or Deceleration respectively, and is measured in SIM per Segment per Segment (SIM/S/S). Any acceleration or deceleration Actions taken during the Segment will take effect at the beginning of the next Segment, providing the vehicle with a new Current Velocity. It is important to note that a vehicle will continue to accelerate or decelerate at the Current Rate until the operator's next Turn, when he or she can change his or her Action.

Maximum Acceleration Rate
(Initiating movement, increasing Current Velocity)

The Maximum Acceleration Rate of a vehicle is represented by a positive number, and is measured in SIM/S/S. This number dictates the maximum amount by which the Current Velocity of the vehicle can be increased during a single Segment.

Maximum Deceleration Rate
(Stopping movement, decreasing velocity)

The Maximum Deceleration Rate of a vehicle is represented by a negative number, and is measured in SIM/S/S. This number dictates the maximum amount by which the Current Velocity of the vehicle can be decreased during a single Segment.



Maneuvering and Handling
7.13.3

THE TERM *MANEUVER* is used to describe any changes to a vehicle's heading or orientation. All Maneuvers have a Maneuver Rating (MR) that determines the DR of the appropriate Operate Vehicle Skill Check used to determine success or failure when attempting a Maneuver. MRs are calculated by adding the relevant MR Modifiers of the Current Velocity Factor and the appropriate Difficulty Factor as listed in **Figure 7-25: Maneuver Ratings**.

Simple Maneuvers cover lane changes, dodging an obstacle with ample warning, gentle turns or ramming a target head on. Advanced Maneuvers cover tight turns, ramming a target by swerving, "drifting" turns or dodging an obstacle with little warning. Extreme Maneuvers cover 90 degree turns, high-speed drifting, precision driving, or emergency-brake slides. The Maneuvers listed here do not cover every situation, so GMs must decide which category is appropriate.

The Handling Rating of a vehicle describes its stability and the ease with which it can perform maneuvers based on its construction and the Skill of the pilot or driver. The Handling Rating is represented by a positive number and dictates the amount all MRs are reduced by.

EXAMPLE

A vehicle traveling at Max Velocity is attempting to avoid an anti-vehicle mine the driver spotted with little warning. This means the MR of the maneuver is 18 (8 for Max Velocity and 10 for the Advanced Maneuver). The vehicle has a Handling Rating of 7, thereby reducing the MR to 11 and making the DR for the Skill Check 55.

If an operator fails a Skill Check, s/he either fails to negotiate the maneuver or loses control of the vehicle, causing it to slide, flip, or move in a manner that could harm the passengers or cargo, as determined by the severity of the failure and ultimately, the GM.

Shooting From a Moving Vehicle
7.13.4

WHETHER A CHARACTER IS USING weapons systems native to a vehicle, or is hanging out the window of a moving vehicle shooting at targets, there are two scenarios that add to the DR of the weapon use Skill Check and they both deal with Character Facing and the direction of movement of the vehicle:

- **TARGET IN LINEAR FACING**—In this case, the target is in the Front or Back Facing relative to the vehicle's direction of movement. As long as the target is in one of these two Facings half the velocity of the vehicle, measured in SIM/S, is added to the DR of the attack.
- **TARGET IN ADJACENT FACING**—In this case, the target is in the Left, Right, Up, or Down facing compared to the direction of movement of the vehicle. When the target is in one of these four Facings, the velocity of the vehicle, measured in SIM/S, is added to the DR of the attack.

Maneuver Ratings

Current Velocity Factor	MR Modifier
Max Velocity	+8
< 75% of Max Velocity	+6
< 50% of Max Velocity	+4
< 25% of Max Velocity	+2
Current Velocity of 1	+1
Difficulty Factor	**MR Modifier**
Simple Maneuver	+4
Advanced Maneuver	+10
Extreme Maneuver	+16
Maneuver Rating	**DR**
1–2	5
3–4	10
5–6	15
7–8	20
9–10	25
11–12	30
13–14	35
15–16	40
17–18	45
19–20	50
21–22	55
23–24	60

Figure 7-25



Figure 7-26: Targets in Linear and Adjacent Facings

Wielding
7.14

WIELDING IS A PHENOMENON of considerable debate and research in 2280. Even within the New World Wielding Commission—the largest body dedicated to understanding and developing the Wielding Arts—massive dissent and uncertainty surrounds the subject. Nobody has a complete understanding of Wielding, and its full potential remains unknown.

The accepted working model for Wielding includes three variables: Source, Intention, and Effect. Sources provide the power (or raw materials) for Wielding, Intentions direct those Sources towards the Wielder's desired outcome, and Effects are the actual results produced by Wielders.

Effects can be just about anything—from deadly blasts of fire to healing energy that washes over an ally, to seemingly telepathic insights into the minds of others. For a skilled Wielder, Effects are limited only by his/her abilities, and available Sources and Intentions.

Wielding Sources
7.14.1

THE SOURCE USED in a Wielding attempt is the fuel that powers the Effect. It is the clay shaped by the Intention of the Effect. There are six Wielding Sources: Elemental, Energy, Void, Being, Alpha, and Omega.

All Sources have an associated Core Quality. It is this Core Quality that helps determine the success or failure of a Wielding Effect. **Figure 6-23: Wielding Sources and Associated Core Qualities** lists the associated Qualities for the various Wielding Sources. Wielders automatically inflict or heal an amount of damage equal to the number of Ranks they have in the Source being used for their Effect.

Wielding Sources and Associated Core Qualities

Wielding Source	Associated Core Quality
Elemental	Conditioning
Energy	Intelligence
Void	Discipline
Being	Charisma
Alpha	Will
Omega	Will

Figure 6-23

Elemental

The Elemental Source provides fuel for Effects, in the form of the four elements: Fire, Earth, Air, and Water. Wielders of the Elemental Source can draw upon any of these elements for their Effects, controlling them in many different ways through their ability to focus the Source with an Intention.

The intense heat of Fire has great potential for destruction in the form of searing jets, massive fireballs, or cones of flame to engulf enemies. The very Earth beneath one's feet can be propelled to smite an opponent, or made unstable, so that enemies are swallowed whole. The destructive power of Air is evident in the hurricanes and tornadoes that twist their way across land on a regular basis, leaving a trail of devastation. The force of Water can break the foundations of buildings or slam into opponents, pounding life out of them. The rush of a tidal wave or the teeming rain of a hurricane can overwhelm, scatter, disorient, or destroy opposition.

At the hands of a Wielder capable of calling the Elemental Source, these Effects can be achieved instantly. As some creatures and beings are more susceptible to damage from one element over another, an Elemental Wielder can change the elemental Source of their Effects as desired.

The associated Core Quality for the Elemental Source is Conditioning.

Energy

The Energy Source provides fuel for Effects in all the different forms of energy in the universe. An Effect using the Energy Source can manipulate any form of Energy, including Electromagnetic, Photonic, and Kinetic.

Electricity can be focused to cause Damage by arcing lightning at targets. An Energy Wielder can also cause an electromagnetic pulse to overload all nearby electronic devices.

Photonic Energy can be used to control the amount of nearby light or darkness, or used to block light from reaching the characters who are its targets, rendering them temporarily blind. Furthermore, it can bend light around objects or creatures, making them invisible. Kinetic energy can be used as a Source to

manipulate the movement of matter and the associated speed of this movement. Moving objects gently or at great speed toward an enemy falls under this Source, as would the slowing or stopping of objects propelled at allies.

The associated Core Quality for the Energy Source is Intelligence.

Void

Void is the absence of energy and matter, and its effects can be used to eliminate, disperse or absorb energy or matter in this plane of existence. Wielders of the Void Source can render incoming energies null and ineffective or cause existing matter or energy to vanish or dissipate, leaving behind empty space. A skilled Wielder of the Void Source can absorb the Effects of another Wielder and render them ineffective or possibly redirect them back at the original Wielder. Void is a difficult Source to master and a deadly force if mishandled. Wielders of Void require incredible concentration and mental fortitude to control their Effects.

The associated Core Quality for the Void Source is Discipline.

Being

The Being Source provides Wielders with the energies required to alter the physical and mental properties or state of an object, creature, or character. Wielders of the Being Source can change the size, weight, and appearance of almost any simple object or living thing, including intelligent creatures. The Being Source can also be used to change someone's mood, opinion, position in an important negotiation, or how an NPC perceives or interacts with the Wielder or their party. Altering the physical state of something, such as changing an object from physical to ethereal, is accomplished through the Being Source. Wielders of the Being Source are powerful manipulators.

The associated Core Quality for the Being Source is Charisma.

Alpha and Omega

Alpha and Omega are the only Sources available to Spiritual Wielders. These unique Sources are only effective against the spiritual world and its entities. Due to their contrary nature, no Wielder can have Ranks in both Alpha and Omega. Spiritual Wielders must dedicate themselves to one of the two Sources, drawing power accordingly.

Alpha

Alpha is the positive energy of the physical realm we inhabit. Most Wielding researchers agree that Alpha is the positive, spiritual essence of the universe, and is necessary for the creation and sustenance of meaningful life. It is the great creative and renewing force. Its effect on intelligent life is seen and felt through tranquility, trust, unconditional love, and healing. Alpha energy is the cause and inspiration of all things positive.

In terms of the mechanics of Wielding, Alpha can only be used to affect the dark and evil entities spawned of Omega energy. Although Alpha indirectly influences living beings, it cannot be used as a Wielding Source to affect physical creatures or objects, except to protect them from the influences of Omega.

The associated Core Quality for the Alpha Source is Will.

Omega

Omega is the polar opposite of Alpha; it is a destructive and life-stealing energy. Omega is most frequently studied and employed by nihilistic Wielders who seek negativity, wish to spread destruction, and who are often in league with dangerous spiritual entities. Its effect on intelligent beings is manifested in chaos, hatred, greed, and war. Omega energy is the cause and inspiration for negativity in all its forms. In terms of the mechanics of Wielding, Omega can only be used to affect the good, benign spiritual entities spawned of Alpha energy. Although Omega indirectly influences living beings, it cannot be used as a Wielding Source to affect physical creatures or objects, except to protect them from the influences of Alpha.

The associated Core Quality for the Omega Source is Will.

Wielding Intentions
7.14.2

ONCE WIELDERS UNDERSTAND the Source of their power, they must use Intentions to develop it into something worthwhile. Intentions shape Sources into Effects, generally targeting a specific game element to modify its statistics or parameters.

There are four Intention Realms, each containing four specific Intentions. Not all Intentions are compatible with all Sources. This forces Wielders to choose their path of learning and development carefully. The permitted Sources for each Intention, and the game elements that each Intention can manipulate, are listed in their individual descriptions.

Figure 7-27: Source and Intention Compatibility outlines which Sources are compatible with which Intentions.



SANCTO

Wielders of Intentions from the Sancto Realm provide deliverance, inspiration, and safety. They protect others from harm and destruction and can create matter or energy from nothing. They can heal wounded allies, restore the courage of a shaken teammate, or inspire everyone around them to fight on when all seems lost. They can also enhance the abilities of teammates or NPCs.

Deliverance

The Deliverance Intention allows for Effects that alleviate physical suffering. This includes healing wounds and harmful effects inflicted by creatures, the environment, or enemies. Deliverance can be used to remedy poison, cure disease, and even bring a being back from the brink of death. Deliverance Effects can be used to counter or undo Agony Effects.

ALLOWABLE SOURCES: Being, Alpha or Omega

CAPABILITIES:

- Replenish Health Pool (see *Sample Effect 7.14.6*)
- Counter Disease (see *Sample Effect 7.14.7*)
- Counter Poison (see *Sample Effect 7.14.7*)
- Resuscitate Dying (see *Sample Effect 7.14.8*)

Source and Intention Compatibility

Intenions		Sources					
		Elemental	Energy	Void	Being	Alpha	Omega
Sancto	Deliverance	No	No	No	Yes	Yes	Yes
	Salvation	Yes	Yes	Yes	No	Yes	Yes
	Creation	Yes	Yes	Yes	Yes	Yes	Yes
	Inspiration	No	Yes	No	Yes	Yes	Yes
Bane	Agony	Yes	Yes	Yes	No	Yes	Yes
	Damnation	Yes	Yes	Yes	No	Yes	Yes
	Nihilism	Yes	Yes	Yes	No	No	No
	Malice	Yes	Yes	No	Yes	Yes	Yes
Order	Constancy	No	No	Yes	Yes	Yes	Yes
	Clarity	Yes	No	No	Yes	Yes	Yes
	Insight	Yes	No	Yes	Yes	Yes	Yes
	Control	Yes	Yes	No	Yes	Yes	Yes
Chaos	Entropy	Yes	No	Yes	Yes	Yes	Yes
	Insanity	Yes	Yes	Yes	Yes	Yes	Yes
	Ignorance	No	No	Yes	Yes	Yes	Yes
	Anarchy	No	Yes	Yes	Yes	Yes	Yes

Figure 7-27

Salvation

The Salvation Intention allows for Effects that create protective barriers around a target to protect it from damage. It can also be used to eliminate opposing Damnation barriers preventing the application of protective Effects. Salvation Effects can also increase a target's natural and artificial damage resistances and thresholds. Salvation Effects can be used to counter or undo Damnation Effects.

ALLOWABLE SOURCES: Elemental, Energy, Void, Alpha, or Omega

CAPABILITIES:

- Increase Damage Resistances (see *Sample Effect 7.14.9*)
- Create Protective Barriers (see *Sample Effect 7.14.10*)
- Bonus to Resist Check rolls (see *Sample Effect 7.14.11*)
- Destroy Preventative Damnation Barriers

Creation

The Creation Intention can be used to create matter or energy where none previously existed. This includes summoning creatures, creating illusions, and repairing damage to non-living objects or structures. Being-Creation Effects can only be used to create illusions of humanoids, and not living characters or creatures. Created masses or volumes of elements will dissipate when their duration expires—except fire, which will spread to combustible materials and continue to exist beyond its duration. Creation Effects can be used to counter or undo Nihilism Effects.

ALLOWABLE SOURCES: Elemental, Energy, Void, Being, Alpha, or Omega

CAPABILITIES:

- Create Fire, Water, Earth, or Air (see *Sample Effect 7.14.12*)
- Replenish Structural Integrity (see *Sample Effect 7.14.13*)
- Create Elemental Illusion (see *Sample Effect 7.14.14*)
- Summon Elemental Being (see *Sample Effect 7.14.15*)
- Create Wielding Suppression Field (see *Sample Effect 7.14.16*)

Inspiration

The Inspiration Intention can be used to stem the infectious nature of fear and terror by inspiring courage. It can also be used to increase a target's self-confidence, improving his/ her ability to use Skills and Abilities. Inspiration Effects can be used to counter or undo Malice Effects.

ALLOWABLE SOURCES: Energy, Being, Alpha, or Omega

CAPABILITIES:

- Raise Fear State (see *Sample Effect 7.14.17*)
- Raise Disposition State (see *Sample Effect 7.14.17*)
- Increase Success Check Dice Pools (see *Sample Effect 7.14.11*)
- Provide Bonus to Success Check rolls (see *Sample Effect 7.14.11*)
- Temporarily Increase Quality Scores (see *Sample Effect 7.14.18*)

BANE

A Wielder of Bane Intentions is suffering incarnate. The Bane Realm bends Sources to inflict damage, break down defenses, instill fear, inflict pain, and cause death. Powerful Wielders of Intentions from the Bane Realm can destroy entire buildings with the wave of a hand, kill with a thought, or turn a charging force away in fear.

Agony

The Agony Intention can be used to inflict mental, physical, or emotional pain and damage upon living creatures. Agony attacks can have immediate, damaging Effects meant to kill, or can induce damage over time. Agony Effects can be used to counter or undo Deliverance Effects.

ALLOWABLE SOURCES: Elemental, Energy, Void, Alpha, or Omega

CAPABILITIES:

- Damage Health Pool (see *Sample Effect 7.14.19*)

Damnation

The Damnation Intention can be used to make targets more susceptible to damage by lowering their natural or artificial Damage Resistances or thresholds. Damnation Effects can be used to destroy protective Salvation Effects or create barriers that prevent the application of future protective barriers. Damnation Effects can be used to counter or undo Salvation Effects.

ALLOWABLE SOURCES: Elemental, Energy, Void, Alpha, or Omega

CAPABILITIES:

- Decrease Damage Resistances (see *Sample Effect 7.14.9*)
- Create Preventative Barriers (see *Sample Effect 7.14.10*)
- Penalty to Resist Check rolls (see *Sample Effect 7.14.11*)
- Destroy Salvation Protective Barriers

Nihilism

The Nihilism Intention can be used to destroy matter and energy, save for living creatures. Intended targets also include illusions and summoned creatures or entities. Nihilism Effects can be used to counter or undo Creation Effects.

ALLOWABLE SOURCES: Elemental, Energy, or Void

CAPABILITIES:

- Damage Structural Integrity (see *Sample Effect 7.14.19*)
- Destroy Illusions
- Destroy Summoned Entities

Malice

The Malice Intention is used to eliminate inspiration or courage from a target by instilling doubt or fear. A target can also be made to feel inadequate or ineffective, resulting in a diminished ability to perform actions or use Skills. Malice Effects can be used to counter or undo Inspiration Effects.

ALLOWABLE SOURCES: Elemental, Energy, Being, Alpha, or Omega

CAPABILITIES:

- Lower Fear State (see *Sample Effect 7.14.17*)
- Lower Disposition State (see *Sample Effect 7.14.17*)
- Temporarily Reduce Quality Scores (see *Sample Effect 7.14.18*)
- Decrease Success Check Dice Pools (see *Sample Effect 7.14.11*)
- Induce Penalty to Success Check Rolls (see *Sample Effect 7.14.11*)

ORDER

The Order Realm encompasses all things constant, controlled and knowable; it is the sand pouring through the hourglass, the orbit of the planets around our sun, and the force of gravity. The Order Realm includes Intentions that affect the way things should or could function.

Wielders of Order Intentions can affect matter and energy in ways that enable the Wielders to seemingly slow or advance time, see things remotely, read the thoughts of those nearby, and even control the behavior of living things around them.

Constancy

The Constancy Intention enables Wielders to manipulate the perception of time and maintain or alter the structure of things. Effects shaped by this Intention can be used to extend or shorten durations, including those of Wielding Effects or other elements of the game world constrained by time. Targets can also be made to conduct actions more quickly or slowly compared to the rest of the world. Constancy Effects can be used to counter or undo Entropy Effects.

ALLOWABLE SOURCES: Void, Being, Alpha, or Omega

CAPABILITIES:

- Alter Size State (see *Sample Effect 7.14.17*)
- Alter Density State (see *Sample Effect 7.14.17*)
- Increase Durations (see *Sample Effect 7.14.20*)
- Prevent or Redo Random Rolls (see *Sample Effect 7.14.21*)

Clarity

The Clarity Intention can be used to enhance a target's ability to think clearly, thereby performing actions more effectively. It can also be used to cure any Effects causing confusion or depression. Clarity can also enable targets to see through illusions, avoiding their effects. Clarity Effects can be used to counter or undo Insanity Effects.

ALLOWABLE SOURCES: Elemental, Being, Alpha, or Omega

CAPABILITIES:

- Raise Thought State (see *Sample Effect 7.14.17*)
- Remove Coercion (see *Sample Effect 7.14.22*)
- Raise Will Resist Checks (see *Sample Effect 7.14.11*)

Insight

The Insight Intention enables Wielders to look into the minds of those around them, hear their thoughts, feel their emotions, or even see their memories. This can provide valuable information that can be used against the target. It can

also be used to see faraway locations or hear distant conversations. The Insight Intention can be used to protect targets from any Effects that may be affecting their senses or their ability to detect what is going on around them. Insight Effects can be used to counter or undo Ignorance Effects.

ALLOWABLE SOURCES: Elemental, Void, Being, Alpha, or Omega

CAPABILITIES:

- Mind Reading (see *Sample Effect 7.14.23*)
- Scrying (see *Sample Effect 7.14.24*)
- Remove Ignorance Effects
- Remove Ignorance-based Immunity to Fear

Control

The Control Intention enables Wielders to manipulate any element of matter or energy using the chosen Source as the catalyst. It can be used to produce telekinetic Effects to control the movement and velocity of physical objects. The Control Intention can be used to take control of a target's mind, forcing him/her to do the Wielder's will. It can also be used to gain control of a summoned entity, taking control away from the original Summoner. The Control Intention can also help encourage a target to remain calm, or calm down, as the case may be. The Control Intention can also be used to temporarily change the physical appearance of a target. Control Effects can be used to counter or undo the application of Anarchy Effects.

ALLOWABLE SOURCES: Elemental, Energy, Being, Alpha, or Omega

CAPABILITIES:

- Telekinesis (Energy Only) (see *Sample Effect 7.14.25*)
- Control Fire, Earth, Water, Air (see *Sample Effect 7.14.26*)
- Control Energy (see *Sample Effect 7.14.27*)
- Manipulate Physical Appearance (Being Only) (see *Sample Effect 7.14.28*)
- Alter Speed State (see *Sample Effect 7.14.17*)
- Raise Emotion State (see *Sample Effect 7.14.17*)
- Hijack Summoned Entity (Dependent on Source) (see *Sample Effect 7.14.29*)
- Induce Mind Control (Being Only) (see *Sample Effect 7.14.30*)

CHAOS

Wielders of Intentions from the Chaos Realm are hurricanes tearing at the order of the universe. They can inject fear or randomness into any situation, wreaking havoc on the minds of others. Wielders of Chaos Intentions can remove or distort Constancy Effects placed on objects or people. They can cause the complete breakdown of their opponents' mental processes, rendering them incoherent. Chaos Wielders can also prevent other Wielders from remotely viewing or listening to the words and actions of their targets.

Entropy

The Entropy Intention can be used to inject a degree of randomness into any situation. It can also be used to degrade, or distort the form or structure of objects or living things—even those under the influence of a Constancy Effect. Entropy Intentions can be used to decrease the duration of time-based Effects, or to counter or undo Constancy Effects.

ALLOWABLE SOURCES: Elemental, Void, Being, Alpha, or Omega

CAPABILITIES:

- Alter Size State (see *Sample Effect 7.14.17*)
- Alter Density State (see *Sample Effect 7.14.17*)
- Decrease Durations (see *Sample Effect 7.14.20*)
- Induce Random Rolls (see *Sample Effect 7.14.21*)

Insanity

The Insanity Intention can cause even the most dependable to become overwhelmed by seemingly simple situations and render them unable to perform basic actions. It can also induce paranoia or an inability to discern fact from fiction, making a target more susceptible to the effects of illusion. Insanity Effects can be used to counter or undo Clarity Effects.

ALLOWABLE SOURCES: Elemental, Energy, Void, Being, Alpha, or Omega

CAPABILITIES:

- Lower Thought State (see *Sample Effect 7.14.17*)
- Lower Will Resist Checks (see *Sample Effect 7.14.11*)

Ignorance

The Ignorance Intention can affect a target's ability to understand what is happening around him/her, or to forget something critically important. Conversely, it can induce ignorance in others, preventing them from noticing the activities of a specific person or group. The Ignorance Intention can also be used to create a barrier around targets, protecting them from having their minds read. Ignorance Effects can be used to counter or undo Insight Effects.

ALLOWABLE SOURCES: Void, Being, Alpha, or Omega

CAPABILITIES:

- Protection from Scrying (see *Sample Effect 7.14.31*)
- Induce Ignorance (see *Sample Effect 7.14.32*)
- Induce Immunity to Fear State alterations (see *Sample Effect 7.14.32*)

Anarchy

The Anarchy Intention can be used to cause a target to go berserk. It can also be used to reveal the true identity of characters or creatures under the influence of a Control Effect intended to mask their identity. The Anarchy Intention can be used to break another's control over a target's mind, or break a Summoner's control over an entity.

ALLOWABLE SOURCES: Energy, Void, Being, Alpha, or Omega

CAPABILITIES:

- Lower Emotion State (see *Sample Effect 7.14.17*)
- Alter Speed State (see *Sample Effect 7.14.17*)
- Break Mind Control
- Interfere With Target's Wielding (see *Sample Effects 7.14.33 and 7.14.34*)
- Induce Loss of Control Effects



Effects and the Mechanics of Wielding

7.14.3

WIELDING EFFECTS ARE PRODUCED by combining a Wielding Source and a Wielding Intention. The purpose of Wielding is to create an Effect that can influence elements of the world around the Wielder. Wielding Effects are completely dependent on the Source and Intention used to create them, and can differ significantly from one another.

There are a few simple rules governing Wielders and Wielding, with a series of steps that must be undertaken to produce a desired Effect.

Hands Free and Stationary

Wielders are a special breed whose innate powers or devotion to their craft enable them to perform great feats. However, Wielding is tricky. It requires concentration and, for as yet unknown reasons, the use of the hands.

1. Wielders must remain stationary while invoking an Effect and cannot take any movement Actions after the process of Wielding has begun. Movement breaks the emerging bond between the Wielder and the universal Energy Source being channeled.

   After the Wielding Effect is created, the Wielder can move about normally, without worrying about maintaining the Effect.

2. Wielders must be empty-handed and have full use of their hands in order to successfully invoke an Effect. This certainly makes Wielding an especially dangerous exercise in close combat, but the power of Wielding Effects almost always makes up for being empty-handed in a tight spot.

Wielding Proficiency Level

A character's Wielding Proficiency Level (WPL) represents his/her ability to create an Effect with a specific Source and Intention.

A character's WPL is calculated using the following formula:

WPL = SOURCE RANKS + INTENTION RANKS

It is important to note that only the Source and Intention Ranks being used for the current Effect are accounted for. The WPL is critically important for determining success or failure when attempting to create a Wielding Effect, with highly proficient characters having a distinct advantage.

Players can improve their characters' Source and Intention Ranks, and therefore their WPLs, as they gain CDP. For more on improving Wielding Ranks see section *8.2.5—Increasing Field, Skill and Wielding Ranks*.

Producing an Effect

Unlike Skills, which can be used untrained, the creation of Wielding Effects requires Wielders to have at least one Rank in both the Source and Intention being used. Players should understand the capabilities of the Sources and Intentions at their disposal, as the Effects that a character or creature can create are restricted by the Wielder's Source and Intention Ranks.

Creativity is a significant aspect of Wielding. Wielders should be perceived as sculptors, molding Effects from formless energies. Wielding always begins with a quick description of the intended Effect. The description should include the Source, the Intention, the target (if there is one), and a short explanation of what the Wielder will attempt.

Aside from the required hand movements, some Effects have no physical manifestation, while others are extremely visible. The description of the Effects' appearance is entirely up to the Wielder or GM. Some Effects make more sense being invisible—such as scrying or telekinesis—while others—such as an Elemental Blast—would appear as a streak of vibrant energy emerging from the Wielder's outstretched hand.

Wield Checks

Wield Checks are used to determine the success or failure when creating an Effect. Wield Checks are described in detail later in this section; however, before a Wield Check can be made, its DR must be established.

Determine Base Effect DR

The next step in attempting to create an Effect is to determine the DR that must be rolled. The DR is determined by using **Figure 7-28: List of Effect DR Factors** to define the specific elements of the Effect and its associated DR adjustments.

List of Effect DR Factors

	Factor													
		Range to Target												
1	RtT	Touch	< 3	< 5	< 10	< 20	< 30	< 50	< 100	< 200	< 500	< 1k	< 2k	< 5k
	DR Adj	+2	+4	+6	+8	+10	+12	+14	+16	+18	+20	+22	+24	+26
		Number of Targets or Area of Effect												
2	NoT or AoE	Self	< 3	< 5	< 10	< 20	< 30	< 50	< 100	< 200	< 500	< 1k	< 2k	< 5k
	DR Adj	+2	+4	+6	+8	+10	+12	+14	+16	+18	+20	+22	+24	+26
		Damage, Healing or Weight Manipulation Modifier, Amount of Resistance												
3	Damage/ Healing	Base	1d4	2d4	2d4 × 2	3d4 × 2	4d4 × 2	5d4 × 2	6d4 × 2	6d4 × 4	6d4 × 8	6d6 × 10	6d10 × 25	6d20 × 25
4	Strl Integ	< 10	< 20	< 50	< 100	< 200	< 500	< 1,000	< 2,000	< 5,000	< 10,000	< 20,000	< 40,000	< 80,000
5	Wt (lb)													
	DR Adj	+2	+4	+8	+12	+16	+20	+24	+28	+32	+40	+50	+62	+80
		Duration (Combat) (Combat cycles)												
6	Dur	1	2	3	4	5	6	7	8	9	10	11–12	13–14	15–20
	DR Adj	+1	+3	+5	+7	+9	+11	+13	+15	+17	+19	+21	+23	+25
		Duration (Non-Combat) (minutes)												
6	Dur	1	< 5	< 10	< 20	< 40	< 60	< 90	< 120	< 180	< 240	< 360	< 540	< 780
	DR Adj	0	+1	+2	+3	+4	+5	+6	+8	+10	+12	+15	+20	+25
		Increase/Decrease Modifier												
7	Major Mod					1		2		3		4		5
7	Minor Mod	1	2	3	4	5	6	7	8	9	10	11	12	13
	DR Adj	+2	+4	+6	+8	+10	+12	+14	+16	+18	+20	+22	+24	+26
		Wielding Time in Segments based on total DR of other factors												
	DR	< 4	< 10	< 20	< 30	< 40	< 50	< 60	< 70	< 80	< 110	< 130	< 150	< 180
	WT	1	2	3	4	5	6	7	8	9	10	11	12	13
		Advanced Rule—Time on Target												
	ToT	Base	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
	DR Adj	0	+2	+4	+6	+8	+10	+12	+14	+16	+18	+20	+22	+24

Figure 7-28

The Factors that determine the DR for a Wield Check, are:

1. Range to Target
2. Number of Targets or Radius of the Area of Effect
3. Amount of Damage or Healing
4. Barrier Structural Integrity
5. Mass
6. Duration (Combat or Non-Combat)
7. Modifier (Major or Minor)

When creating an Effect and determining the DR for a Wield Check, players must go through the Factors in order, determining whether each applies, and if so, its scope. As the scope increases, so too does the adjustment to the DR.

Wield Check DRs start at 0, but are cumulatively increased with the addition of any DR adjustments that correspond with relevant Factors. When all seven Factors have been considered, the total DR is calculated.

Players and GMs should remember that not all Factors apply to every Effect. The sample Effects found later in this section should be used as a guide to what Factors are relevant to similar Effects. As a minimum, even simple Effects require three Factors, but more complex Effects may require more.

Step 1—Determine Range to Target

The first factor in an Effect's DR is Range to Target (RtT).

RtT—The distance between the Wielder and the intended target(s); the greater the distance, the higher the DR adjustment.

If the Wielder is producing an Effect that engages multiple targets, the furthest target from the Wielder is used to calculate RtT.

Determine the RtT and add the appropriate DR adjustment to the Wield Check DR.

Step 2—Determine Number of Targets or Area of Effect

The second factor in an Effect's DR is the Number of Targets (NoT) or Area of Effect (AoE). Only one or the other can be applied to a single Effect.

NoT—The number of individual targets that a Wielder is attempting to engage with his/her Effect. This may be four gang members standing in different parts of a room or two allies standing on either side of the Wielder. When using NoT, the modifiers for Character Facing must be acounted for. As shown in **Figure 7-29:**



Figure 7-29: Number of Targets



Figure 7-30: Area of Effect

Number of Targets, one of the targets is in an Adjacent Facing, so +2 would be added to the Wield Check DR.

AoE—The diameter, of a circle or sphere, centered on the target. For example, if the AoE is 5 and the target is the Wielder him/herself, the Effect can encompass a sphere around the Wielder 2.5 SIM in all directions. If the player prefers, the AoE can take any simple geometric shape of roughly the same area or volume. This enables character to create walls of fire instead of spheres of fire.

Determine the NoT or AoE and add the appropriate DR adjustment to the Wield Check DR.

Step 3—Determine Whether You Are Damaging or Healing

If the effect is being used to cause or heal damage s/he must decide:

1. How much damage will be inflicted
2. How much damage will be healed

Only one of these Factors can be used during a single Effect.

Damage/Healing: The amount of damage the Wielder intends to inflict or heal; the more damage or healing, the higher the DR adjustment. Wielders automatically inflict or heal an amount of damage equal to the number of Ranks they have in the Source being used for their Effect.

Determine the amount of damage or healing and add the appropriate DR adjustment to the Wield Check DR.

Step 4—Determine Structural Integrity

This step is used for the creation of protective barriers, measured by their Structural Integrity (SI).

SI—The amount of damage the protective barrier can absorb before being destroyed

Determine the Structural Integrity of the barrier the character wants to erect and add the appropriate DR adjustment to the Wield Check DR.

Step 5—Determine Mass of Object Being Moved

This step is only used for the Telekinetic manipulation of physical things.

Determine the Mass of the target being moved and add the appropriate DR adjustment to the Wield Check DR.

Step 6—Determine Duration

Duration is the amount of time an Effect lasts and is dictated by the Wielder when s/he explains the intended Effect. The DR adjustment increases as the intended Duration increases.

There are two types of Duration: Combat and Non-Combat.

Combat Duration applies to Effects attempted during Combat. They have a much shorter duration and are measured in Combat Cycles.

Non-Combat Duration is used for Effects attempted outside Combat. They have a much longer duration and are measured in minutes of Standard Time.

Determining which Duration type applies to your Effect is easy. If you rolled Reaction or combat is imminent, Combat Duration applies. If you have not rolled Reaction, Non-Combat Duration applies.

Determine whether Combat or Non-Combat Duration applies and choose how long the Effect will last. Locate this value and add the appropriate DR adjustment to the Wield Check DR.

Step 7—Determine Increase/Decrease Modifier

The seventh Factor covers the temporary modification of several possible game elements. All modifiable game elements are either Major Modifications or Minor Modifications.

Major Modifications include:

- Raising or Lowering State Component Levels, as per **Figure 7-6: State Tracking Table**
- Raising or lowering Poison or Disease Potency Levels
- Adjusting Combat Duration of Effects by number of Combat Cycles
- The number of Damage Types that apply to Protective Barriers
- Modifying Damage Resistance values
- Induce bonuses or penalties to Success Check Rolls

Minor Modifications include:

- Alter Core Quality Scores
- Adjusting Non-Combat Duration of Effects by number of minutes

Keep in mind that there might be other variables worth increasing or decreasing. In all cases, the GM has the final say as to whether a variable can be affected by Wielding and whether it should be considered a Major or Minor Modification.

Determine whether the Effect is a Major or Minor modification and the amount. Add the appropriate DR adjustment to the Wield Check DR.

The sum of all DR adjustments, as determined in the steps above is known as *The Base Effect DR* and is used to determine the Effect's Wielding Time.

Effect Wielding Time

Locate the Base Effect DR on the bottom portion of **Figure 7-28: List of Effect DR Factors** to determine the Wield Time (WT), in Segments. This is the time it will take to harness and direct the energies used during the Wield Attempt.

Endurance Cost

Wielding can be an exhausting and even dangerous exercise which quickly saps Endurance from Wielders' Endurance Pool. Each Effect reduces its Wielder's current Endurance, by an amount equal to its WT. So if a Wielding Effect has a WT of 5, the Endurance Cost equals 5.

Whether or not the Wielding Attempt is successful, the Endurance Cost must still be paid.

Reducing Wield Time

It is possible to reduce the WT of an Effect. To do so, players should refer to the *Time on Target (ToT)* portion of **Figure 7-28: List of Effect DR Factors** and locate the number of Segments by which they want to reduce the WT and the corresponding DR adjustment. This is added to the Base Effect DR, and is known as the Adjusted Effect DR.

Reducing the WT of an Effect increases the difficulty of controlling the energies involved. The Adjusted Effect DR is the DR that must be reached during the Wield Check. The Adjusted Effect DR is not factored into the WT calculation again.

Finally, for every Segment that the WT is reduced, the Effect costs an additional Endurance point.

Wield Checks
7.14.4

ALL EFFECT SOURCES have an Associated Core Quality as defined in **Figure 6-23: Wielding Sources and Associated Core Qualities**.

Wield Checks follow the same system as Skill Checks and are resolved in the following manner:

Step 1
At the start of their Turn, players declare the Effect they will attempt to create.

Step 2
The player or GM determines the DR of the Effect being created, based on the Factors listed in the previous section.

Step 3
Players refer to **Figure 7-1: Quality Scores and Associated Dice Pools** and locate their character's Associated Core Quality score and its Associated Dice Pool. This is the Dice Pool they will use during the Wield Check.

Step 4
The player rolls their Dice Pool, adding the WPL of the Effect to determine the Wield Attempt score. If the Wield Attempt is greater than or equal to the Effect DR, the Attempt is successful, and the Effect is created as intended. If it is less than the DR, the Effect fails.

If the Wield Attempt fails by less than 10, the Wielder botches a Factor of the intended Effect. GMs roll 1d8 to determine the Factor that has gone awry, and another d8 to determine by how much. **Figure 7-31: Wielding Failure Results** lists the degree to which the affected Factor has gone awry. The result depicts the number of column jumps on **Figure 7-28: List of Effect DR Factors** the failure caused. Negative numbers mean column jumps to the left, while positive numbers mean column jumps to the right.

If the Wield Attempt fails by between 10 and 25, inclusively, it is considered a Major Failure. The Wielder loses control of the Source, and it exits his/her body uncontrollably, causing the Endurance Cost of the Effect to double and inflicting

an equal amount of damage to the Wielder, bypassing all Damage Resistances and Thresholds.

If the Wield Attempt fails by more than 25, it is considered a Catastrophic Failure and the Source rips out of the Wielder's body uncontrollably, causing the Endurance Cost of the Effect to quadruple and inflict an equal amount of damage to the Wielder, bypassing all Damage Resistances and Thresholds.

Non-Combat to Combat Durations

It is completely possible to enter a combat situation with active Effects that were created using non-combat durations.

In this case, Wielders can pay 1 Endurance point per Effect to keep them active for 1 Combat Cycle. These Endurance points are expended at the same time they make their Reaction Check.

For example, a Wielder can create a protective barrier around his/her party as they explore ruins looking for meteor debris. This barrier would have been created using Non-combat duration. Suddenly the group is ambushed by raiders who begin firing at them from the rubble. Combat is imminent, and the GM instructs everyone to make a Reaction Check. At this time, the Wielder must decide whether s/he will pay the Endurance cost to maintain the Effect for 1 Combat Cycle or let it dissipate. Maintained Effects fade at the end of the first Combat Cycle. This gives the Wielder an opportunity to recreate it using a Combat Duration.

Damage Over Time

It is possible for Wielders to create damaging Effects using the Agony and Nihilism Intentions, which have duration—meaning they cause Damage Over Time. Creating Effects that cause damage over time is no different than assembling any other Effects. However, a few simple considerations must be understood.

The Wielder chooses a damage value as s/he normally would, but must also decide on the duration in Combat Cycles. When doing Damage Over Time, it is rolled as usual, in the Segment in which the Effect activates. From that point on, half the total Damage rolled is applied in every subsequent Segment of the duration.

Doing Damage Over Time requires significantly more Endurance than doing it in a single Segment. Wielders must subtract one point of Endurance for each Segment in which their Effect is active.

Finally, doing Damage Over Time requires attention and continuing focus, so Wielders cannot engage in any other activities during the duration of their Damage Over Time Effect. They must remain stationary and empty-handed, doing nothing but talking and maintaining their Effect.

Wielding Sources and Associated Core Qualities

Wielding Source	Associated Core Quality
Elemental	Conditioning
Energy	Intelligence
Void	Discipline
Being	Charisma
Alpha	Will
Omega	Will

Figure 6-23

Wielding Failure Results

d8 Roll	Factor Affected	Effect
1	1	-1
2	2	+1
3	3	-2
4	4	+2
5	5	-3
6	6	+3
7	7	-4
8	1	+4

Figure 7-31

Healing Over Time

Healing Over Time is handled in the same manner as Damage Over Time, except that only the Being Source and Deliverance Intention may be used.

Effect Power Rating

The Effect Power Rating (EPR) is a measure of how potent a successful Effect is. It is used to measure the level of quality or intensity of successful Effects, and acts as a standard that must be surpassed for an opposing Wielder to disrupt or overcome the Effect, during or after its execution. The EPR equals the Wield Attempt roll of the Wield Check. Anytime a Wielding Effect with a duration is created, the player or GM must record the EPR of the Effect.

Counter Wielding

In order to nullify or destroy an Effect already in existence or about to emerge, the opposing Wielder must make a successful Wield Check with an opposing Intention, using the EPR of the target Effect as the DR. The Wield Time and Endurance cost based on the DR, and the option to reduce WT, is still used during Counter Wielding.

It is possible for Wielders using the Void Source to reflect an Effect back at the Effect's Wielder. This is done as explained above, except the DR for the Reflection Attempt is double the EPR of the initial Effect.

Special Considerations for GMs and Players

Wielding offers numerous opportunities for exciting and dynamic game play. However, it can also pose numerous challenges for players and GMs alike. Wielding can also raise significant questions of game balance. Once you and your fellow players have had an opportunity to learn about Wielding, you should consider taking a bit of time to discuss what you feel the limits will be in your game, or at least ensure everyone understands how your group will approach Wielding.

For example, you might choose to play only with the capabilities specifically outlined for each Intention in section *7.14.2—Wielding Intentions* and the corresponding sample Effects beginning at section *7.14.5—Sample Wielding Effects*. On the other hand, you might decide to open things up and take full advantage of the flexibility and creativity offered by Wielding. If Wielding is only used as per the capabilities and sample Effects presented in this section, players and GMs have firm guidelines for what can and cannot be done with each Source and Intention.

For example, the only Intention capable of causing damage to and lowering the Health Pool of living things is Agony. However, if GMs feel they want to allow it, a player may argue that by using an Elemental-Control Effect they could manipulate the air to blow a character into a brick wall causing damage. Strict interpretation of Intention capabilities would not allow this, as Control Effects cannot be used to affect a target's Health Pool.

Remember, a clever Wielder can be a devastating character who steals the show. Do not let your Wielders run rampant. Players should respect the decisions of GMs with regard to Wielding, and if GMs decide to allow Effects that stray outside of the Intention capabilities, time should be set aside for discussions regarding issues of balance and playability.

Sample Wielding Effects
7.14.5

MOST WIELDERS HAVE MORE than a few tricks up their sleeves. However, everyone has their favorite Effects.

The following explanations illustrate how to achieve a few common Effects using the *Alpha Omega* Wielding System.

7.14.6 HEALING TARGET(S)

To heal a target, a Wielder must use the Being Source and Deliverance Intention to produce an Effect that restores lost Health Pool points. The Wielding Factors, according to **Figure 7-28: List of Effect DR Factors**, that make this possible, are:

- Factor 1: RtT
- Factor 2: NoT or AoE
- Factor 3: Healing
- Factor 6: Dur (Optional—see section *7.14.4—Healing Over Time*)

7.14.7 COUNTER DISEASE OR POISON

To cure Poison or Disease that has infected a target or targets, the Being Source must be combined with the Deliverance Intention. The Wielding Factors, according to **Figure 7-28: List of Effect DR Factors**, that make this possible, are:

- Factor 1: RtT
- Factor 2: NoT or AoE
- Factor 7: Major Mod—For the number of Potency Levels by which the Disease or Poison will be reduced

7.14.8 RESUSCITATE DYING TARGET

To resuscitate a Dying target, a Wielder must use the Being Source and Deliverance Intention to produce an Effect that restores lost Health Pool points. Resuscitating a target is more difficult than healing him. To reflect this, an additional Factor is used. The Wielding Factors, according to **Figure 7-28: List of Effect DR Factors**, that make this possible, are:

- Factor 1: RtT

- Factor 2: NoT or AoE
- Factor 3: Healing
- Factor 7: Minor Mod—For the number of Health Pool points the target is below 0

7.14.9 ALTER DAMAGE RESISTANCE

A [Source]-Salvation Effect can be used to increase a Damage Resistance Rating for a particular Damage Type. Conversely a Damnation Effect can be used to lower a Damage Resistance Rating. The Wielding Factors, according to **Figure 7-28: List of Effect DR Factors**, that make this possible, are:

- Factor 1: RtT
- Factor 2: NoT or AoE
- Factor 6: Dur
- Factor 7: Major Mod—The amount by which the Damage Resistance will be altered.

7.14.10 CREATE BARRIER

A [Source]-Salvation Effect can be used to create a protective barrier to absorb damage from a specific Damage Type. Conversely a [Source]-Damnation Effect can be used to create a preventative barrier to block the creation of a protective barrier for a specific Damage Type around the target. The barrier will last until either the duration expires or the Structural Integrity is lost from damage. The Wielding Factors, according to **Figure 7-28: List of Effect DR Factors**, that make this possible, are:

- Factor 1: RtT
- Factor 2: NoT or AoE
- Factor 4: Structural Integrity
- Factor 6: Dur

7.14.11 INDUCE BONUS OR PENALTY TO SUCCESS CHECKS OR DICE POOLS

A variety of Effects can be used to Induce Bonuses or Penalties to Success Checks or Dice Pools. The Wielding Factors, according to **Figure 7-28: List of Effect DR Factors**, that make this possible, are:



- Factor 1: RtT
- Factor 2: NoT or AoE
- Factor 6: Dur
- Factor 7: Major Mod—For the amount of penalty or bonus to Success Checks or the number of increased or decreased Dice Pool Steps. Only the Inspiration and Malice Intentions are able to affect Dice Pool Steps.

7.14.12 CREATE FIRE, WATER, EARTH, OR AIR

An Elemental-Creation Effect can be used to create any of the elements. The Wielding Factors, according to **Figure 7-28: List of Effect DR Factors**, that make this possible, are:

- Factor 1: RtT—Where the creation will appear

- Factor 2: NoT or AoE – AoE for size of created element
- Factor 6: Dur—The amount of time the created element will last.

7.14.13 REPLENISH STRUCTURAL INTEGRITY

A [Source]-Creation Effect can be used to replenish lost Structural Integrity. The Wielding Factors, according to **Figure 7-28: List of Effect DR Factors**, that make this possible, are:

- Factor 1: RtT
- Factor 2: NoT or AoE
- Factor 3: Healing
- Factor 6: Dur (Optional—see section *7.14.4—Healing Over Time*)

7.14.14 CREATE ILLUSION

This Effect uses a [Source]-Creation Effect to create an illusion(s) consistent with the Source. The Wielding Factors, according to **Figure 7-28: List of Effect DR Factors**, that make this possible, are:

- Factor 1: RtT—For the position the illusion(s) will appear
- Factor 6: Dur
- Factor 7: Major Mod—For the degree of complexity of the illusion according to list found below:
  1. Static Visual Illusion
  2. Dynamic Visual Illusion or 1 or 2 Static Visual Illusions
  3. Dynamic Visual and Audible Illusion, or up to 3 Dynamic Visual Illusions
  4. Dynamic Visual, Audible, and Interactive Illusion or up to 4 Dynamic Visual and Audible Illusions
  5. Up to 5 Dynamic Visual, Audible, and Interactive Illusions

7.14.15 SUMMON ENTITY

This Effect uses a [Source]-Creation Effect to summon an entity in the form of the Source used. If Elemental is the Source, the player has to announce whether the Entity is Fire, Earth, Water, or Air. It will do damage according to its Source, using its Physis Score to represent its corresponding Core Quality Scores and resulting Melee damage adjustments. If Omega is the Source, the Wielder may use necromancy to animate the dead, placing them under the Wielder's control. When summoning Entities, the Effect Power Rating must be noted, as other Wielders may try to destroy or take control of the Entity, and will have to roll higher than this number with their own Effect Power Rating. The Wielding Factors, according to **Figure 7-28: List of Effect DR Factors**, that make this possible, are:



- Factor 1: RtT—For the location of the appearance of the summoned entities
- Factor 6: Dur
- Factor 7: Major Mod—For the number of Entities summoned. The Physis of the Wielder is divided equally amongst the number of Entities summoned.

7.14.16 CREATE WIELDING SUPPRESSION FIELD

A Void-Creation Effect can create a Wielding Suppression Field that will make it more difficult for opposing Wielders to create Effects. The Wielding Factors, according to **Figure 7-28: List of Effect DR Factors**, that make this possible, are:

- Factor 1: RtT
- Factor 2: NoT or AoE
- Factor 6: Dur
- Factor 7: Major Mod—For the amount of penalty the suppression field creates for opposing Wielders

7.14.17 ALTER A STATE COMPONENT

A variety of Effects can be used to temporarily increase or decrease a State Component of a target. The Wielding Factors, according to **Figure 7-28: List of Effect DR Factors**, that make this possible, are:

- Factor 1: RtT
- Factor 2: NoT or AoE
- Factor 6: Dur
- Factor 7: Major Mod—For the number of State Component Levels affected

7.14.18 ALTER CORE QUALITY SCORE

A variety of Effects can be used to temporarily increase or decrease a Core Quality Score of a target. The Wielding Factors, according to **Figure 7-28: List of Effect DR Factors**, that make this possible, are:

- Factor 1: RtT
- Factor 2: NoT or AoE
- Factor 6: Dur
- Factor 7: Minor Mod—For the amount the Core Quality score is altered

7.14.19 DAMAGE HEALTH POOL OR STRUCTURAL INTEGRITY

A [Source]-Agony Effect can be used to damage the Health Pool of a living target while a [Source]-Nihilism Effect can be used to damage the Structural Integrity of a non-living target. The Wielding Factors, according to **Figure 7-28: List of Effect DR Factors**, that make this possible, are:

- Factor 1: RtT
- Factor 2: NoT or AoE



- Factor 3: Damage
- Factor 6: Dur—(Optional—see section *7.14.4—Damage Over Time*)

7.14.20 ALTER DURATION

A [Source]-Constancy Effect can be used to increase the duration of Wielding Effects, Drugs, Diseases, or Poisons, while a [Source]-Entropy Effect can be used to decrease them. The Wielding Factors, according to **Figure 7-28: List of Effect DR Factors**, that make this possible, are:

- Factor 1: RtT
- Factor 2: NoT or AoE
- Factor 7: Minor Mod—For the amount of Segments of Combat time or minutes of Non-Combat time by which the duration will be altered
- Factor 7: Major Mod—For the amount of Combat Cycles of Combat time or hours of Non-Combat time by which the duration will be altered

7.14.21 INDUCE OR PREVENT RANDOM ROLLS

A [Source]-Entropy Effect can be used to make a certain number of a target's subsequent Success Check rolls random. If the Effect is successful, the target's Associated Dice Pool for Success Checks is determined randomly by rolling 2d10 as percentile dice. The percentage that appears is to be considered the Associated Quality score for the Success Check, and the associated Dice Pool is found on Figure 4: Quality Scores and Associated Dice Pools. The random Associated Quality Score is re-rolled for each subsequent Success Check. Preventing Random Rolls is the opposite, and a [Source]-Constancy Effect is used to reduce or prevent a number of random rolls a character might face. The Effect dissipates after the Duration expires or the random rolls are used or negated. The Wielding Factors, according to **Figure 7-28: List of Effect DR Factors**, that make this possible, are:

- Factor 1: RtT
- Factor 2: NoT or AoE
- Factor 6: Dur—For the amount of time the Effect lasts
- Factor 7: Major Mod—Determines the number of subsequent random rolls by which the target will be affected, or the number of random rolls reduced or prevented

7.14.22 PREVENT OR REMOVE COERCION

A [Source]-Clarity Effect can be used to prevent the use of Skills from the Coercion Field. A successful Effect will also negate any active coercion. The Wielding Factors, according to **Figure 7-28: List of Effect DR Factors**, that make this possible, are:

- Factor 1: RtT
- Factor 2: NoT or AoE
- Factor 6: Dur
- Factor 7: Major Mod—Determines the number of subsequent Coercion attempts prevented from succeeding against the target(s)

7.14.23 READ MINDS

A [Source]-Insight Effect can be used to read the mind of one or more living creatures. The thoughts gathered will be excerpted to reveal those in which the Wielder is interested, rather than the Wielder's receiving every single passing thought. The target has to make a Will Resist Check higher than the Wielder's Effect Power Rating to resist the Mind-reading attempt. The Wielding Factors, according to **Figure 7-28: List of Effect DR Factors**, that make this possible, are:

- Factor 1: RtT
- Factor 2: NoT or AoE
- Factor 6: Dur
- Factor 7: Major Mod—For the level of mental intrusion as listed below:
  1. Surface thoughts—Thoughts or experiences less than an hour old
  2. Recent thoughts—Thoughts or experiences less than a day old
  3. Embedded thoughts—Thoughts or experiences less than a month old
  4. Archived thoughts—**T**houghts or experiences less than a year old
  5. Fading thoughts—Thoughts or experiences from any point in the target's life

7.14.24 SCRYING

A [Source]-Insight Effect can be used to remotely view an area far away by using a medium consistent with the Source. An Elemental Scrying Effect might use the flames of a campfire as the source of their Scrying, listening to the chatter around the fire, while a Being-Insight Effect could be used to experience everything the target is experiencing. The Wielding Factors, according to **Figure 7-28: List of Effect DR Factors**, that make this possible, are:

- Factor 1: RtT
- Factor 2: AoE—For the area around the target which the Wielder can glean information
- Factor 6: Dur
- Factor 7: Minor Mod—For Being-Insight only - For the amount of Physis the target is above the Wielder, if any

7.14.25 TELEKINESIS

To produce a telekinetic effect where matter is moved through unseen forces, you must use an Energy-Control Effect that accounts for the mass of the target that you wish to move or of which you want to control the velocity. Living beings may make a Strength Resist Check against the EPR of the Effect to avoid the Effect.



The Wielding Factors, according to **Figure 7-28: List of Effect DR Factors**, that make this possible, are:

- Factor 1: RtT
- Factor 2: NoT
- Factor 5: Mass—For the combined mass of the target(s) being telekinetically affected
- Factor 6: Dur—For the amount of time the Effect will last.

7.14.26 CONTROL FIRE, WATER, EARTH, OR AIR

An Elemental-Control Effect can be used to control any of the elements. If the elements are used to interfere with—or restrict—the movement of living creatures, the target can make a Strength Resist Check against the EPR of the Effect to avoid the Effect. The Wielding Factors, according to **Figure 7-28: List of Effect DR Factors**, that make this possible, are:

- Factor 1: RtT
- Factor 2: AoE—For size (area or volume in SIM) of element controlled
- Factor 6: Dur
- Factor 7: Minor Mod—For the amount of Physis by which any living target the control Effect might be interfering with is above the Wielder's Physis, if any

7.14.27 CONTROL ENERGY

An Energy-Control Effect can be used to control sources of energy. The Wielding Factors, according to **Figure 7-28: List of Effect DR Factors**, that make this possible, are:

- Factor 1: RtT
- Factor 2: NoT
- Factor 6: Dur
- Factor 7: Minor Mod— Minor Mod should be added to the DR calculation according to the scope. For example, redirecting the energy that powers a lamp should only incur a Minor Mod of 1-3. Conversely, redirecting the power to an entire building should incur a much higher Mod of 10-13

7.14.28 MANIPULATE PHYSICAL APPEARANCE

A Being-Control Effect must be used to change the appearance of the Wielder or a target. It is important to note that changing the appearance of the target does not change any Qualities or Dice Pools, as an adjustment in Size or Density State Levels would. The Wielding Factors, according to **Figure 7-28: List of Effect DR Factors**, that make this possible, are:

- Factor 1: RtT
- Factor 2: NoT or AoE
- Factor 6: Dur
- Factor 7: Minor Mod—For the amount of Physis any living target the control Effect might be unwillingly altering is above the Wielder's, if any



7.14.29 CONTROL SUMMONED ENTITY

This Effect uses a [Source]-Control Effect to take control of a summoned entity in the form of the source used. To take control of a summoned entity, the EPR of the Control Effect must be twice that of the Creation Effect that summoned the entity. The Wielding Factors, according to **Figure 7-28: List of Effect DR Factors**, that make this possible, are:

- Factor 1: RtT
- Factor 2: NoT
- Factor 6: Duration

7.14.30 INDUCE MIND CONTROL

A Being-Control effect can be used to control the mind of a living creature. The target must make a Will Resist Check higher than the Wielder's EPR to resist the Mind Control Effect. The Wielding Factors, according to **Figure 7-28: List of Effect DR Factors**, that make this possible, are:

- Factor 1: RtT
- Factor 2: NoT
- Factor 6: Dur
- Factor 7: Minor Mod—For the amount of Physis by which the target's or targets' Physis exceeds the Wielder's, if any

7.14.31 CREATE IGNORANCE ZONE

A [Source]-Ignorance Effect can be used to create an area of Effect to prevent Insight-based Scrying. The Wielding Factors, according to **Figure 7-28: List of Effect DR Factors**, that make this possible, are:

- Factor 1: RtT
- Factor 2: NoT or AoE
- Factor 6: Dur
- Factor 7: Minor Mod—For the amount of Physis by which the target's or targets' Physis exceeds the Wielder's, if any

7.14.32 INDUCE IGNORANCE

A [Source]-Ignorance Effect can be used to make a number of targets Ignorant to things going on around them, or to create a zone around the Wielder that forces anyone who comes into the zone willingly or unwillingly to make an Intelligence Resist Check against the EPR of the Effect or be completely unaware of those inside the ignorance zone. Targets may also be made ignorant to danger and be made immune to attacks made against their Fear, Thought, or Emotion State Components. The Wielding Factors, according to **Figure 7-28: List of Effect DR Factors**, that make this possible, are:

- Factor 1: RtT
- Factor 2: NoT or AoE
- Factor 6: Dur
- Factor 7: Major Mod—For the number of State Component Levels the Ignorance Effect prevents from being shifted

7.14.33 ABSORB WIELDING EFFECT

This Void-Anarchy Effect creates a void to absorb the Effect(s) of an opposing Wielder or Wielders. In order to attempt this difficult Effect, the character attempting the absorption must have a turn while the opposing Wielder is in the process of Wielding.

To be effective against instant Effects, the character's absorption Effect must be completed before the opposing Wielder finishes the Wield. To be effective against Effects with a set duration, the absorption Effect activates as soon as the character finishes the Wield.

Finally, the EPR of the absorption and reflection Effect must be greater than 2x that of the opposing Wielder's original Effect(s).

The Wielding Factors, according to **Figure 7-28: List of Effect DR Factors**, that make this possible are:

- Factor 1: RtT
- Factor 2: NoT or AoE
- Factor 6: Duration
- Factor 7: Major Modification—For the number of Effects the void will absorb.

7.14.34 REFLECT WIELDING EFFECT

This Void-Anarchy Effect creates a void of any shape to absorb the Effect(s) of opposing Wielders, redirecting the intended Effect back at the original Wielder. To attempt this difficult Effect, the character must have a Turn while the opposing Wielder is in the process of Wielding.

To be effective against instant Effects, the character's absorption Effect must be completed before the opposing Wielder finishes the Wield. To be effective against Effects with a set duration, the absorption Effect activates as soon as the character finishes the Wield.

Finally, the EPR of the absorption and reflection Effect must be greater than 2x that of the opposing Wielder's original Effect(s).

The Wielding Factors, according to **Figure 7-28: List of Effect DR Factors**, that make this possible are:

- Factor 1: RtT
- Factor 2: NoT or AoE
- Factor 6: Dur
- Factor 7: Major Mod—For the number of Effects the void will reflect

7.14.35 EXORCISE SPIRIT

An [Alpha or Omega]-Control Effect can be used to exorcise a Spiritual Creature of the opposing spiritual source that is inhabiting a character, creature, or object. The creature may be hiding and not affecting the host in any way, or it may be in complete control of the host, manipulating it to do its bidding.

The Wielding Factors, according to **Figure 7-28: List of Effect DR Factors**, that make this possible, are:

- Factor 1: RtT
- Factor 2: NoT or AoE
- Factor 6: Dur—For the amount of time the Effect lasts
- Factor 7: Major Mod—For the amount of Physis the target is above the Wielder if any (minimum +10 to DR)

GAINING ADDITIONAL CDP 8.1
SPENDING EARNED CDP 8.2
EVOLUTION 8.3
ASCENSION 8.4

Character Development 8

This section covers the development and advancement of characters. Character Development is essentially a continuation of the Character Creation process, but without 500 CDP being provided at the beginning. Instead, Character Development requires characters to first earn CDP before they can spend it.


8.0
8.1
8.2
8.3
8.4

Gaining Additional CDP
8.1

ADDITIONAL CDPs ARE EARNED through game play, at the end of each game session or story arc. While players will earn approximately the same amount of CDP, GMs can provide additional CDPs to those who role-played exceptionally well, had great ideas or plans for the party, bypassed or defeated an obstacle in a clever way, or for any other reason the GM deems worthy.

Awarding CDP

The amount of CDP distributed by GMs is entirely subjective. It is important to keep in mind that as CDP distribution increases, the faster characters advance, enabling them to attain great power very quickly. Therefore, it is recommended that GMs distribute no more than 200–250 CDP per gaming session. However, defeating particularly powerful adversaries, solving challenging puzzles, or overcoming difficult obstacles should garner increased CDP rewards. This decision is ultimately the GM's, who will base it on the feel of the campaign and how quickly they want their characters to advance. If a GM wants the characters to advance extremely quickly, they could distribute 500 or more CDP per game session.

Tracking Total CDP Value

The total number of CDP provided during Character Creation and earned during game play is an important measure of a character's power. This is known as their Total CDP Value. On your character sheet, you will find a section for tracking earned CDP and Total CDP Value. Whenever your character earns CDP, you must add that amount to his/her Total CDP Value.

Even though some character elements, such as Drawbacks, provide CDP to spend on your character's creation and development, they do not count towards your character's Total CDP Value. It will be noted whenever CDP should not be added to a character's Total CDP Value.

Spending Earned CDP
8.2

AFTER CHARACTERS EARN ADDITIONAL CDP, they may upgrade or purchase new elements for their character. The following sections outline character elements that can be improved or altered during Character Development, and how you can do this.

Modifying Core Qualities
8.2.1

MODIFYING A CHARACTER'S Core Qualities follows the same principles during Character Development as it did in Character Creation. A player may raise a Core Quality score by spending the amount of CDP commensurate with the cost of the new score, as described in **Figure 6-10: Quality Score Modification Cost**.

When reducing Base scores, a player receives the same amount of CDPs that the Core Quality score would have cost.

For example, to improve a Core Quality Score from 9 to 12 costs a total of 40 CDP; 10 CDP to move from 9 to 10, 15 CDP to move to 11 and another 15 CDP to move to 12. Similarly, to reduce a Core Quality from 12 to 9 gives a player 40 CDP; 15 CDP for moving from 12 to 11, 15 CDP more for moving from 11 to 10 and another 10 CDP for moving from 10 to 9.

It is important to note that characters cannot raise their Core Quality scores higher than their Species Maximums unless they evolve beyond their Species-based genetic limitations, using one or more of the methods described in section *8.3—Evolution*.

Keep in mind that CDP cannot be used to increase Secondary or Tertiary Quality scores. Secondary and Tertiary Qualities are affected by modifying Core Qualities.

Adding Abilities
8.2.2

ADDING ABILITIES TO a character during Character Development is no different than adding Abilities during Character Creation. As long as the character has sufficient CDP, they can purchase any Abilities as long as they do not contradict any rules specific to their Species or previously existing character elements.

Adding Drawbacks
8.2.3

DURING CHARACTER DEVELOPMENT, characters can only select a certain number of Drawbacks based on their total Total CDP Value. For every 250 CDP that a character earns during game play, s/he can select 1 Drawback. CDP refunded to a character for selecting a Drawback is not added to his/her Total CDP Value. Mandatory Drawbacks forced on a character based on his/her Species or Ascension do not count towards this total either.

Adding Genetic Deviations
8.2.4

ADDING GENETIC DEVIATIONS during Character Development is no different than adding Genetic Deviations during Character Creation. As long as characters have sufficient CDP, they can purchase any Genetic Deviations as long as they do not contradict any rules specific to their Species or previously existing character elements.

Increasing Field, Skill and Wielding Ranks
8.2.5

DURING CHARACTER DEVELOPMENT, it is recommended that a player only be allowed to increase their character's Field, Skill, Wielding Source or Intention Ranks by a maximum of 3 Ranks per game session to reflect the time it takes to train and learn.

There are two methods for increasing Field, Skill, Wielding Source or Intention Ranks available to players and GMs. While the first—known as *Player Defined Rank Advancement*—is much more flexible, it does not reflect advancement in real life. Player Defined Rank Advancement allows players to purchase Field, Skill, and Wielding Ranks, regardless of whether the characters actually used them during game play. **Figure 8-1: Instruction Costs** tabulates the costs required to raise Field, Skill, or Wielding Ranks for Rank advancement.

Instruction Costs

Rank Level	Skill/ Wielding Rank Trust Cost	Skill/ Wielding Rank Time Cost	Skill Rank CDP Cost	Wielding Rank CDP Cost	Field Rank Trust Cost	Field Rank Time Cost	Field Rank CDP Cost
1–3	100	3 hours	10	10	500	12 hours	30
4—6	100	3 hours	10	20	500	12 hours	30
7–9	200	5 hours	15	30	1,000	24 hours	45
10–12	300	8 hours	20	40	2,000	48 hours	60
13–15	500	12 hours	25	50	3,000	72 hours	75
16–18	1,000	24 hours	30	60			
19–21	2,000	48 hours	35	70			
22–24	4,000	72 hours	40	80			
25–27	6,000	96 hours	45	90			
28–30	10,000	1 week	50	100			

Figure 8-1

The second method, *Character Defined Rank Advancement*, is optional. Each time a character successfully passes a Skill or Wielding Check that is "challenging", the player must check one of the ten boxes located on the Character Sheet, below the Skill, Wielding Source or Intention used. To determine if the Check is challenging, locate the Average Score of the Associated Quality on **Figure 7-1: Quality Scores and Associated Dice Pools**. If the DR of the Skill or Wielding Check is within five of the Average Score, then the Check is considered challenging. If the character succeeds, they are entitled to check one of the ten boxes beside that Skill, Wielding Source or Intention.

For every box checked for a particular Skill, Wielding Source or Intention Rank, the Trust and Time costs required to advance one Rank are reduced by ten percent. In Character Defined Rank Advancement, the character must successfully use the Skill, Wielding Source or Intention at least once before seeking an instructor. If a character uses any given Skill, Wielding Source or Intention successfully in a challenging situation ten times, s/he can advance his/her Rank by paying the CDP cost in **Figure 8-1: Instruction Costs** alone, avoiding all Trust and time costs for instruction. Such characters are self-taught, have learnt by doing, and do not require an instructor.

Field Rank Advancement

Advancing Field Ranks through the Character Defined Rank Advancement method requires at least two successful, challenging checks for every Skill within the Field being advanced. Also, characters require a minimum of ten successful, challenging Skill Checks within the Field being advanced. For every box checked within the Field, the Trust and Time costs required to advance the Field Rank are reduced by ten percent. Once again, after ten successful, challenging checks, including the two checks per Skill, such characters are self-taught and do not require an instructor.



Evolution
8.3

THIS SECTION DESCRIBES three methods through which characters can break the genetic boundaries of their Species. Without employing one of these methods, characters are bound by their Species Core Quality Maximums.

Genetic Deviation
8.3.1

PLAYERS CAN PURCHASE levels of *Core Quality Species Maximum Increase*, a Genetic Deviation. Purchasing a single level of this Genetic Deviation enables a character to raise the Maximum for one Core Quality score by ten. This Deviation is described in detail in section *6.8.1—Terran Genetic Deviations*.

Evolutionary Bounds
8.3.2

EVOLUTIONARY BOUNDS REPRESENT all Species teetering on the brink of an evolutionary genetic leap that will raise the limits of all their Core Qualities simultaneously. Evolutionary Bounds are offered as a means of Character Development for players to commit to broad Core Quality development, rather than focusing on a few particular Core Qualities. The cost of this is lower than purchasing Genetic Deviation Levels for each Core Quality, as described in section *8.3.1—Genetic Deviation*, but still requires a sizeable, one-time CDP expenditure. Players must purchase Level 1 before Level 2, and Level 2 before Level 3, etc.

Evolutionary Bound Level 1 | **CDP COST: 50**
All Species Core Quality Maximums are raised to 40.

Evolutionary Bound Level 2 | **CDP COST: 50**
All Species Core Quality Maximums are raised to 60.

Evolutionary Bound Level 3 | **CDP COST 50**
All Species Core Quality Maximums are raised to 80.

Evolutionary Bound Level 4 | **CDP COST 50**
All Species Core Quality Maximums are raised to 100.

Ascension
8.4

ASCENDING CHARACTERS ARE DRIVEN by the holistic development of their mind, body and spirit, and are dedicated in every way to improving them in a balanced fashion. Ascension results in the preternatural development of seemingly supernatural abilities and of Core Qualities that easily exceed those of their species. Ascending characters tend to vigorously pursue opportunities to develop themselves through the pursuit of new experiences, tests, and challenges. Those pursuing Ascension can raise their Core Quality scores beyond their Species' Maximums, as long as the following condition is maintained:

All of a character's Core Quality Scores must always be within 5 of their Physis score.

A character's Ascension Level is linked to his/her Physis score. At important Physis thresholds characters have the option to purchase additional abilities, known as Ascension Powers. **Figure 8-2: Ascension Levels** lists the Physis scores required for each Level of Ascension.

The following sections outline the Ascension Powers that accompany each Ascension Level and the Level's associated CDP cost.

Ascension Levels

Ascension Level	Required Physis
1	17
2	25
3	35
4	45
5	55
6	65
7	75
8	85
9	95

Figure 8-2

Ascension Level 1 | **CDP COST: 100**
Prerequisites: Physis 17

Ascension Powers:

- Access to Spiritual Wielding at no CDP Cost. Characters must choose whether they will follow Alpha or Omega
- 3 Ranks in either the Alpha or Omega Source
- 3 Ranks to distribute among Wielding Intentions
- Bonus Genetic Deviation: Low-light Vision

- Bonus Genetic Deviation: Any 1 Body System Level
- Bonus Ability: Light Sleeper
- Immune to all Potency Level 1 Poisons and Diseases

Ascension Level 2 | CDP COST: 100

Prerequisites: Physis 25

Ascension Powers:

- 3 additional Ranks in either the Alpha or Omega Source
- 5 additional Ranks to distribute among Wielding Intentions
- Bonus Genetic Deviation: Any 1 Body System Level
- Bonus Ability: Heightened Senses
- Bonus Ability: Short Sleeper
- +2 to all Skill Checks
- +1 Damage to all Melee Attacks
- Melee attacks can now harm Spiritual Creatures of the opposing Spiritual Source. Characters who choose to use Alpha as their Spiritual Source can only harm Omega Spiritual Creatures and vice versa
- Character gains a Natural Damage Threshold of 1, negating the first point of damage from all Damage Types

Ascension Level 3 | CDP COST: 100

Prerequisites: Physis 35

Ascension Powers:

- 3 additional Ranks in either the Alpha or Omega Source
- 5 additional Ranks to distribute among Wielding Intentions
- Bonus Genetic Deviation: Any 1 Body System Level
- Bonus Genetic Deviation: Improved Sense (Any 1)
- Bonus Ability: Fearless
- Bonus Ability: Danger Sense
- Immune to all Potency Level 2 Poisons and Diseases
- +3 to all Skill Checks
- Additional +1 Damage to all Melee Attacks
- **Ascended Renewal Level 1:** Once per day, characters can heal their Health Pool, or that of a single target, for an amount of equal to one quarter of their Will Secondary Quality.

Ascension Level 4 | CDP COST: 100

Prerequisites: Physis 45

Ascension Powers:

- 3 additional Ranks in either the Alpha or Omega Source
- 5 additional Ranks to distribute among Wielding Intentions
- Bonus Genetic Deviation: Improved Sense (Any 1)
- Bonus Genetic Deviation: Any 1 Body System Level
- Bonus Genetic Deviation: Ultravision
- Bonus Ability: Coordinated
- Bonus Ability: High Pain Tolerance
- +4 to all Skill Checks
- Additional +1 Damage to all Melee Attacks
- Character no longer requires sleep and is immune to Sleep Deprivation Effects
- Character gains a Natural Damage Threshold of 2, negating the first 2 points of damage from all Damage Types

Ascension Level 5 | CDP COST: 100

Prerequisites: Physis 55

Ascension Powers:

- 3 additional Ranks in either the Alpha or Omega Source
- 5 additional Ranks to distribute among Wielding Intentions
- Bonus Genetic Deviation: Improved Sense (Any 1)
- Bonus Genetic Deviation: Any 1 Body System Level

- Bonus Ability: Ambidexterity
- Immune to all Potency Level 3 Poisons and Diseases
- +5 to all Skill Checks
- Additional +1 Damage to all Melee Attacks
- **Spiritual Form Level 1:** Characters can phase into a purely Spiritual Form, becoming a Spiritual Creature of the same nature as their Spiritual Wielding Source. They, and everything on their body, become incorporeal and unable to interact with or affect the physical world—aside from speech. While in this State, characters cannot be damaged by the physical world, and are only susceptible to Spiritual damage inflicted by a Source opposite to their own. While in Spiritual Form, characters are invisible but can choose to appear as ethereal apparitions. At this Level of Ascension, characters can remain in Spiritual Form, once per day, for a number of seconds equal to their Physis score.
- **Ascended Renewal Level 2:** Once per day, characters can heal their Health Pool, or that of a single target, for an amount of equal to one half of their Will Secondary Quality.

Ascension Level 6 | CDP COST: 100

Prerequisites: Physis 65

Ascension Powers:

- 3 additional Ranks in either the Alpha or Omega Source
- 5 additional Ranks to distribute among Wielding Intentions
- Bonus Genetic Deviation: Improved Sense (Any 1)
- Bonus Genetic Deviation: Any 1 Body System Level
- Bonus Genetic Deviation: Gills
- Bonus Ability: Blind-fighting
- +6 to all Skill Checks
- Additional +1 Damage to all Melee Attacks
- Character no longer requires nourishment or water
- Character gains a Natural Damage Threshold of 3, negating the first 3 points of damage from all Damage Types




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Ascension Level 7 | CDP COST: 100

Prerequisites: Physis 75

Ascension Powers:

- 3 additional Ranks in either the Alpha or Omega Source
- 5 additional Ranks to distribute among Wielding Intentions
- Maximum Intention Rank of 23 for any 1 Intention
- Bonus Genetic Deviation: Any 1 Body System Level
- Immune to all Potency Level 4 Poisons and Diseases
- Immune to all Sleep Deprivation Effects
- +7 to all Skill Checks
- Additional +1 Damage to all Melee Attacks
- **Spiritual Form Level 2:** As per Spiritual Form Level 1; however, characters can remain in Spiritual Form, once per day, for a number of minutes equal to their Physis score.
- Character can fly, as per **Figure 7-4: Full Movement Action Rates**. This flight Ascension Power does not require wings. If a character has wings, s/he can choose to fly with wings or with the Ascension Power.
- **Ascended Renewal Level 3:** Once per day, characters can heal their Health Pool, or that of a single target, for an amount of equal to three quarters of their Will Secondary Quality.

Ascension Level 8 | CDP COST: 100

Prerequisites: Physis 85

Ascension Powers:

- 3 additional Ranks in either the Alpha or Omega Source
- 5 additional Ranks to distribute among Wielding Intentions
- Immune to all Drug Addiction Effects
- +8 to all Skill Checks
- Additional +1 Damage to all Melee Attacks
- Character no longer requires oxygen to stay alive
- Character gains a Natural Damage Threshold of 4, negating the first 4 points of damage from all Damage Types

Ascension Level 9 | CDP COST: 100

Prerequisites: Physis 95

Ascension Powers:

- 3 additional Ranks in either the Alpha or Omega Source
- 5 additional Ranks to distribute among Wielding Intentions
- Immune to all Potency Level 5 Poisons and Diseases
- +9 to all Skill Checks
- Additional +1 Damage to all Melee Attacks
- **Spiritual Form Level 3:** As per Spiritual Form Level 1; however, characters can alter between Spiritual Form and their physical form, as frequently and for as long as they like.
- **Ascended Renewal Level 4:** Once per day, characters can heal their Health Pool, or that of a single target, for an amount of equal to their Will Secondary Quality.



THE COST OF LIVING 9.1
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Gear and the Marvels of Science

9

Every hero, villain, explorer, and thug needs equipment, and in 2280, they can find gear of every conceivable sort.

The following section details some of the equipment available to characters in the Alpha Omega world, including a description of the item and all details relevant to game play.

Remember, Alpha Omega is a game of imagination. This section might not include every piece of equipment players want for their characters, so you should feel free to create your own. Always consult your GM to ensure anything you create is acceptable. Other than that, be creative and remember that it is 2280—you are in a world of amazing possibilities.


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The Cost of Living
9.1

EVERY DAY, MILLIONS OF TRUST is spent on things generally taken for granted. Housing, food, clothing—nothing is free. The following section details approximate prices for common items and services found in most urban areas. Remember, price and availability vary greatly from city to city, especially in the Wilds.

Housing
9.1.1

EVERYONE NEEDS A ROOF over their head. Of course, the differences between a luxurious penthouse apartment and a vagrant's shack are considerable.

Luxury homes and hotels come with every conceivable amenity and comfort, including pools, opulent furnishings and artwork, ultrahigh-speed Net access, a number of staff and servants, onsite medical services, top of the line security, a pristine location—the list goes on. Luxury homes and hotels are standard fare for the world's elite, VidNet stars, professional athletes, and the like.

Middle class homes and hotels contain everything needed to live comfortably, including common furnishings, Net access, and a safe neighborhood. The vast majority of city-state citizens live in middle class conditions.

Low class homes and hotels typically offer a meager kitchen, humble furnishings, and irregular Net access. Low class homes and hotels are generally relegated to the worst parts of cities and freezone communities, where security is very poor at best.

Capsule Hotel—Enjoy sleeping in a comfortable drawer.

Figure 9-1: Housing Costs lists the suggested costs for the associated items.

Housing Costs

Homes and Apartments	Cost per Month
Luxurious	10,000T+
High Class	5,000T
Middle Class	2,500T
Low Class	500T
Hotel and Resort Suites	**Cost per Night**
Hedonistic	5,000T+
Luxurious	1,000T
High Class	500T
Middle Class	200T
Low Class	50T
Capsule Hotel	25T

Figure 9-1

Food

Restaurant	Cost per Meal
Luxurious	1,000T+
Trendy	150T
Standard	40T
Fast Food	10T
Automat	3T

Figure 9-2

Food
9.1.2

AS YOU KNOW, daily diet differs tremendously from place to place, as does cost. Restaurants and grocers of every sort are common in the cities, and most freezone communities have at least some choice when it comes to dining out and stocking up on food supplies.

Figure 9-2: Food lists the suggested costs for the associated items.

Clothing and Accessories

Clothing	Cost
Designer Clothing	2,000T+
Business Attire	200T
Standard Clothing	80T
Accessories	**Cost**
Plastic Jewelry	5T
Semiprecious Jewelry	100T+
Precious Jewelry	500–100,000T
Tattoo	50–2,000T
Piercing	5–200T
Cosmetic Body Modification	500–10,000T

Figure 9-3

Clothing and Accessories
9.1.3

ALL CITY-STATES AND most urban areas of considerable size have a barrage of shopping centers, clothing stores, boutiques, and body art parlors that offer limitless options for clothing and accessories.

GMs can take clothing and accessories into consideration for social interactions. For example, especially poorly-dressed characters might suffer penalties when attempting to use skills such as Manipulation. Likewise, a well-dressed character might receive a bonus.

Figure 9-3: Clothing and Accessories lists the suggested costs for the associated items.

Entertainment

Entertainment	Cost
Hitspot Cover Charge	5–100T
Hitspot Drinks	2–100T
NetBar DNI Net Access	10T per hour
Sporting Event	5–2,000T
ViNew Subscription	15T per month

Figure 9-4

Travel

Service	Cost
Intra-city Transport	
Public Transport	5T
Taxi	1T per km
Secure Limo	5T per km
Inter-city Transport	
Secure Ground Convoy	2T per km
Secure VIP Ground Transport	3T per km
Commercial Aircraft	4T per km
VIP Aircraft	5T per km

Figure 9-5

Entertainment
9.1.4

EVERY IMAGINABLE FORM of entertainment is available in 2280, some more costly or harder to find than others. For more information see section *3.4.8—Entertainment*.

Figure 9-4: Entertainment lists the suggested costs for the associated items.

Travel
9.1.5

ALTHOUGH GETTING AROUND town is fairly easy, traveling from city to city is an entirely different story. The cost of traveling can be high, especially outside the cities, and security is rarely bulletproof.

Figure 9-5: Travel lists the suggested costs for the associated items.

Medical Services
9.1.6

MEDICAL SERVICES CAN BE difficult to find, depending on where you are, and even if you can find them, the services can be costly—especially if you are without insurance. Medical services are commonly available in most urban areas, although quality of care has a great deal to do with what you are willing to pay. There are four levels of medical care and numerous available insurance plans.

Ultra Elite Care

Ultra Elite Care is the best of the best in terms of medical service. These services are available only at top notch research facilities found in cities. Ultra Elite care addresses the most severe injuries, returning patients to health in the shortest possible time, with minimal scarring and other unfortunate side-effects of injury or illness. Ultra Elite care facilities have easy access to the highest quality limb and organ replacements, and can treat all Evolutionary species. These facilities require valid identification from patients and report all violent or suspicious inju-

Medical Services

Medical Service	Effect	Cost
Ultra Elite Care	60 Health recovered per hour in Hospital	900T per hour
Premium Care	45 Health recovered per hour in Hospital	600T per hour
General Care	40 Health recovered per hour in Hospital	300T per hour
Med First-Aid	20 Health recovered per hour	300T per hour
Ambulance Service	Ambulance brings character to Hospital	200T
Air Ambulance Service	Ambulance air-lifts character to Hospital	400T
Combat-ready Emergency Medical Service	Combat-trained Med accompanies character	1,500T per day plus supplies
Medical Insurance	Reduces Hospitalization costs by 50%	200T per month

Figure 9-6

ries to local security forces—unless special arrangements are made. Characters recover 60 HP per hour in a hospital with this level of care.

Premium Care

Premium Care is the highest level of care available to the general public in most cities. Premium Care facilities can treat all serious and life threatening injuries, returning patients to full health quickly. Premium Care facilities generally have very short wait times for limb and organ replacement, and most can treat Evolutionaries. These facilities require valid identification from patients and report all violent or suspicious injuries to local security forces—unless special arrangements are made. Characters recover 45 HP per hour in a hospital with this level of care.

General Care

General Care is the most common level of medical service available to insured citizens. It offers all basic medical services, including treatment for most serious and life threatening injuries. General Care facilities often have significant wait times that sometimes last up to several hours. Emergency patients are usually ushered directly in, although this is not always the case. General Care facilities commonly require more time to treat patients, generally worrying less about the lasting effects of scarring. Wait times for limb and organ replacement can be long—some times in the order of several months—while a suitable genetic match is grown. These facilities require valid identification from patients and report all violent or suspicious injuries to local security forces—unless special arrangements are made. Characters recover 30 HP per hour in a hospital with this level of care.

Med First-Aid

Med First Aid is the most readily available medical service. Meds are private practice doctors, many with the surgical expertise required for most injuries and medical conditions. Meds accept patients off the street, no questions asked. However, Meds rarely have access to replacement limbs and organs. Additionally, every Med has different facilities and charges. Some Meds are extremely skilled, capable of staffing even the best Ultra Elite care facilities. Others are highly specialized street surgeons who deal strictly in the implantation and repair of augmentations. Characters recover 20 HP per hour while under the care of a Med.

Ambulance Service

If an Ambulance is called by a character it will be dispatched to the desired location and bring the patient(s) to the nearest medical facility. The range for Ambulances differs between communities, but most can service their own city and the surrounding area. This service costs 200T.

Air Ambulance Service

If the situation is severe, characters can call for an Air Ambulance Service to air-lift the victim(s) to a suitable medical facility. Although the range of an Air Ambulance is greater than that of a regular Ambulance it is limited by vehicle type, range to, and level of danger at extraction point. This service costs 400T.

Combat-ready Emergency Medical Service

This service provides the character(s) with a combat-trained medic that will accompany them on their travels. The medic costs 1,500T per day, plus supplies and expenses.

Medical Insurance

It is possible to buy medical insurance to alleviate some of the cost of treatment should it be required. Monthly medical insurance reduces the cost of the treatments listed previously by half. Meds do not accept medical insurance.

Figure 9-6: Medical Services lists the suggested costs for the associated items.

Miscellaneous Goods and Services
9.1.7

THERE ARE FAR TOO MANY day to day expenses to list in these pages, but here are a few that may be of use.

Figure 9-7: Miscellaneous Goods and Services lists the suggested costs for the associated items.

Miscellaneous Goods and Services

Goods	Cost
Forged PID with citizenship	50,000T+
Street Drugs	20–2,000T
Services	**Cost**
Bodyguard	350T per day
Escort	300T per day
Fence	30% of item fenced
Forger (Artistic or Document)	200–100,000T per job
Netster	200–5,000T per job
Private Investigator	150T per day
Scout	50–200T per day

Figure 9-7

Encumbrance
9.2

MOST ADVENTURERS AND explorers live and die by their equipment, and making sure you can carry what you need is an important part of game play. To that end, it is important to understand Encumbrance and its effect on characters and creatures.

There are three states of Encumbrance, each with different effects representing the difficulty associated with carrying significant weight.

Encumbrance is directly dependant on a character or creature's Strength Core Quality. All possible Strength scores—from 1 to 100—and corresponding Manageable Weight and Encumbrance Level ranges are listed in **Figure 9-8: Encumbrance**.

Unencumbered

Characters are Unencumbered when carrying their Manageable Weight or *less*. There are no penalties associated with being Unencumbered.

Over Encumbered

When characters try to carry more than twice their Manageable Weight, they are Over Encumbered and cannot move or conduct actions. Therefore, they must lessen their encumbrance level.

Encumbrance Marker

The Encumbrance Marker, shown on **Figure 9-8: Encumbrance**, is 150 percent of a character's Manageable Weight.

Lightly Encumbered

Characters are Lightly Encumbered when carrying as much as, but no more than, their Encumbrance Marker—above and beyond their Manageable Weight.

When characters or creatures are Lightly Encumbered, they suffer a -3 DPS penalty to all Physical Acumen and Athleticism rolls. Additionally, all Endurance costs are doubled and Movement Rates are reduced by 25%.

Heavily Encumbered

Characters are Heavily Encumbered when carrying more than their Encumbrance Marker, but less than their Over-Encumbered Weight.

When characters or creatures are Heavily Encumbered, they suffer a -6 DPS penalty to all Physical Acumen and Athleticism rolls. Additionally, all Endurance costs are tripled and Movement rates are reduced by 50%.

Encumbrance

Strength Score	Manageable Weight kg (lb)	Encumbrance Marker (150% Manageable) kg (lb)	Over-encumbered (200% Manageable) kg (lb)
1	< 2.0 (5.0)	4.0 (8.0)	5.0 (10.0) >
2–3	< 5.0 (10.0)	7.0 (15.0)	9.0 (20.0) >
4–6	< 9.0 (20.0)	14.0 (30.0)	18.0 (40.0) >
7–9	< 14.0 (30.0)	20.0 (45.0)	27.0 (60.0) >
10–12	< 20.0 (45.0)	31.0 (68.0)	41.0 (90.0) >
13–15	< 29.0 (65.0)	44.0 (98.0)	59.0 (130.0) >
16–18	< 41.0 (90.0)	61.0 (135.0)	82.0 (180.0) >
19–21	< 54.0 (120.0)	82.0 (180.0)	109.0 (240.0) >
22–25	< 73.0 (160.0)	109.0 (240.0)	145.0 (320.0) >
26–30	< 95.0 (210.0)	143.0 (315.0)	191.0 (420.0) >
31–35	< 129.0 (285.0)	194.0 (428.0)	259.0 (570.0) >
36–40	< 175.0 (385.0)	262.0 (578.0)	349.0 (770.0) >
41–45	< 272.0 (600.0)	408.0 (900.0)	544.0 (1.2k) >
46–50	< 454.0 (1.0k)	680.0 (1.5k)	907.0 (2k) >
51–55	< 816.0 (1.8k)	1.2k (2.6k)	1.6k (3.5k) >
56–60	< 1.1k (2.5k)	1.7k (3.8k)	2.3k (5k) >
61–65	< 1.6k (3.5k)	2.4k (5.3k)	3.2k (7k) >
66–70	< 2.2k (4.8k)	3.3k (7.2k)	4.3k (9.5k) >
71–75	< 2.9k (6.3k)	4.3k (9.4k)	5.7k (12.5k) >
76–80	< 3.6k (8.0k)	5.4k (12k)	7.3k (16k) >
81–85	< 4.5k (10.0k)	6.8k (15k)	9.1k (20k) >
86–90	< 5.7k (12.5k)	8.5k (18.8k)	11.4k (25k) >
91–95	< 7.0k (15.5k)	10.6k (23.3k)	14.1k (31k) >
96–99	< 9.1k (20.0k)	13.6k (30k)	18.1k (40k) >
100	< 11.3k (25.0k)	17k (37.5k)	22.7k (50k) >

Figure 9-8

Non-Combat Equipment
9.3

THROUGHOUT THIS BOOK, *equipment* is used to describe everything from what characters carry in their pockets to sophisticated pieces of machinery stored in warehouse-sized facilities.

All equipment is broken down into a few simple categories, which provide all the critical details.

CONCEALMENT RATING—The Concealment Rating (CR) indicates the Base DR required for any Check to discover a hidden device. To this number, you must add the total roll of any relevant Skill Check used to hide the device—as well as any appropriate situational modifiers for things like darkness, especially good cover, or clever work on the part of the character to hide the item. Depending on circumstances, GMs should feel free to alter this number accordingly. For example, a Micro-sensor hidden on the trunk of a leafy tree is much harder to find than one on a white wall.

COST—This indicates the amount of Trust required to purchase the item.

DAMAGE RESISTANCES—This lists the item's Damage Resistances, if any. Damage Resistance is explained in detail in section *7.11.5—Damage Resistances*.

DAMAGE THRESHOLD—This indicates how much damage is neutralized or absorbed without affecting Structural Integrity of the item. Damage Threshold is explained in detail in section *7.11.4—Damage Threshold*.

DESCRIPTION—This is an informal description of the item and any details relevant to Game Mechanics

DETECTION THRESHOLD—This indicates a device's capacity for detecting what ever it is designed to locate, most commonly other pieces of electronics in use nearby.

ELECTRONIC SIGNATURE—The Electronic Signature (ES) is the base DR for detecting a device with standard detection equipment. The higher the number, the harder the device is to detect when operational. GMs can compare ESs to Detection Threshold Ratings—with the higher number winning. In cases where the Electronic Signature of a device is above the Detection Threshold, an opposed roll may be made, at the GM's discretion, using the Detection Threshold and Electronic Signature numbers to determine Dice Pools. If the Detector scores a higher total roll than the sought device, it successfully identifies the device.

RANGE OF OPERATION—The Range of Operation (RoO) indicates the maximum distance at which an item is effective, whether it be the viewing range of a pair of binoculars or the sensory range of detection equipment.

REPAIR MULTIPLIER—Multiply this number by amount of Structural Integrity Damage sustained by the item to determine the DR required to successfully repair the item.

SIZE—This is a simple description of item's size in relative terms

STRUCTURAL INTEGRITY—The Structural Integrity (SI) is the amount of damage the item can sustain before being rendered inoperable.

Note: Items for which SI is not applicable (NA), are rendered inoperable or destroyed at the GM's discretion. For example, clothing is easily damaged, but must sustain a great deal of total damage before it is completely destroyed.

WEIGHT—This indicates an item's Weight or Base weight. GMs should feel free to alter the Weight of items as they see fit, especially for custom tailored items, such as clothing or armor.

Adventuring and Exploration

Name	Size	Mass kg (lb)	Structural Integrity	Electronic Signature	Repair Multiplier	Cost
Backpack—Standard	Variable	1.5 (3.3)	15	NA	1	20T
Backpack—Heavy Duty	Variable	2.0 (4.4)	30	NA	2	50T
Climbing Harness and Gear	Tailored	5.0 (11.0)	25	NA	2	95T
Compact Cook Stove	Coffee Cup	0.5 (1.1)	8	NA	2	5T, 1T per fuel disc
Compact Flexible Solar Panel	Rolled up nespaper during transport	1.0 (2.2)	6	NA	5	200T
Extender Pole	Rope Coil	2.0 (4.4)	55	NA	NA	155T
Flare Gun	Small Pistol	1.0 (2.2)	15	NA	4	80T, 2T per Flare
Flare—Micro	Index Finger	0.05 (0.1)	20	NA	NA	10T
Flare—Para	Hand-held	0.5 (1.1)	5	NA	NA	5T
Flashlights	Hand-held	0.5 (1.1)	15	NA	3	10T
Freeze Dried Rations	Tube of Toothpaste	0.25 (0.6)	1	NA	NA	2T
General Sampling Kits	1–30 L Containers	1.0–5.0 (2.2–11.0)	70	25	7	100T per L
Grappling Gun	Large Pistol	4.0 (8.8)	16	NA	4	Gun 80T, Line 20T per 100 m
Grappling Hook—Standard	Hand-held, collapsible	0.5 (1.1)	12	NA	2	15T
Grappling Hook—Mini	Palm-sized, collapsible	0.1 (0.2)	10	NA	2	25T
Harsh Environment Tent	2 Footballs during transport	4.0 (8.8) per person	30	NA	4	200T per person
KFS	Utensils	0.2 (0.4)	30	NA	1	5T

Figure 9-9

Adventuring and Exploration

Name	Size	Mass kg (lb)	Structural Integrity	Electronic Signature	Repair Multiplier	Cost
Light Stick	Hand-held Rod	0.1 (0.2)	2	NA	NA	1T
Meteorite Detector	Hand-held	3.0 (6.6)	18	10	10	2,650T
Micro-Welding Torch	Hand-held	Torch 0.7 (1.5), Fuel Canister 0.2 (0.4)	10	NA	4	180T
Mirror—Pocket	Palm-sized	0.3 (0.7)	2	NA	NA	2T
Rope—Plasti-von	Rope Coil	0.1 (0.2) per m	25	NA	NA	8T per m
Rope—Silivux Line	Rope Coil	0.05 (0.1) per m	10	NA	NA	6T per m
Rope—Standard	Rope Coil	0.2 (0.4) per m	4	NA	NA	1T per m
Pouch—Small	Pocket Novel	0.2 (0.4)	6	NA	1	3T
Pouch—Large	3 Pocket Novels	0.4 (0.9)	8	NA	1	5T
Respirator	Face Mask	0.6 (1.3)	12	NA	2	Mask 50T, Cartridge 5T
Restraints	Variable, Bracelet	0.75 (1.7)	40	NA	NA	75T
Scuba Gear	Backpack	15.0 (33.1)	16	NA	5	350T
Sleeping Bag	Football during transport	1.0 (2.2)	12	NA	2	Bag 80T, Cartridges 10T
Survivalist Multi-Monitor	Laptop	2.0 (4.4)	8	15	8	350T
Thermos	1 L Container	1.0 (2.2)	5	NA	2	10T
Water Purification Module	Coffee Cup	1.0 (2.2)	6	NA	6	150T

Figure 9-9—Continued

Adventuring and Exploration
9.3.1

ADVENTURING AND EXPLORATION equipment can mean life or death while trekking through the wilds or scavenging through the ruins of the Old World. **Figure 9-9: Adventuring and Exploration**, which is found on the previous pages, summarizes some key statistics for the following equipment:

Backpack—Standard

Backpacks are available in any number of shapes and sizes, and are a common, almost essential piece of equipment for anyone venturing outside the cities. They provide a place to store equipment and a hands-free means of carrying it. Standard backpacks have an interior volume of 30 l^3 (6.8 gal^3), and can hold 50 kg (110.2 lb) before tearing.

Backpack—Heavy Duty

Heavy Duty Backpacks are identical to standard backpacks, except that their reinforced metallic weave provides a weight allowance of 80 kg (176.4 lb).



Climbing Harness and Gear

A climbing harness and gear includes everything required for basic feats of climbing on fixed ropes or lines, and provides a +4 to the user's Climbing Skill Check.

Compact Cook Stove

Compact Cook Stoves come in a variety of shapes and sizes. The most common ones are single element butane powered units, which easily collapse to fit almost anywhere. Compact Cook Stoves make survival in the Wilds significantly more comfortable, enabling one to quickly and easily cook without firewood. Compact Cook stoves use a bottle cap-sized fuel discs that burn for approximately 15 minutes.

Compact Flexible Solar Panel

Compact Flexible Solar Panels are simple to operate and store. Less than 1 cm (0.4 in) thick, they are extremely flexible, come complete with a series of outputs compatible with most common portable electronics, and can recharge most batteries and power cells—including those used by energy weapons. Compact Flexible Solar Panels are commonly used by explorers and others venturing out into the Wilds. They are also common anywhere reliable electricity is scarce.

Compact Solar Panels generate one hour of power for every two hours they are exposed to a light source. This guideline is appropriate for small or handheld electronic devices. Larger batteries and power cells require four or more hours of charging time.

Additional units can be linked together to generate more power.

Extender Pole

At first glance, the Extender Pole appears to be nothing more than a small coil of limp rope. However, when activated it becomes a sturdy, extendable pole that can span significant distances and bear incredible weight. The edges of the pole become covered in small ridges, making climbing and maintaining balance easier than with standard rope. The Extender Pole can be used vertically, as a ladder for climbing, or horizontally, as a tight rope for gaps up to 5 m (16.4 ft).

When rigid, the pole has a weight limit of 200 kg (440.9 lb).

When used for climbing, the Extender Pole provides a +5 bonus to Climbing Skill Checks.

When used as a tight rope, the Extender Pole provides a +5 Bonus to Agility Checks made as a test of balance.

Flare Gun

Perfect for signaling in any open area, a flare gun can send flares up to 200 m (656.2 ft) into the sky. Anyone who can point and pull a trigger can use a flare gun. However, if extremely precise use is required or the flare gun is used as a weapon, the GM may call upon the user to make a successful Pistols and SMGs Skill Check. The flare illuminates an area of approximately 600 m (1,968.5 ft) in diameter, with light that is slightly better than a full moon, for 1 minute.

Flares fired as a weapon inflict 1D4 High Velocity Kinetic damage for the impact of the flare. GMs should determine whether or not the flare ignites whatever material it hits.

Flare—Para

Para Flares are handheld one-use disposable flares. The flare is propelled into the air 100 m (328.0 ft) with a twist of the device's bottom. The flare illuminates an area of approximately 400 m (1,312.3 ft) in diameter, with light that is slightly better than a full moon, for 1 minute.

Flashlight

Like most portable hand-held electronic devices in 2280, flashlights are powered by high efficiency rechargeable power cells or any number of other systems. Flashlights have a standard operating range of 20 m (65.6 ft), with more powerful models capable of significantly greater range.

Additional effective range can be added at a rate of 20T per 10 m (32.8 ft).

Freeze Dried Rations

Perfect for exploration missions or when food is scarce or unsafe, Freeze Dried Rations are compact, easily carried, and last for six months without spoiling.

Freeze Dried Rations are considered a healthy replacement for fresh food. Each Ration tube is equivalent to one standard meal.

General Sampling Kits

General Sampling Kits are designed for safe and secure transport of various small samples including minerals, plants, and animals. All general sampling kits are designed to keep whatever they store secure and stable. Living things are supplied oxygen and water, and solid foods can be inserted through a secure entry drawer.

A Cryo-freeze Module can be added to any sampling kit for 1,350T. At the push of a button, you can instantly cryogenically freeze the contents of your container. The state of cryogenic freezing remains intact as long the kit receives one hour of electric charge each day.



Grappling Gun

The H-1 is Lavus Technologies' flagship grappling gun. No other grappling gun has the range, precision, and weight allowance of the H-1. The H-1 can fire grappling hooks accurately up to 200 m (656.2 ft). It can be used with all modern grappling hooks, including common mini grappling hooks. This Grappling Gun can support up to 226.8 kg (500 lb). Precision use of a grappling gun requires a successful Pistols and SMGs Skill Check.

Grappling Hook—Standard

Grappling hooks come in numerous shapes and sizes, but all are designed to affix a cable to something as quickly and securely as possible. Grappling hooks can be thrown or fired from a suitable grappling gun.

GMs should assign a suitable DR for a Throwing Skill Check to successfully affix the grappling hook to its target, and a suitable DR for a Climbing Skill Check to successfully scale the cable—depending on the situation.

Grappling Hook—Mini

Mini Grappling hooks are simply ultra-small versions of standard grappling hooks.

Harsh Environment Tent

A Harsh Environment Tent provides protection from the environment as well as protection from chemical and airborne toxins. These tents can be setup in less than ten minutes, and are easily collapsed in the same amount of time, making them perfect for Wilds exploration. Every Harsh Environment Tent comes complete with temperature regulation, making it possible to survive temperatures between -55 and +55 C° (-67 and +131 F°). Harsh Environment Tents protect from a wide range of airborne threats—including toxins, gas, and disease—for up to six hours. Tents can have a camouflage pattern applied for 60T.

KFS

A compact utensil set, the Knife-Fork-Spoon is a must for civilized travel in the Wilds and includes a knife, fork, and spoon.



Light Stick

Light sticks are available in an array of colors and, when activated, emit a candle-like glow for one hour. Light sticks cannot be reused.

Meteorite Detector

Capable of detecting even the smallest fragments of meteor debris, the Gareth Meteorite Detector is a critical piece of equipment for any meteor hunter or explorer. A Meteorite Detector can detect pieces of meteor debris with a 1 in diameter or larger within 30 m (98.4 ft). Larger pieces can be detected at greater distances, particularly if they are irradiated or have special characteristics.



Micro-Welding Torch

A Micro-Welding Torch is a handheld device capable of welding most metals with ease.

Micro-Welding Torches are powered by compact fuel canisters. Given time, welding is a fairly simple task. If the items being joined are moving, or if the welder is operating quickly, the GM may call for a Physical Acumen Check.

Welds themselves have half the Structural Integrity of the material being welded and half of any damage resistances.

A Micro-Welding Torch can weld approximately 1 m (3.3 ft) per minute, and each fuel canister is good for 10 minutes of welding time.

Under water welding capability: the Micro-Welding Torch can be modified to function normally when completely submerged in water for an additional 300T.

Mirror—Pocket

Pocket-sized mirrors generally have plastic, metal, or rubber frames and a scratch-resistant coating.

Rope—Plasti-von

Plasti-von Rope is extremely strong yet extremely light, making it perfect for countless applications.

Rope—Silivux Line

Silivux Line is Lavanus Technologies' thinnest climbing line, and is a favorite among professionals everywhere. Silivux Line is an excellent replacement for rope when an ultra-thin line is required.

Rope—Standard

Standard rope is available in almost any length, and is a staple of any Freezone traveler's kit.

Pouch

Pouches can be added to belts, clothing, backpacks, etc., and are useful for storing all manner of bits and pieces. Pouches come in a variety of shapes but generally fit into two size categories, small and large. Pouches can be attached by clips or Velcro, or can be stitched permanently into place.

Respirator

Respirators protect from airborne threats like toxins and gas for one hour. They use tandem disposable internal filter cartridges, which can be changed one at a time, enabling the user to remain safe for as long as the supply of cartridges holds out.

Restraints

Restraints are designed for binding the hands and/or feet of prisoners. To break free of restraints, one must either make a successful Strength Check against a DR equal to the Structural Integrity of the restraint or make a successful Escape Artist Skill Check against DR 45.

Scuba Gear

Scuba Gear includes everything a user requires to successfully scuba dive. Scuba Gear allows its user to remain submerged for one hour. Additional air capacity can be added at a rate of 100T per 10 minutes of additional operating time.

Sleeping Bag—Temperature Regulating

Temperature Regulating Sleeping Bags enable users to sleep comfortably in temperatures between -40 and +40°C (-40 and +104°F). All Temperature Regulating Sleeping Bags close tightly, sealing the user inside a protective cocoon blocking out the surrounding environment. Air is exchanged through a series of micro exchangers that also control temperature.

For 100T, an air filtration module can be added to the sleeping bag. The module acts as a respirator, except its filter cartridges last for six hours.

Survivalist Multi-Monitor SMM-3

The Voder SMM-3 is a multi-function device, perfect for long expeditions into the Wilds. The SMM-3 comes complete with the following functionalities:

- Standard and electronic compass
- Barometric pressure sensor
- Automatic weather forecasting alerts
- Global positioning functions
- Satellite Net connectivity

The satellite Net connectivity includes such standard P-Comm features as voice, video and text communications. The SMM-3 also includes expandable memory ports for storage of personal files. The SMM-3 can also be configured to receive signals from most tracking devices, and to function as an encrypted two-way radio with any other Voder communications device. The device has a battery life of 30 hours. Even without power, its standard compass provides a +2 bonus to Orienteering Skill Checks.

The SMM-3 is a valuable tool for anyone in the Wilds, and GMs should assume its weather alerts and GPS functions are always correct, unless there is a reason for them to fail.

Thermos

A standard thermos holds 1 l (0.3 gal) of liquid and maintains its temperature for 8 hours.

Water Purification Module

A water purification module is a small canister through which water is passed and purified. A Water Purification Module makes water immediately safe for drinking.



Covert Ops
9.3.2

COVERT OPS EQUIPMENT is essential for employment opportunities that require subtlety and stealth. **Figure 9-10: Covert Operations**, which is found on the next page, summarizes some key statistics for the following equipment:

Articulated Wire Camera

An Articulated Wire Camera (AWC) is an ultra-lightweight fiber-optic camera built into a segment of flexible, extendable wire that can bend around corners and fit through tiny openings. The wire itself can extend to a length of 5 m (16.4 ft), fit through openings as small as 1 cm (0.4 in) in diameter, and can perform any number of twists and turns while supporting its own weight. The camera is controlled at its base with a simple vidscreen and control stick system.

LOW LIGHT OPERATION—You can upgrade your AWC to operate in low-light conditions (similar to moonlight) for 230T.

MICROPHONE—You can equip your AWC with a microphone that can pick up sound within 15 m (49.2 ft) for 195T.

Break and Entry Tool Kit

No security professional should be without a set of Break and Entry (B&E) Tools. A B&E Tool Kit is a very useful package for anyone attempting to defeat a security system, open locks, or gain entry to forbidden areas. B&E Tool Kits provide a +4 Bonus to all Defeat Security Skill Checks. A standard B&E Tool Kit includes:

- Basic manual lock-picks
- Micro-electronic tools for defeating security systems
- Wire cutters
- Pry Bar
- Micro Glass Cutter

Camouflage Clothing

Camouflage Clothing provides significant benefits when attempting to hide in suitable surroundings. Camouflage is available in a variety of patterns, each appropriate to a specific environment, including:

- Desert/Grasslands



Covert Operations

Name	Size	Mass kg (lb)	Structural Integrity	Electronic Signature	Repair Multiplier	Concealment Rating	Cost
Articulated Wire Camera	Hand-held Wire Coil	0.3 (0.7)	8	30	6	NA	275T
Break and Entry Tool Kit	Soda Can	2.5 (5.5)	20	NA	NA	NA	800T
Camouflage Clothing	Tailored	2.0 (4.4)	10	NA	1	NA	65T
Chameleon Suit	Tailored	4.0 (8.8)	35	40	8	NA	2,000T
Electronic Signature Detector	Hand-held	1.0 (2.2)	12	10	4	NA	10T per Detection Threshold Point
Ghillie Suit	Tailored	8.0 (17.6)	14	NA	2	NA	180T
Laser Detection Goggles	Tailored	0.4 (0.9)	5	NA	NA	NA	600T
Micro-camera	Finger Tip	0.25 (0.6)	5	30	6	30	190T
Microphone—Shotgun	Handheld	0.3 (0.7)	8	20	4	NA	180T
Microphone-Throat	Collar	0.3 (0.7)	5	30	4	NA	95T
Micro-recorder	Finger Tip	0.2 (0.4)	5	40	4	35	100T
Micro-sensor	Size of a Dime	0.05 (0.1)	2	35	5	45	80T
Portable Noise Generator	Coffee Cup	0.75 (1.7)	10	10	4	15	100T
Sniper Suit—Neoplast 80	Tailored	2.0 (4.4)	20	NA	6	NA	3,500T
Spider Climb Boots & Gloves	Custom	0.3 (0.7)	10	NA	3	NA	400T
Spotting Scope	Rolled Magazine	1.0 (2.2)	12	NA	5	NA	90T
Stealth Boots	Custom	0.3 (0.7)	10	NA	3	NA	250T
Stealth Suit	Tailored	8.0 (17.6)	30	NA	3	NA	2,000T
Tracker—Mini	Size of a Quarter	1g (0.002)	3	20	5	45	100T
Tracker—Ultra-Mini	Tip of a Pen	NA	2	25	5	58	150T
Tracker Receiver TR-90	Hand-held	0.5 (1.1)	10	12	6	NA	1,400T
Ultra Ear	Ear Piece	0.15 (0.3)	8	30	6	NA	550T

Figure 9-10

- Woodlands
- Grey/Black for barren terrain

Camouflage Clothing provides a +2 bonus for all Stealth Skill Checks whenever it is used in an appropriate environment. For example, woodland camouflage is not effective in the desert.

ARMOR—Camouflage Clothing can be infused with the same protective characteristics of Armored Clothing for 800T, or of Armored VIP Clothing for 1,600T.

Chameleon Suit

Lavus Technologies strikes again with the industry's best Chameleon Suit, pushing the limits of lightweight, flexible design. Unlike standard chameleon suits that rely on archaic video sensors and slow responding flexible displays, the Lavus Technologies Chameleon suit employs an array of organic sensors, combined with the latest in electroluminescent poly-film technology, to provide a lightning-fast response.

The Lavus Technologies Chameleon Suit provides a +6 bonus to all Stealth Skill Checks.

ARMOR—A Chameleon Suit can be infused with the same protective characteristics of Armored Clothing for 800T, or of Armored VIP Clothing for 1,600T.

Electronic Signature Detector

An Electronic Signature Detector can find the presence of any electronic device emitting an Electronic Signature with a rating equal to or lower than the Detector's Detection Threshold. The location of an electronic signature can be pinpointed to within 0.5 m (1.6 ft).

Ghillie Suit

Ghillie Suits are a sophisticated type of camouflage clothing designed primarily for snipers and others who must remain still and unseen. Ghillie Suits can be customized by the wearer, depending on where it will be used. Vegetation and other materials can easily be added to the suit to improve the level of camouflage.

A Ghillie Suit provides a +2 bonus to all Stealth Skill Checks for moving characters, and +5 bonus for static characters. Ghillie Suits are only useful in appropriate environments.

A Ghillie Suit can be worn over armor.

Laser Detection Goggles

With Vendark Laser Detection Goggles, you will never be caught off guard by laser surveillance systems. Laser Detection Goggles enable users to view otherwise invisible or difficult-to-detect lasers.

Micro-Camera

A micro-camera enables users to take high quality digital video and audio recordings and images. Micro-cameras provide a 10× Optical Magnification and are equipped with sensitive stereo microphones that can clearly pick up audio from as far as 50 m (164.0 ft). All video, audio, and still images are stored internally and can be wirelessly transmitted to any suitable receiving devices, such as VidScreens or external memory. All micro-cameras come equipped with enough internal memory to support one hour of video and audio recording.

LOW LIGHT OPERATION—You can upgrade your micro camera to operate in low-light conditions (similar to moonlight) for 160T.

Microphone—Shotgun

A shotgun microphone is a directional listening device, meaning it amplifies sounds coming only from the direction in which it is pointed. This is both its blessing and its curse, because it offers no benefit to hearing sounds coming from other directions. Of course, its directional nature does not flood the user with extraneous noise.

A shotgun microphone provides a +4 bonus for any Success Checks involving the hearing sense.

Microphone—Throat

Throat Microphones provide users with easy hands free voice communication, and can easily be configured to detect even the faintest whispers. Throat micro-

phones are equipped with a built-in transmitter, and can be synced with any audio receiving device.

Micro-Recorder

Micro-Recorders are tiny recording devices that can detect audio from as far as 50 m (164.0 ft) and contain enough internal memory for 10 hours of recording. Stored recordings can be wirelessly transmitted to any suitable device. Micro-Recorders are defeated by noise generators.

Micro-Sensor

Micro-Sensors are available in variety of shapes and sizes, and come ready to monitor, record, and transmit audio and video. Micro-Sensors can also serve as motion detectors, and their built-in transmitters can be synced with almost any audio-video receiving device. Micro-Sensors are button-sized devices that come with an adhesive backing, enabling easy placement on almost any surface.

When activated, micro-sensors are easily synced with their receiving devices and begin transmitting audio and video immediately. Micro-Sensors have a 180° field of vision—greater than that of the human eye, which has an arc of roughly 120°—and a sensory range of 20 m (65.6 ft). Micro-sensors can also be configured as motion detectors, raising alerts to their receivers when motion is detected. Connected Micro-Cameras or Recorders can be triggered to transmit data when activated by the sensor.

Portable Noise Generator

A Portable Noise Generator can be used almost anywhere to generate random noise at volumes of up to 100 db. It can also be configured to only emit sound within a specific range. Random noise is a powerful technique often used to prevent others from eavesdropping on conversations.

A standard Portable Noise Generator adds 8 to the DR which must be surpassed by anyone attempting to listen in using either the Detection Skill or a listening device, such as a shotgun microphone.

Sniper Suit–Vendark Neoplast 80

When worn, the Neoplast 80 appears to be little more than a simple black jumpsuit. On the waist is a small power pack, capable of powering the fabric for 24



hours without a recharge. The activation switch can be located anywhere the wearer wants.

The Neoplast 80 is made of Vendark's own proprietary Neoplast plastic fabric, a reactive material that looks like black cotton until activated, when it immediately adopts the characteristics of whatever it touches, changing color, texture, and density in a split second.

The Neoplast 80 provides a +3 bonus to all Stealth Skill Checks for moving characters, and a +6 bonus for static characters.

The Neoplast 80 can be worn over any light armor, but offers no protection or damage resistance. The suit ceases to operate when it has lost all of its SI points.

Spider Climb Boots and Gloves

Lavus Technologies Spider Climb Boots and Gloves are a marvel of engineering, enabling wearers to scale otherwise dangerous or impossible surfaces. Lavus Technologies Spider Climb Boots and Gloves provide:

- +6 to all Climbing Skill Checks
- +2 to Quality Checks involving tests of balance

Both the boots and gloves must be worn in order to gain the Climbing benefits.

For an additional 550T, Stealth Boot technology can be incorporated, providing all the benefits of Lavus Technologies Stealth Boots.

Spotting Scope

Light-weight and portable, a spotting scope is perfect for identifying targets at distance, keeping an eye on the horizon, or seeing anything beyond the reach of your natural vision. It offers 120× optical magnification, enabling you to see clearly over incredible distances.

RANGE FINDER—For 300T, your spotting scope can be fitted with a laser range finder to pin-point the exact distance to any target.

Stealth Boots

Lavus Technologies Stealth Boots enable wearers to move with near complete silence, even while running. Stealth Boots provide a +3 bonus to all Stealth Skill Checks involving attempts at silence.

Stealth Suit

Lavus Technologies Stealth Suits offer the finest in personal concealment and sound dampening, providing a +3 bonus to all Stealth Skill Checks involving the concealment of the wearer. The Suit also includes ten flexible pockets suitable for most handheld equipment.

ARMOR—A Stealth Suit can be infused with the same protective characteristics of Armored Clothing for 800T, or of Armored VIP Clothing for 1600T.

RESPIRATOR—A respirator can be added to the suit's hood for 110T.

OPTICAL SYSTEMS—Any optical device can be added to the suit's hood at twice the cost of the system being added.

Tracker—Mini

With Vendark Mini Trackers, you can know where your target is from across town or from across the Wilds.

Every Vendark Mini Tracker works seamlessly and securely with any Vendark Tracker Receiver unit. Like all Vendark Trackers, the Ultra-Mini easily syncs with your Tracker Receiver, automatically creating a secure channel.

Mini Trackers can be placed on vehicles, people, and creatures— just about anywhere.

If it is necessary to place a tracker covertly, the GM should choose a reasonable Skill—such as Sleight of Hand—to use during the effort.

Tracker—Ultra-Mini

Ultra-Mini Trackers are the same as Mini Trackers except they are exceedingly small and light-weight, making them extremely difficult to notice—hence their high CR.

If it is necessary to place a tracker covertly, the GM should choose a reasonable—Skill such as Sleight of Hand—to use during the effort.

Tracker Receiver TR-90

The Vendark Handheld Tracker Receiver TR-90 can be used to receive and visualize the signal from most modern tracking devices. If you are without a P-Comm, it can also be used to receive geo-tag alerts. The TR-90 comes complete with Net access and continually downloads the latest available satellite imagery and mapping information. The TR-90 also connects to municipal Comp-grids, attempting to download all available building plans, blueprints, maps, etc. for nearby structures. The TR-90 can also be configured to enter promiscuous mode, during which it will continuously scan the air for unsecured signals.

A handheld tracker receiver provides a detailed map of the vicinity as well as precise geo-location data from the user's trackers.

Hyper-specific maps, including building blueprints, utility tunnels, sewer systems etc. might also be available, depending on the location. At the GM's discretion, these items can be immediately available or accessible by using an appropriate skill. The GM will determine an appropriate DR for the Skill Check to access them.

Ultra Ear

The Lavus Ultra Ear is the perfect listening device for anyone looking to remain discrete while avoiding the high costs of augmentation. The Lavus Ultra Ear is worn on the ear, wrapping around from behind, much like a P-Comm ear piece. The Lavus Ultra Ear provides a +6 bonus to any Success Checks involving hearing.

Electronics
9.3.3

ELECTRONICS HAVE A WIDE spectrum of functions and applications for use in many different situations. **Figure 9-11: Electronics**, which is found on the next page, summarizes some key statistics for the following equipment:

Binoculars

Full-size binoculars provide the greatest possible hand-held vision magnification, and are a critical piece of any Freezone traveler's kit. Binoculars provide a 60× optical magnification and 200× digital magnification. The system's range finding capabilities extend to 15 km (9.3 mi) and provide detailed information on the exact distance to any object within the system's view.

Infrared Goggles

Infrared Goggles enable users to identify and track targets in complete darkness or sense temperatures without risking exposure. Infrared Goggles enable users to see in the infrared spectrum, effectively seeing heat. See *Infravision* in section *7.12.1— Vision and Lighting.*

Net-Wire

Net-Wires are as common as P-Comms in 2280, and in fact, most P-Comms have Net-Wire capability built- in. Net-wires provide any connected device with access to the Net. All Net-Wires encrypt their Net communications, ensuring maximum privacy. Players can purchase additionally Net-wires for new or custom devices, or for security reasons.

Net-Wires have a Security Rating—the base DR for any Computer Technologies Skill Check attempting to break the security of the Net-Wire or intercept and decrypt its transmissions.

Optical Surveillance System

Why carry binoculars when you can have vision magnification, augmentation, and electronic signature detection in a pair of lightweight goggles? An Optical Surveillance System provides a 30x optical vision magnification and 100x digital magnification. The system also includes low-light capabilities, enabling the wearer to see normally in conditions with light similar to that of the moon.

The system's Detection Threshold Rating is 25, and its range is 15 m (49.2 ft).

P-Comm

Personal Communicators or P-Comms come in a variety of shapes and sizes. Most are based around a small voice-controlled ear piece, which can be wirelessly linked to a PID, a visual display device—like glasses or a wall display—pocket keypad, a memory device, or any number of other compatible devices. P-Comms are the cell phones and personal computers of 2280. They include Net-wire capabilities, and can be used for voice, video, and data communications. P-Comms form the hub of one's personal area network (PAN), a short range wireless network linking most electronic devices on a person.

DIRECT SATELLITE LINK—Allows access to the Net via one's P-Comm anywhere in the world for 300T.

PID—Sub-dermal

Sub-dermal PIDs are extremely common in 2280, with most city-states issuing them at birth to new citizens. The PID is about the size of a grain of rice and is implanted beneath the skin—usually under the arm or above the collar bone. The procedure is painless and lasts only seconds.

Sub-dermal PIDs include personal area network (PAN) transmit and receive capabilities, enabling them to communicate with any nearby networked device.

All modern PIDs include several terabytes of internal memory which can be accessed and used by the owner through a networked device. Additionally, all PIDs include a secure portion of memory—accessible only by city-state authorities—which holds information about the owner's citizenship, criminal record, medical records, Trust account, and other important personal information.

Sub-dermal PIDs, which can be stolen, are considered a valuable underworld commodity so long as one can pass for the PID's original owner. Implant procedures generally cost 1,000T and willing independent doctors are usually easy to find. Remember, in most city-states it is a crime to carry more than one PID at a time, as it is an indication of multiple identities.

Electronics

Name	Size	Mass kg (lb)	Structural Integrity	Electronic Signature	Repair Multiplier	Cost
Binoculars	Hand-held	1.0 (2.2)	10	30	5	200T
Infrared Goggles	Goggles	0.2 (0.4)	12	35	6	300T
Net-wire	Size of a Quarter or smaller	NA	NA	45	NA	15T per point of Security Rating
Optical Surveillance System	Glasses	0.2 (0.4)	12	35	6	500T
P-Comm	Pocket-sized	0.3 (0.7)	5	25	6	130T for standard brands, 200–1,000T for Designer Brands
PID—Sub-dermal	Grain of Rice	NA	NA	NA	NA	NA—Issued to Citizens
PID—Wallet	Credit Card	NA	5	NA	NA	80T—Free if issued
Pocket Keypad	Hand-held, collapsible	0.2 (0.4)	4	25	6	30T
Pocket Memory	Fingernail	0.1 (0.2)	4	25	6	5T per Terabyte
Ultra-Light Optical Augmentation Frame U-12	Glasses	0.2 (0.4)	12	35	6	500T
Ultrasound Viewing System	Tailored	0.5 (1.1)	12	25	6	1,500T
Visual Augmentation System	Hand-held	1.7 (3.7)	14	30	7	1,400T
Visual Display Glasses	Glasses	0.2 (0.4)	12	20	6	150T

Figure 9-11



PID—Wallet

Wallet PIDs have the same functionality as sub-dermal PIDs, but are about the size of a 21st century credit card and have a small display and touch screen. Wallet PIDs are generally considered low-tech relics and a sign that one is a citizen of a small or "back water" city-state. Wallet PIDs can also be purchased and used to hold Trust Notes and other personal information, even among non-citizens. Wallet PIDs are also a hot underworld commodity, especially since they do not require implanting. However, carrying more than one PID with an encoded personal ID can sometimes be a risky undertaking.

Pocket Key Pad

Pocket Key Pads can be wirelessly synced to any compatible electronic device, providing the user with a complete QWERTY-styled keyboard.

Pocket Memory

Although Pocket Memory comes in many forms, the most common is a small black chip about the size of a finger nail. Pocket Memory can be wirelessly synced to any compatible electronic device, and is often woven into the fabric of clothing to be incorporated into one's PAN.

Ultra-light Optical Augmentation Frame U-12

With the U-12, Vi-Corp delivers the world's finest adaptable optical augmentation. Built with adaptability in mind, the U-12 can support a variety of optical augmentation systems, enabling complete user customization. Any of the following optical systems can be installed in the U-12 Frame for the price noted:

- Low light Vision: 360T
- Infrared Vision (Range 50 m (164.0 ft)): 450T
- Laser Detection (Range 50 m (164.0 ft)): 700T
- Ultrasound Vision (Range 10 m (32.8 ft)): 1800T
- Vision Magnification ×10: 250T
- Electronic Signature Detection Threshold (Rating 20): 400T

Ultrasound Viewing System

The Vi-Corp Ultrasound Viewing System enables users of to see a fully rendered 3D image of their surroundings—even see through solid objects with a SI of 15 (or less) per inch. The Ultrasound Viewing System has a viewing range of 10 m (32.8 ft).

Visual Augmentation System

The Vi-Corp Visual Augmentation System is the ultimate in handheld viewing augmentation. This system includes low-light, magnification, infrared, range finding and electronic signature detection. The Vi-Corp Visual Augmentation System enables the user to see in lighting conditions similar to moonlight. The system provides 50× optical magnification and 150× digital magnification. The system's infrared capabilities extend to 500 m (1,640.4 ft). The system's range finding capabilities extend to 10 km (6.2 mi) and provide detailed information on the exact distance to any object within view. The system's electronic signature Detection Threshold Rating is 35 and its range is 50 m (164.0 ft).

Visual Display Glasses

Visual Display technology—which can be built into almost any pair of glasses—is extremely common technology in 2280, enabling users to see video and textual data displayed on the lenses of otherwise simple glasses. Visual Display Glasses wirelessly sync with any compatible electronic device in the user's PAN.

Medical
9.3.4

MEDICAL EQUIPMENT IS perhaps the most critical gear that can be brought along on any adventure or expedition outside the safety of a city. It can be used to cure diseases and toxins, heal wounds and keep wounded companions alive for an extended amount of time. **Figure 9-12: Medical Equipment**, which is found on the next page, summarizes some key statistics for the following equipment:

Auto-Injector

Auto-Injectors are handheld pen-like devices that can be loaded with any liquid, enabling users to rapidly inject themselves or others as a Full Action rather than than the six seconds a standard injection requires.

Med Kit—Combat

Combat Med Kits include the best and most complete package of emergency medical supplies available in a single carry-all kit. In addition to their valuable contents, Combat Med Kits provide a +4 bonus to any Medicine Skill Checks when using the Kit.

Combat Med Kits include:

- Various antiseptics and wound treatments for minor to critical wounds
- An array of tools, bandages, and wraps for treatment of minor to critical wounds, including emergency surgical implements
- Tissue Glue
- Life Support Patch ×5
- Regen Patch ×5
- Spray-on Splint ×4
- Level 3 Anti-Toxin Patch ×3
- Level 3 Immuno-Supplement Patch ×3
- Eye Wash Spray
- Chemical Wash Spray
- Cryo Spray ×1

Med Kit—Pocket

A Pocket Med Kit includes basic equipment necessary to tend to minor injuries. In addition to their valuable contents, Pocket Med Kits provide a +2 bonus to any Medicine Skill Checks when using the Kit.

Pocket Med Kits include:

- Various minor antiseptics and wound treatments
- Tissue Glue
- Regen Patch ×1
- Various Bandages and wraps
- Spray-on Splint

Med Kit—Standard

A Standard Med Kit includes everything required to handle minor to serious injuries. In addition to their valuable contents, Standard Med Kits provide a +3 bonus to any Medicine Skill Checks when using the Kit.

Standard Med Kits include:

- Various minor antiseptics and wound treatments
- An array of tools, bandages, and wraps for treatment of minor to serious wounds
- Tissue Glue
- Life Support Patch ×1
- Regen Patch ×3
- Spray-on Splint ×2
- Level 1 Anti-Toxin Patch ×1
- Level 1 Immuno-Supplement Patch ×1
- Eye Wash Spray
- Chemical Wash Spray

Medical Equipment

Name	Size	Mass kg (lb)	Structural Integrity	Cost
Auto-Injector	Large Marker	0.05 (0.1)	6	5T
Med Kit—Combat	Lunch box	3.0 (6.6)	10	4,000T
Med Kit—Pocket	Pocket-sized Pouch	1.0 (2.2)	10	200T
Med Kit—Standard	Small Lunch box	1.6 (3.5)	10	800T
Patch—Anti-Toxin	Palm-sized, paper thin	NA	1	100 per Potency Level
Patch—Immuno-Supplement	Palm-sized, paper thin	NA	1	100 per Potency Level
Patch—Life-support	Palm-sized, paper thin	NA	1	250T
Patch—Regen	Palm-sized, paper thin	NA	1	150T
Patch—Stabilizer	Palm-sized, paper thin	NA	1	200T
Patch—Tranquilizer	Palm-sized, paper thin	NA	1	150T per Level
Paz Dispenser	Small Plastic Pouch	0.1 (0.2)	10	10T
Spray—Chemical Wash	Small Hand-held canister	0.75 (1.7)	8	45T
Spray—Cryo	Hand-held canister	1.6 (3.5)	8	1,000T
Spray—Eye Wash	Small Hand-held canister	0.75 (1.7)	8	35T
Spray-on Splint	Hand-held Canister	0.3 (0.7)	8	30T
Tissue Glue	Tube of Toothpaste	0.2 (0.4)	4	30T

Figure 9-12

Patches

Applying a Patch is considered a Full Action. The Potency Level of the Patch is deducted from the Potency Level of the agent being counteracted. If the result is 0, the toxin is neutralized. Otherwise the effects of the toxin are at least reduced.

Patch–Anti-Toxin

Anti-Toxin Patches are available in numerous Potency Levels and counteract the effects of almost all toxins by releasing a blend of anti-toxin agents into the patient's body. Anti-Toxin patches take effect within three seconds of application.

Patch—Immuno-Supplement

Immuno-Supplement Patches are available in numerous Potency Levels and counteract the effects of most viruses, disease-causing agents, and fungi by releasing a blend of immune system boosters into the patient's body.

Patch—Life Support

Life Support Patches are a field medic's best friend, quickly and easily stabilizing a patient.

Life Support Patches immediately stabilize patients who have dropped to zero or less Health. When Life Support Patches are applied, no additional Health Pool points are lost and the patient stops bleeding. Furthermore, any recurring tissue damage is negated.

Patch—Regen

Regen Patches deliver regenerative medication to the patient within seconds of the application. Regen Patches stimulate cellular regeneration and provide their wearer with a quick burst of healing. Unlike other patches, the effects of Regen Patches are instant, and when applied, the patch returns 1D8 Health Pool Points to the wearer. No more than three Regen Patches can be applied in a one hour period.

Patch—Stabilizer

Stabilizer Patches are designed to reduce the effects of exposure to toxins, radiation, and disease. They work quickly to stabilize vital signs and to minimize the negative effects of the exposure. Stabilizer Patches release a blend of medications into the patient's bloodstream, slowing the body's uptake of toxins and disease-causing agents. Stabilizer patches delay the effects of toxins and disease by a factor of four. For example, a character exposed to radiation might have one hour before radiation sickness sets in; stabilizer patches would provide the character with four hours.

Patch—Tranquilizer

Available in various strengths, Tranquilizer patches are fast acting sedatives. The effects of a tranquilizer last for one hour. A successful Vitality Resist Check negates the effect of the tranquilizer.

- Potency Level 1: Vitality Resist Check DR 10
- Potency Level 2: Vitality Resist Check DR 20

GMs can consider allowing higher Potency Levels, but should also consider the ramifications, given the ease with which one could sedate an extremely powerful creature in a combat situation.

Paz Dispenser

Paz Dispenser is a handheld device that holds a stack of patches, prepped for quick application. Users simply flip the device's top and press the patch to the patient's skin. A Paz Dispenser holds up to ten patches, enabling a patch to be applied as a Half Action rather than a Full Action.

Spray—Chemical Wash

Chemical wash spray quickly neutralizes most chemical toxins and washes them from skin, clothing, and most other surfaces. GMs should assume the application of chemical wash spray is successful, unless the circumstances are especially severe.

Spray—Cryo

Cryo Spray is a last resort emergency lifesaving device. It puts a patient in a state of cryogenic preservation, enabling the transportation of the body for treatment at a later time.

Cryo Spray comes in a single handheld canister. The bottom of the canister contains a small respirator unit and freezing trigger, which is pulled free of the canister and placed over the patient's nose and mouth. When in place, the can-

ister's contents spray, covering the patient's body. The unit is then switched on, triggering the freezing reaction, initiating respiratory support.

Cryo Spray produces a solid cocoon, holding the patient in stasis for up to six hours.

When encased in Cryo Spray, characters are considered stabilized; their condition will not deteriorate further. After six hours, the cocoon can no longer maintain a low internal temperature. Therefore, a new canister must be applied.

How long a patient can remain cryogenically frozen is up the GM. It is conceivable that characters might remain frozen for days, months or even years.

Spray—Eye Wash

Eye wash spray quickly and painlessly clears debris, chemicals, and or other contaminants from the eye. GMs should assume the application of eye wash spray is successful, unless the circumstances are especially severe.

Spray-on Splint

A spray-on splint can quickly immobilize a broken or wounded limb, facilitating healing. A spray-on splint prevents additional damage to injured limbs, making it possible for injured characters to walk or travel. Application of a spray-on splint takes one minute. Although minor breaks and sprains usually do not require successful Medicine Skill Checks, severe injuries often do.

Tissue Glue

Found in most emergency medical kits, tissue glue quickly and safely seals wounds of almost any size. It takes about one minute to apply tissue glue. Minor wounds can be treated faster, and without need for a successful Medicine Skill Check. Severe wounds can take several minutes to treat and might require a successful Medicine Skill Check against a DR of 30, depending on the situation.

Chemicals, Gases, Pathogens and Toxins

9.3.5

THERE ARE A LOT OF nasty concoctions in the world of Alpha Omega and they come in a variety of forms. **Figure 9-13: Chemicals, Gases, Pathogens and Toxins**, which is found on the next page, summarizes the key statistics of the descriptions that follow:

Chemical—Cloud Nine

Cloud Nine is a common battlefield chemical that enables its user to temporarily ignore the effects of pain and injury, remaining conscious and active—even with less than zero Endurance Pool Points—for one minute. Cloud Nine cannot be used more than once per day without causing irreparable damage to the user's internal organs. Cloud Nine has a Vitality Addiction Check DR of 25. Like all self-injections, Cloud Nine can be injected in one Combat Cycle or six seconds.

Chemical—Juice

Upon injection, Juice rapidly heals its user. Juice immediately heals 1D8 Health Pool Points.

Chemical—Letterman

Letterman is a common anti-sleep agent that enables users to remain awake and active for 48 hours without suffering the effects of sleep deprivation. Letterman cannot be used to remain awake for more than 96 hours without suffering irreparable damage to the user's internal organs. Letterman has a Vitality Addiction Check DR of 10. Letterman is taken in pill form.

Chemical—Methalhide Acid

Methalhide Acid is powerful acid capable of dissolving even the strongest materials.

Methalhide Acid instantly inflicts 50 Chemical Damage per 10 cc vial, eating through whatever it touches. Methalhide Acid remains active until it burns through 50 points of Structural Integrity, at which time it burns off.

Chemicals, Gases, Pathogens and Toxins

Name	Effect	Potency Level	Resist Check DR	Addiction Check DR	Cost
Chemical—Cloud 9	Exhaustion Inhibiter	NA	NA	Vitality—25	100T per Use
Chemical—Juice	Health Pool Regenerator	NA	NA	NA	100T per Use
Chemical—Letterman	Sleep Deprivation Inhibitor	NA	NA	Vitality—10	15T per Use
Chemical—Methalhide Acid	Strong Corrosive	NA	NA	NA	600T per 10cc
Chemical—Rage	Strength Booster	NA	NA	Discipline—30	100T per Use
Chemical—Slow Ride	Relaxant, Downer	NA	NA	Discipline—8	20T per Use
Chemical—Trixie	Hallucinogenic Upper	NA	NA	Discipline—18	50T per Use
Chemical—Zombie	Pain-killer	NA	NA	Vitality—25	100T per Use
Gas—Knockout	Renders target unconscious	NA	Will—20	NA	300T per Delivery
Gas—Paralytic	Paralyses targets	NA	Will—20	NA	400T per Delivery
Gas—Reaper	Damage over Time	NA	Vitality—25	NA	500T per Delivery
Gas—Shriek	Debilitating Pain	NA	Discipline—22	NA	300T per Vial
Pathogen—Gulag	Nausea, Paralysis, Death	3	Vitality—22	NA	500T per Vial
Pathogen—Murk	Nausea, Incapacitation	2	Vitality—18	NA	100T per Vial
Pathogen—Pinky	Drains Strength	4	Vitality—30	NA	200T per Vial
Pathogen—Scourge	Drains Conditioning	3	Vitality—25	NA	200T per Vial
Pathogen—Veg	Reduces Dice Pool Steps	2	Vitality—20	NA	300T per Vial
Toxin—Black Death	Death	4	Vitality—28	NA	1,0000T
Toxin—Dropper	Unconsciousness then death	3	Vitality—22	NA	2,000T
Toxin—Green Mile	Nausea, Incapacitation	2	Vitality—20	NA	200T
Toxin—Spank	Drains Endurance	1	Conditioning—18	NA	180T
Toxin—Zap	Paralysis	3	Vitality—22	NA	500T

Figure 9-13

Chemical—Slow Ride

Slow Ride is a common street-level narcotic that induces a deep state of relaxation, mental and emotional calm, and a general feeling of pleasure. The effects of Slow Ride last for 3 hours and it has a Discipline Addiction Check DR of 8. Like all self-injections, Slow Ride can be injected in one Combat Cycle or six seconds.

Chemical—Rage

Rage is a potent Strength-increasing agent that immediately causes the user's Strength Core Quality score to increase by 10. During this time, the user is aggressive and prone to rage. The effects of Rage last for 3 hours and has a Discipline Addiction Check DR of 20. Like all self-injections, Rage can be injected in one Combat Cycle or six seconds.

Chemical—Trixie

Trixie is a favorite hallucinogenic upper among wealthy hitspot-goers. It produces an overwhelming high, an absolute lack of inhibition and induces vivid hallucinations. The effects of Trixie generally last for four hours. Trixie is taken in pill form and has a Discipline Addiction Check DR of 18.

Chemical—Zombie

Zombie is a wondrous battlefield chemical agent that enables users to temporarily ignore the effects of injury, even when dying. Zombie users can remain conscious and active, even if they have fewer than zero Health Pool Points. However, Zombie does nothing to stop the continued loss of Health Pool Points, and when a user is technically dead, Zombie becomes ineffective, and the user drops dead. Zombie's effects also wear off after one hour. Zombie has a Vitality Addiction Check DR of 25. Zombie can be injected in one Combat Cycle or six seconds.

Gas—Knockout

Knockout Gas renders those that inhale it and fail their Resist Check unconscious for 5 minutes. The DR of the Will Resist Check is 20.

Gas—Paralytic

Paralytic Gas paralyses those that inhale it and fail their Resist Check. They are fully conscious but unable to move for 5 minutes however their autonomic systems continue to function normally. The DR of the Will Resist Check is 20.

Gas—Reaper

Reaper is a vicious blistering agent that causes those who inhale it and fail their Resist Check to begin breaking out in blisters. The blisters swell rapidly and burst, ripping their flesh and causing 1d4 damage to the victim every Segment they are within the vicinity of the gas. The DR of the Vitality Resist Check is 25.

Gas—Shriek

Shriek is a debilitating gas that causes those who inhale it and fail their Resist Check to be immediately struck with debilitating pain. The pain is so intense that they are unable to move or conduct any physical actions whatsoever. The DR of the Discipline Resist Check is 22. Characters may attempt a Resist Check every Segment to overcome the effects of the gas. Continued failure forces them to remain inactive until they are no longer breathing the gas.

Pathogen—Gulag

Common in some parts of the Wilds, Gulag is a disease that ultimately results in death. The first indicators of a Gulag infection are intense nausea, followed closely by vomiting, and finally, death. Like a flu or cold, Gulag can be transmitted any number of ways. Gulag has an incubation period of three days, preventing sleep and forcing sleep deprivation effects until the victim ultimately dies on the fifth day.

Pathogen—Murk

Murk induces nausea and vomiting within hours of exposure, quickly incapacitating the victim with rapid dehydration and incredible discomfort. Murk is most commonly transmitted through liquids, although it can also be easily transmitted by touch and as an airborne agent. Murk has an incubation period of two hours and its effects last four days. Murk is a Potency Level 2 Pathogen and has a Vitality Resist Check DR of 18. Each time the victim attempts a physical action they must complete this Vitality Check successfully or be prevented from acting due to discomfort.

Pathogen—Pinky

Pinky is a dangerous pathogen that saps the victim's strength, eventually leaving him/her crippled and unable to move without assistance. Pinky can be transmitted any number of ways. It has an incubation period of one hour, after which victims temporarily lose five points from their Strength Core Quality score every hour. When the victims' Strength reaches zero, they are incapacitated. The effects of Pinky last 48 hours. Pinky is a Potency Level 4 Pathogen, and has a Vitality Resist Check DR of 30.

Pathogen—Scourge

Similar to Pinky, Scourge is a vicious pathogen that rapidly drains its victim's conditioning, eventually leaving him/her unconscious and incapacitated. Like most other pathogens, Scourge can be transmitted any number of ways, with a one-hour incubation period. When infected, victims lose five points from their Conditioning Core Quality score every hour until treated or until their Conditioning Core Quality score reaches zero, at which point they immediately collapse into unconsciousness. The effects of Scourge last for 48 hours. Scourge is a Potency Level 3 Pathogen and has a Vitality Resist Check DR of 25.

Pathogen—Veg

Veg is an extremely dangerous pathogen that has no incubation period, but which rapidly degrades its victim's motor control and nervous systems. When infected, victims immediately begin suffering significant—and progressively worse—DPS penalties. As soon as the Resist Check is failed, the victim incurs a negative 4 DPS penalty to all Success Checks. This penalty increases by 4 every subsequent hour, and the effects last 48 hours. Veg is a Potency Level 2 Pathogen and has a Vitality Resist Check DR of 20.

Toxin—Black Death

Black Death is an extremely dangerous and lethal toxin that causes a rapid and painful death. It is only available as a liquid for injection. Black Death is a Potency Level 4 Toxin with a Vitality Resist Check DR of 28.

When victims fail their Vitality Resist Check, they instantly lose 10 Health Pool Points and 1 point every second that follows. During this time the victim is overcome with an excruciating burning sensation that radiates from within.

Toxin—Dropper

Dropper is a potentially lethal street-level toxin available as both a liquid and water-soluble solid. When consumed or injected, Dropper takes effect almost immediately, causing its victim to rapidly lose consciousness and eventually stop breathing. Dropper is a Potency Level 3 Toxin with a Vitality Resist Check DR of 22.

When victims fail their Vitality Resist Check, the effects take hold, and unconsciousness follows immediately. Breathing stops after a number of seconds equal to the number of points in the victim's Health Pool, with death following minutes later.

Toxin—Green Mile

Green Mile is a nauseating toxic agent that rapidly induces severe vomiting, rendering its victim incapacitated in seconds. It is available as both a liquid and a water-soluble solid. When consumed or injected, Green Mile immediately induces crippling stomach cramps that are quickly followed by severe vomiting. Green Mile is a Potency Level 2 Toxin with a Vitality Resist Check DR of 20.

Toxin—Spank

Spank is an endurance draining toxin that rapidly drains its victim of Endurance Pool Points, rendering them unconscious. When infected, victims lose five points from their Conditioning Core Quality score every hour until treated or until their Conditioning Core Quality score reaches zero, at which point they immediately collapse into unconsciousness. Spank is a Potency Level 1 Toxin with a Conditioning Resist Check DR of 18.

Toxin—Zap

Zap is a neural toxin that causes its victims to loose control of their central nervous system and rapidly fall victim to total body paralysis. Zap can be attained as a water-soluble solid, liquid for injection, and powder for airborne application. Zap is a Potency Level 3 Toxin with a Vitality Resist Check DR of 22.

When victims fail their Vitality Resist Check, they immediately succumb to muscle tremors, dropping anything in their hands. Within a minute, the tremors become massive and they can no longer stand; within two minutes they succumb to paralysis. Victims of Zap remain completely conscious but are unable to move or even blink. Effects last for approximately one hour.

Combat Equipment
9.4

THERE ARE INNUMERABLE PIECES of equipment designed for use in combat. The following section details some of the combat equipment available to characters in 2280. Combat equipment makes use of the same categories as non-combat equipment.

Combat Support Equipment

Name	Size	Mass kg (lb)	Structural Integrity	Cost
Bipod	Small, hand-held	0.5 (1.1)	60	80T
Entry Light	Small Flashlight	0.5 (1.1)	20	30T
Grenade Launcher—40 mm	Small Shotgun	2.0 (4.4)	35	800T
Holster—Concealed	Small Pouch	0.2 (0.4)	10	50T
Holster—Custom	Varies	0.2 (0.4)	10	100T
Holster—Standard	Small Pouch	0.2 (0.4)	10	30T
Mag Clamp	Hand-held	0.1 (0.2)	5	20T
Repair Kit	Lunch Box	1.0 (2.2)	10	150T
Scope	Small Cylinder	0.5 (1.1)	12	80T
Sheaths/Scabbards	Variable	0.2 (0.4)	10	30T
Shield Spikes	6 in spike	0.5 (1.1)	55	80T
Sight—Laser Dot	Pen Cover	0.2 (0.4)	8	50T
Sight—Optical	Small cylinder	0.4 (0.9)	8	40T
Silencer	Small, narrow cylinder	0.4 (0.9)	12	100T
Sling	Small, loose strap	0.1 (0.2)	15	10T
Speed Loader	Pistol Magazine	0.2 (0.4)	10	50T
Utility Harness	Straps and a belt	1.5 (3.3)	12	80T

Figure 9-14

Combat Support
9.4.1

COMBAT SUPPORT EQUIPMENT is used to make combat or the carrying or operation of combat equipment easier. **Figure 9-14: Combat Support Equipment**, summarizes some key statistics for the following equipment:

Bipod

A bipod provides stability when a weapon is firing. As long as the bipod is extended and resting on a solid surface, bipods add a +2 to all Attack Attempts.

Entry Light

Entry Lights are small flashlights typically attached under the barrel of Pistols, SMGS, Shotguns, and Assault Rifles.

Grenade Launcher—40 mm

This attachment can be added to Shotguns and Assault Rifles, unless stated otherwise. It is a modular weapon that comes complete with a trigger mechanism, launcher tube, and mounts for attaching it to the primary weapon. It can fire 40 mm grenades, but must be manually reloaded after each round.

Holster—Concealed

Concealed Holsters are custom tailored for the wearer, providing maximum concealment for pistol-sized, or smaller, weapons. They are designed to hold weapons in locations not commonly searched or easily spotted, such as ankles, wrists, and under the arms.

Holster—Custom

Custom Holsters can be built to hold any firearm, including melee attachments, which can be added.

Holster—Standard

Holsters are a standard piece of equipment for most adventurers and are designed to conveniently and safely hold any one-handed firearm.

Mag Clamp

Mag Clamps facilitate the inverted clamping of two ammunition magazines, so that as one empties, it can be unloaded and flipped so that the second magazine can be loaded quickly. Mag Clamps reduce the number of Segments required to reload weapons that use magazines by half, rounding down.

Repair Kit

Repair Kits include all manner of general tools required for common repairs. A Repair Kit provides a +3 Bonus to all Skill Checks undertaken to accomplish a repair.

Scope

Scopes magnify targets, making them easier for the shooter to see, improving the overall accuracy of the aim. Scopes provide a +3 to all Attack Attempts made against targets farther than 20 SIM away, and who are being engaged with single shots or semi-automatic fire.

A Scope can be equipped with Low Light operating capability for 80T.

A Scope can be equipped with Infrared operating capability 80T.

Sheath/Scabbard

Sheaths and scabbards are standard pieces of equipment used to carry and protect melee weapons, such as knives and swords.

Shield Spikes

Shield spikes are solid metal spikes that can be attached to the front of shields to further damage the enemy. Shield Spikes add +2 Damage to all Successful Melee Attacks made with the Shield.

Sight—Laser Dot

Laser Dot Sights project a low-power laser beam onto the target, providing the shooter a visual reference point that shows exactly where the weapon is aimed. Laser Dot Sights provide a +2 to all Attack Attempt rolls made against targets within 20 SIM or against targets attacked while using a Scope.

Sight—Optical

Optical Sights slightly magnify the shooter's view and offer a built-in aiming reticle as a reference point. Optical Sights provide a +1 to all Attack Attempt rolls made against targets farther than 15 SIM. An Optical Sight can not be added to a weapon equipped with a Scope.

Silencer

Silencers are designed to drastically reduce the amount of noise associated with gunfire. They can be attached to virtually all firearms, except shotguns, and are a must if discretion is important. As a general guide, assume silenced weapons cannot be heard beyond 10 m (32.8 ft) or outside the confines of a room when fired.

Sling

A Sling enables the shooter to grab a weapon, making it ready-to-fire with a Free Action rather than with a Half-Action.

Speed Loader

Speed Loaders are easily attached to any part of the body and hold a magazine of pistol ammunition—ready to be snapped into place with the utmost ease. Speed Loaders reduce the number of Segments required to reload pistols by half, rounding down.

Utility Harness

Utility harnesses are a wearable framework of shoulder straps and belts, enabling the user to easily attach a variety of useful items—including holsters, pouches, shoulder flashlights, and scabbards. They are available in a variety of colors and camouflage patterns.

Armor and Protective Equipment
9.4.2

ARMOR AND PROTECTIVE EQUIPMENT prevents the wearer from a degree of damage caused by weapons or environmental effects that would otherwise threaten their lives. **Figure 9-15: Armor and Protective Equipment**, which is found on the next page, summarizes some key statistics for the following equipment:

Armor—Armored Clothing

With Armored Clothing, you can enjoy peace of mind and the freedom to go about your day without the inconvenience or unsightliness of heavier armor. Armored Clothing is generally uncontrolled in most cities and is extremely difficult to identify with an untrained eye.

Armor—Armored Vest

An Armored Vest provides excellent protection from a variety of Damage Types. Armored vests are generally controlled in most cities, and wearing one in public will likely result in arrest.

Armor—Armored VIP Clothing

Armored VIP Clothing offers the finest in both personal protection and high fashion. Armored VIP clothing is perfect for high-level business in any arcology, a night in the casinos of Divinus, or for those unfortunate moments when your bodyguards fail. Armored VIP clothing is generally uncontrolled in most cities. It is also extremely difficult to identify with an untrained eye. Depending on the situation, GMs can award characters wearing VIP clothing a +1 bonus to any Checks involving Charisma.

Armor—Bracers

Bracers are small, lightweight forearm protectors that assist in a character's defense. They are a form of shield and can provide bonuses, as described in section *7.11.8—Shields*. The material of the bracers plays a significant role in the protection offered. More information about materials can be found in section *9.5.1—Material of Melee Weapons and Ranged Weapon Melee Attachments*. Bracers can also be used to attack as described in section *9.5.3—Melee Weapons*.

The protective characteristics of bracers only apply when the character wearing them enters Active Defense mode, using his/her Unarmed Melee Skill for defensive purposes. Bracers provide no Cover bonus.

Armor—Heavy

Heavy Armor offers the most comprehensive protection from the widest range of Damage Types. Heavy Armor is most commonly used by security forces and heavy combat professionals. It is strictly controlled in most cities, and wearing it in public without authorization, will certainly result in arrest.

Any optical device found in these sections can be added to the helmet of a Heavy Armor suit for 1.5 times the device's cost.

A respirator can be added to the helmet of a Heavy Armor suit for 120T.

A sophisticated communications array can be added to the helmet of a Heavy Armor suit, enabling the wearer to see and hear video and audio sent from a remote location or other suit wearer. The Communications Array includes a video camera, and internal and external microphones—enabling the wearer to not only receive but also transmit video and audio data. The Communications Array can be added for 400T.

The helmet of a Heavy Armor suit can be outfitted with a Neural Interface Net Wire, enabling the wearer to wirelessly access the Net. Data is visible on the helmet's view screen, and the Net Wire is controlled through a direct neural interface. A Neural Interface Net Wire can be added for 3,000T.

Armor—Light

Light Armor offers a fantastic base level of protection against a variety of Damage Types and is easily worn under loose clothing.

Armor—Medium

Medium Armor cannot be worn under clothing and is commonly used by security forces and other mobile combat professionals. It provides excellent protection from a variety of Damage Types. Medium Armor is strictly controlled in most cities, and wearing it in public without authorization, will certainly result in arrest.

Armor and Protective Equipment

Name	Damage Thresholds							Damage Resistances							Mass kg (lb)	Structural Integrity	Repair Multiplier	Cost
	HV Kin	Mel Kin	Energy	Chem	Void	Alpha	Omega	HV Kin	Mel Kin	Energy	Chem	Void	Alpha	Omega				
Armor—Armored Clothing	0	0	0	0	0	0	0	1	1	1	1	0	0	0	2.0 (4.4)	15	1	600T
Armor—Armored VIP Clothing	0	1	0	1	0	0	0	2	2	2	2	2	0	0	4.0 (8.8)	30	1	1,500T
Armor—Armored Vest	1	1	0	0	0	0	0	3	3	2	2	0	0	0	3.0 (6.6)	45	1	500T
Armor—Bracers	0	1	0	0	0	0	0	2	2	1	1	0	0	0	0.9 (2.0)	70	3	300T
Armor—Light	1	1	0	1	0	0	0	4	3	3	2	0	0	0	4.0 (8.8)	60	1	800T
Armor—Medium	2	1	1	2	1	0	0	5	4	3	3	2	0	0	12.0 (26.5)	90	2	1,950T
Armor—Heavy	2	2	2	2	2	0	0	5	5	4	3	3	0	0	25.0 (55.1)	120	3	5,000T
Armor—Spiritual Cloak, Alpha	0	0	0	0	0	0	2	0	0	0	0	0	0	5	2.0 (4.4)	70	7	2,000T
Armor—Spiritual Cloak, Omega	0	0	0	0	0	2	0	0	0	0	0	0	5	0	2.0 (4.4)	70	7	2,000T
Protective—Elbow Pads	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1.0 (2.2)	35	2	50T
Protective —Hazmat Suit	0	0	0	4	0	0	0	2	2	2	8	1	0	0	15.0 (30.1)	50	6	1,750T
Protective—Helmet	-	-	-	-	-	-	-	-	-	-	-	-	-	-	3.0 (6.6)	45	2	150T
Protective—Knee Pads	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1.0 (2.2)	35	2	50T
Shield—Small Shield	1	2	1	1	0	0	0	2	3	2	3	0	0	0	2.3 (5.1)	80	3	500T
Shield—Large Shield	1	2	1	1	0	0	0	3	4	2	3	0	0	0	4.5 (9.9)	90	3	750T
Shield—Alpha Spiritual	0	0	0	0	0	0	2	0	0	0	0	0	0	4	1.0 (2.2)	60	7	2,000T
Shield—Omega Spiritual	0	0	0	0	0	2	0	0	0	0	0	0	4	0	1.0 (2.2)	60	7	2,000T
Shield—Tower Shield	1	2	1	1	0	0	0	4	4	2	3	0	0	0	9.1 (20.11)	100	3	1,000T

Figure 9-15

Armor—Spiritual Cloak

These cloaks are assembled and infused with spiritual protective qualities by the most powerful of Spiritual Wielders. A spiritual cloak can be worn over any armor or clothing and provides its wearer with protection from either the Alpha Wielding Source and Alpha-derived spiritual creatures, or from the Omega Wielding Source and Omega-derived spiritual creatures.

Protective—Elbow and Knee Pads

Elbow and knee pads provide a measure of lightweight protection. Although these devices offer no tangible measure of protection in terms of game mechanics, GMs should take them into consideration when warranted. For example, a character might be suddenly forced to crawl through tight quarters covered in shards of broken glass. Knee pads would certainly make this much easier.

Protective—HazMat Suit

A hazardous materials suit protects from exposure to dangerous environments and all manner of toxins and diseases, so long as the suit does not sustain any punctures.

It is possible to outfit your HazMat Suit with a 60-minute internal air supply for 80T, which adds 3 kg (6.6 lb) to the suit's total weight.

Any Optical System can be added to a Hazardous Material Hood at twice the system's cost.

Protective—Helmet

Helmets provide lightweight protection, and although they offer no tangible measure of protection in terms of game mechanics, GMs should take them into consideration when warranted. For example, a character might be struck by falling debris or any number of environmental factors. At the GM's discretion, the helmet could save the character from unconsciousness or offer some additional measure of protection.

Any optical device found in these sections can be added to a helmet for 1.5 times the device's cost.

A respirator can be added to the helmet for 120T.





A sophisticated Communications Array can be added to the helmet. The Communications Array includes a video camera, and internal and external microphones, enabling the wearer to transmit and receive video and audio. The Communications Array can be added for 400T.

For 1,300T, a helmet can be equipped with a Neural Interface Net Wire, enabling wireless Net connectivity. Data is visible on the helmet's view screen, and the Net Wire is controlled through a direct neural connection.

Shields—Small, Large, Tower

Shields can be used in one hand for both defense and attack. They provide defensive bonuses, as described in section *7.11.8—Shields*. The material of the shield plays a significant role in the protection offered. More information about materials can be found in section *9.5.1—Material of Melee Weapons and Ranged Weapon Melee Attachments.* The Cover bonuses for small, large and tower Shields are +2, +4 and +6 respectively.

Spikes can be added to any shield, augmenting its use as a melee weapon. Shield spikes add 2 to the damage inflicted, as per the combat statistics of the shield in section *9.5.3—Melee Weapons*.

Shield—Spiritual

Spiritual shields are ethereal in nature, hazy to the naked eye, apart from the handle. They provide protection from the Alpha Wielding Source and Alpha-derived spiritual creatures, or from the Omega Wielding Source and Omega-derived spiritual creatures. Spiritual shields can also be used as melee weapons against spiritual creatures in the same way a standard shield can be used against physical creatures.



Weapons
9.5

CHARACTERS AND CREATURES have a wide variety of weapons at their disposal. Some weapons are masterpieces of modern technology, while others are of exquisite design and composition; however, all are equally capable of dealing death to intended targets.

The world of *Alpha Omega* has seemingly endless levels of technological advancement and capability; the weapons used by its residents vary accordingly. Some firearms are obsolete reproductions of weapons from the late 20th century; others are slightly modified to increase functionality while remaining true to designs with proven records of reliability and lethality. Some entirely modern firearms have been created to improve the performance of previous weapons by increasing range, caliber, and rates of fire, while decreasing recoil, weight, and mechanical deficiencies.

Melee weapons have also found a place in the *Alpha Omega* world. Although the range of melee weapons is drastically reduced compared to that of firearms, certain functions provided by melee weapons remain unmatched by firearms. The most important of these functions is the use of melee weapons to deflect incoming ranged projectiles. Weapons capable of withstanding the forces involved with such an action are quite expensive.

Some creatures are so fast while advancing that they are very difficult to hit with ranged weapons. Therefore, they must be confronted face-to-face in melee combat.

The following section describes the various statistics used to define the performance of the weapons in Alpha Omega. Summary tables for each type of weapon can be found at the end of their respective sections.

Material of Melee Weapons and Ranged Weapon Melee Attachments

9.5.1

THE MATERIAL FROM WHICH A melee weapon or ranged weapon melee attachment is constructed can have a profound impact on its defensive capabilities and the types of creatures it can harm. The various materials available in *Alpha Omega* are listed below. The rarer the material used, the costlier the weapon.

Metal

This is the most common of all materials. It can be used to harm most physical creatures and adversaries using the Melee Kinetic Damage Type. As explained in Active Defense, characters can use their skill with melee weapons to defend against opponents' melee and ranged attacks. It is recommended that GMs allow metal weapons to defend adequately against other metal weapons or those made from common materials, such as wood or dense plastic. At the GM's discretion, metal weapons can be used to deflect incoming bullets.

The cost of metal weapons is the standard cost of all melee weapons and melee weapon attachments.

Silver

Silver can be used to effectively defend against the same materials as Metal weapons can and also uses the Melee Kinetic Damage Type. Weapons forged from Silver can also cause Damage to creatures that are immune to standard Metal weapons, but vulnerable to Silver.

Silver weapons are twice the price of those listed in section *9.5.3—Melee Weapons* and *9.5.5—Melee Weapon Attachments*.

Energy

Melee weapons that use concentrated energy as a striking surface deal Damage in the form of the Energy Damage Type. They are powerful weapons that can defend against most melee weapon materials and projectiles, such as bullets and plasma rounds.

Energy weapons cost five times the prices listed in section *9.5.3—Melee Weapon* and *9.5.5—Melee Weapon Attachments*.

Spiritual

Weapons can be infused with the Spiritual energies of Alpha or Omega to cause Damage to spiritual creatures or creatures spawned from their energy. Spiritual weapons cannot harm physical creatures unless their description specifically states otherwise. Spiritual weapons are extremely rare and only the most powerful of Wielders can imbue weapons with spiritual energy.

Spiritual weapons cost ten times as much as the prices listed in section *9.5.3—Melee Weapon* and *9.5.5—Melee Weapon Attachments*.

Weapon Parameter Definitions

9.5.2

AMMUNITION—This row provides details about the type(s) of ammunition used by the weapon.

APPROXIMATE COST—This row provides an approximate Trust cost for the weapon.

DAMAGE—This row details the amount of damage produced by one Attack.

DESCRIPTION—The Description provides some insight into the design, manufacturer, history, and use of a weapon. Any special functions of the weapon are also discussed here.

EXERTION RATING—The Exertion Rating represents the ease with which a weapon can be used for multiple attacks. Exertion represents such factors as recoil, ease of aiming for firearms or maneuverability for melee weapons. The lower Exertion Rating, the easier it is to use the weapon repeatedly.

FIELD—This row dictates the Field in which the associated Skill for this weapon is found.

MAGAZINE—This row details the amount of ammunition that a single magazine for the weapon can hold.

MAXIMUM ATTACKS PER SEGMENT—This details the maximum number of Attacks that can be made with this weapon during a Full Attack Action. If a player uses a Half-Action to attack, this number is halved, rounding down. An Attack represents a single round of ammunition for firearms or a strike with melee weapons.

MAXIMUM EFFECTIVE RANGE—This is the distance, measured in SIM, in which the damage caused by the weapon is calculated normally.

MAXIMUM RATES OF FIRE—This row dictates the number of rounds a weapon can fire with one Full Attack Action as part of a player's turn. If a player uses a Half-Action for attack, this number is halved, rounding down.

MINIMUM EFFECTIVE RANGE—This is the minimum distance, measured in SIM, at which the weapon can fire. Depending on the weapon, penalties might accompany attempts to use the weapon at distances shorter than its Minimum Effective Range.

NAME—This row provides some detail about the name of the weapon and its manufacturer.

RANGE—The Range of a weapon dictates the number of SIM it can be used to attack. Melee attacks can be made at any distance within the Range of the weapon.

RANGE RATING—A weapon's Range Rating dictates the ease with which it can hit targets at varying ranges. **Figure 7-9: Range Rating** lists each Range Rating and its parameters. Range Rating is explained in detail in section *7.9.1—Range*.

RELOAD TIME—This is the amount of time the weapon requires to reload. The length of time can be reduced by using gear that assists reload times, such as Quick Change Magazine Holders, or by physically attaching inverted magazines together.

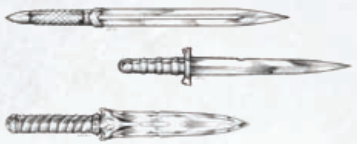
SKILL—This row details the Skill associated with this weapon.

SPECIAL—This area provides any additional capabilities or notes on the weapon. These are explained in detail in the weapon's Description. Some of the following terms are mentioned in this area:

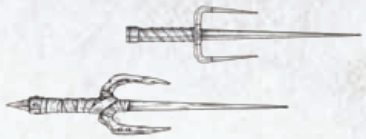
- Silencer—The weapon has an integrated silencer. This dramatically reduces the noise produced by the weapon and helps maintain discretion.
- Spread—The term spread refers to the range of ammunition dispersal. The number associated with the spread dictates how far from the center of the ammunition disperses, at a distance of 10 SIM. For example, "Spread 2" means that at a distance of 10 SIM, targets 2 SIM to the left or right of the center of aim will be affected by the ammunition. These targets are known as secondary targets, incurring half damage from the weapon.

STRUCTURAL INTEGRITY—The Structural Integrity of the weapon dictates the amount of damage it can cumulatively absorb before being destroyed. When a weapon's Structural Integrity is reduced to zero, it will longer function and must be replaced or repaired.

WEIGHT—This row indicates how much the weapon weighs.









Name	Dagger	Kama	Sai	S'ilv'a
Field	Melee Combat	Melee Combat	Melee Combat	Melee Combat
Skill	One-Handed Melee	One-Handed Melee	One-Handed Melee	One-Handed Melee
Weight	0.5 kg (1.1 lb)	0.9 kg (2.0 lb)	0.9 kg (2.0 lb)	0.9 kg (2.0 lb)
Damage	1d6+1	1d8	1d8	3d4
Max. Attacks/Seg.	4	3	3	4
Exertion Rating	4	5	4	4
Range	1 SIM	1 SIM	1 SIM	1 SIM
Special	Can be thrown at -2 Armor Penetration 1	Armor Penetration 1	Disarm attack Armor Penetration 1	Disarm or Trap attack Armor Penetration 2
Approx. Cost	15T	50T	50T	12,000T
Structural Integ.	75	70	75	85
Description	Daggers are one of the most commonly found weapons in the world. Any sharpened piece of a hard material that can be gripped safely could be considered a dagger. Although they can be thrown at a target, the attack roll suffers a -2 because the weapon is not balanced for throwing, unlike a Throwing Knife. Attackers can only throw one dagger per Segment. Daggers have a Melee Kinetic Armor Penetration rating of 1.	The origin of the Kama is found in ancient Japan, where it was created as a farm tool for reaping crops. Unable to train with swords like their feudal samurai masters, peasants taught themselves combat techniques with farm tools such as the Kama. Capable of making rapid stabbing attacks and cutting with the inside of its blade, the Kama is a formidable offensive weapon. When using the Kama defensively, the user gains a +2 to all Active Defense rolls. Kama have a Melee Kinetic Armor Penetration rating of 1.	The Sai was once used by farmers to assist with a variety of agricultural tasks. The trident design of this weapon makes it extremely efficient at disarming an opponent. Users gain a +2 to their attack rolls if they are attempting to disarm an opponent rather than causing damage. Sai have a Melee Kinetic Armor Penetration rating of 1.	The S'ilv'a is a secondary weapon used by all Seraph infantry. While all Seraph receive training with the S'ilv'a, only those known as Bladespinners achieve the highest levels of Skill. The weapon is gripped in the middle so that the flat of one blade rests on the forearm of the user at all times. Hand guards protect the user's hand. In one position, it makes an excellent trapping and stabbing weapon, but with a quick flick of the wrist, it is rotated so that the opposite blade lies against the forearm, exposing a curved cutting blade. S'ilv'a have a Melee Kinetic Armor Penetration rating of 2.



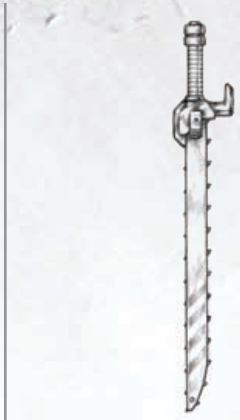




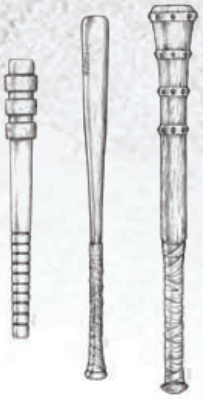


Shortsword	One-Handed Sword	Bastard Sword	One-Handed Axe	Name
Melee Combat	Melee Combat	Melee Combat	Melee Combat	Field
One-Handed Melee	One-Handed Melee	One-Handed or Two-Handed Melee	One-Handed Melee	Skill
1.4 kg (3.1 lb)	2.0 kg (4.4 lb)	2.4 kg (5.3 lb)	2.7 kg (6.0 lb)	Weight
1d10	2d8	3d6	2d8-1	Damage
4	3	3	2	Max. Attacks/Seg.
5	7	9	8	Exertion Rating
1 SIM	1 SIM	1 SIM	1 SIM	Range
	One Handed		Armor Penetration 3	Special
250T	350T	600T	450T	Approx. Cost
75	70	80	75	Structural Integ.
Shortswords are one-handed weapons with a blade that typically measures between 30 cm (11.8 in) and 60 cm (23.6 in). They are typically larger than daggers, but smaller than One-handed Swords. They are light, easy to control, and are quite versatile in their defensive and offensive capabilities. Some examples include: wakizashi, xiphos, gladius, cinquedea, and baselards.	One-Handed Swords are heavy one-handed weapons with a blade that generally measures between 61 cm (24 in) and 110 cm (43 in). They are more cumbersome to use than Shortswords, but their added weight and blade size help inflict more damage. Some examples include: rapiers, court swords, scimitars, jian, and one-handed longswords.	Bastard Swords are sometimes referred to as Hand-and-a-half Swords, as they can be wielded with one or two hands. However, they are not classified in either the One-handed or Two-handed sword families. Bastard Swords generally measures between 115 cm (45 in) and 140 cm (55 in). They are more cumbersome to use, but their added weight and blade size help inflicting more damage than a one-handed swords.	One-Handed Axes are typically heavier than One-Handed Swords. However, despite the fact that they are slower and slightly harder to control, their weighted heads tend to penetrate farther into a target, making it harder to strike repeatedly in rapid succession but increasing damage. One-Handed Axes have a Melee Kinetic Armor Penetration rating of 3.	Description









Name	Spiked Chain	Chain Sword	Flail	Club
Field	Melee Combat	Melee Combat	Melee Combat	Melee Combat
Skill	One-Handed Melee	One-Handed Melee	One-Handed Melee	One-Handed Melee
Weight	1.8 kg (4.0 lb)	2.8 kg (6.2 lb)	2.3 kg (5 lb)	1.8 kg (4.0 lb)
Damage	1d10	3d8	1d12+1	1d10
Max. Attacks/Seg.	2	3	2	3
Exertion Rating	9	10	6	5
Range	2 SIM	1 SIM	1 SIM	1 SIM
Special	Can be used to Trip or Disarm Penalties to attack rolls Failure on a critical roll of 1 or 2	One-handed Target's Melee Kinetic Resistance at -2	Penalties and bonuses for proximity to allies, Bonus vs Defensive Counter rolls	
Approx. Cost	400T	1,500T	50T	15T
Structural Integ.	65	50	65	70
Description	Although Spiked Chains are difficult to use, they offer versatile offensive capabilities and increased range. All Attack Attempts made with the intention to damage an opponent are made at -2. Attack Attempts used to Trip or Disarm an opponent—rather than inflicting Damage—are made at -4.	Chain Swords are one-handed melee weapons with a rotating chain blade running the exterior length of the blade. As the chain blade spins, it increases the damage inflicted, bypassing some of the target's armor. As a result, Chain Swords have a Melee Kinetic Armor Penetration rating of 2. The moving blade gets its power from a 15 × 50 mm (0.6 × 2 in) power cell located in the hilt, enabling eight hours of intermittent use. If the power is drained, the weapon should be treated like a One-Handed Sword.	A Flail is any weapon with one or more weights attached to a handle by chain, rope, or cord. For added damage, some Flails also have spikes attached to the striking end of the weapon. Attacks made with a Flail suffer a -1 penalty when an ally is within 1 SIM of the user. Attacks where no allies are within 1 SIM are made at +1 to damage rolls. Defensive Counter rolls made by targets facing an attacker with a Flail are made at -1.	A Club is essentially any solid weapon made from a heavy material such as wood, metal, or hard rubber. It can be as simple as a piece of wood used in one hand or as intricate as a finely crafted cudgel. It is held at one end and swung, striking the target with the opposing end. Generally, the handle is narrower than the striking end of the Club.







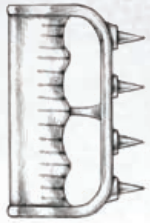


Nunchuku	Tonfa	Mace	Morning Star	Name
Melee Combat	Melee Combat	Melee Combat	Melee Combat	**Field**
One-Handed Melee	One-Handed Melee	One-Handed Melee	One-Handed Melee	**Skill**
0.9 kg (2 lb)	0.9 kg (2 lb)	2.3 kg (5.1 lb)	2.7 kg (6.0 lb)	**Weight**
1d8+1	2d4	1d10+1	2d6	**Damage**
3	3	3	3	**Max. Attacks/Seg.**
4	4	5	6	**Exertion Rating**
1 SIM	1 SIM	1 SIM	1 SIM	**Range**
Penalties and bonuses for proximity to allies, Bonus vs Defensive Counter rolls	Bonus to Defensive Counter Rolls		Armor Penetration 1	**Special**
75T	50T	100T	130T	**Approx. Cost**
60	65	65	65	**Structural Integ.**
The Nunchuku is two sections of wood, rubber, or metal connected by a short length of rope, cord, or chain. Attacks made with Nunchuku suffer a -1 penalty when an ally is within 1 SIM of the user. Attacks where no allies are within 1 SIM are made at +1 to the Attack Attempt roll. Defensive Counter rolls made by targets facing an attacker with Nunchuku are made at -2.	The Tonfa is believed to have originated in medieval Japan as a handle used to turn millstones. Although the Tonfa can be used as a solid extension to increase the length and force of a punch, it can also be spun to increase the reach of its user. However, the strength of the Tonfa is in its defensive capabilities; users receive a +3 to all Defensive Counter rolls when using a Tonfa in each hand or +1 is using a Tonfa in 1 hand.	Maces are typically constructed of strong shafts of reinforced wood or solid metal, with a handle at one end and a piece of solid metal at the other. The metal striking end can be spherical or flanged to increase Damage. High quality Maces of 2280 are constructed with light-weight metal compounds, ergonomic grips, and are weighted to increase balance and swing efficiency.	The Morning Star is similar in construction to the Mace with one key difference; where the Mace has a solid or flanged striking end, the Morning Star has numerous spikes. These spikes increase damage slightly, helping penetrate the armor of targets. Morning Stars have a Melee Kinetic Armor Penetration rating of 1.	**Description**

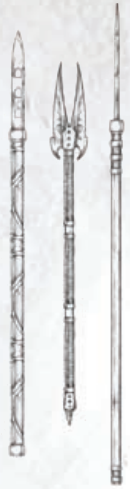








Name	ASP Baton	Stun Baton	Unarmed	Brass Knuckles
Field	Melee Combat	Melee Combat	Melee Combat	Melee Combat
Skill	One-Handed Melee	One-Handed Melee	Unarmed Melee	Unarmed Melee
Weight	0.9 kg (2.0 lb)	1.9 kg (4.2 lb)	0	0.5 kg (1.1 lb)
Damage	1d8+1	1d8 damage for melee attacks 1d4 for stun	1d4	1d6
Max. Attacks/Seg.	3	3 for striking, 1 for stunning	5	5
Exertion Rating	4	5	4	4
Range	1 SIM	1 SIM	1 SIM	1 SIM
Special	Telescopic	Capable of inducing muscle failure		
Approx. Cost	100T	200T		80T
Structural Integ.	55	30		75
Description	The ASP Baton works the same as a Club; it is grasped at the handle and used to strike the target with a narrower metal rod. The telescopic rod can be collapsed into the handle, enabling easy storage and transport. Although it is a small weapon, the Baton's solid metal design and ease of use makes it a very cost-effective weapon.	Stun Batons are dual purpose weapons. They can be used to strike the target directly, or used to discharge electricity into a target, temporarily rendering the contacted muscles inoperable. This painful process generally leaves the victim temporarily paralyzed or at least unwilling to resist the user any further. The paralytic effect can be initially resisted with a Will Resist Check of DC 20.	Unarmed, as a weapon, represents a character's ability to fight with nothing but various parts of his/her body as weapons. Some other weapons, such as claws and blades, use the Unarmed Melee Skill for game mechanic purposes as well. When using weapons of this sort, the descriptive text for the weapon governs any changes to its performance.	Brass Knuckles are used to provide stability to a fist when striking a target. The user's fingers grasp a handle, while typically a metal guard protects the hand. The metal guard also significantly increases the damage the weapon can inflict. Some variations are solid metal, while others have spikes on the exterior for additional damage.

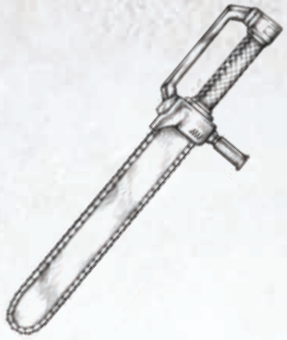








Short Spear	Long Spear	Two-Handed Sword	Two-Handed Axe	Name
Melee Combat	Melee Combat	Melee Combat	Melee Combat	Field
Two-Handed Melee (One-Handed Melee if Strength permits)	Two-Handed Melee (One-Handed Melee if Strength permits)	Two-Handed Melee (One-Handed Melee if Strength permits)	Two-Handed Melee (One-Handed Melee if Strength permits)	Skill
2.3 kg (5.1 lb)	3.2 kg (7.1 lb)	5.4 kg (11.9 lb)	5.9 kg (13.0 lb)	Weight
2d8+1	2d10+1	1d20+3	3d8	Damage
2	2	2	1	Max. Attacks/Seg.
9	11	11	13	Exertion Rating
2 SIM	3 SIM	2 SIM	2 SIM	Range
Can be thrown, Armor Penetration 2	Armor Penetration 3	Armor Penetration 2	Armor Penetration 6	Special
150T	300T	500T	600T	Approx. Cost
55	55	65	65	Structural Integ.
The Short Spear is a pole constructed of strong wood and reinforced with metal, or solid metal with a grip on one end and a sharpened head on the other. The head can be wood, metal, or any other substance hard enough to penetrate protective layers. The Short Spear can be thrown using a Range Rating of 1. Short Spears have a Melee Kinetic Armor Penetration rating of 2.	The Long Spear is a long pole designed with a handle at one end and a sharpened point at the other. Unlike the Short Spear, the Long Spear cannot be thrown accurately. However, it enables the user to engage targets at distances of up to 3 SIM. Long Spears have a Melee Kinetic Armor Penetration rating of 3.	Two-Handed Swords are heavy weapons with a blade typically measuring between 110 cm (43 in) and 150 cm (59 in). They are much more cumbersome than One-Handed Swords, but their added weight and blade size help inflict significantly more Damage. Some examples of Two-Handed Swords include: katanas, nodachi, zweihanders, claymores, and zhanmadao. Two-Handed Swords have a Melee Kinetic Armor Penetration rating of 2.	Two-Handed Axes are unwieldy but powerful melee weapons. They are heavy and difficult to control, but have effective armor piercing capabilities. They are generally constructed with a long metal or strong, wooden shaft, with a handle on one end and a large, single or double-sided blade at the other. Two-Handed Axes have a Melee Kinetic Armor Penetration rating of 6.	Description

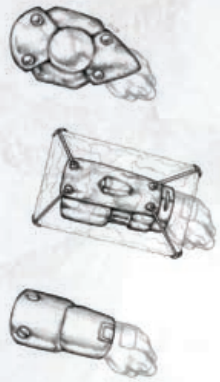


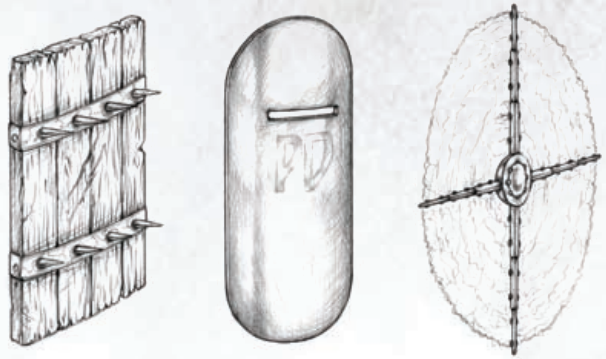




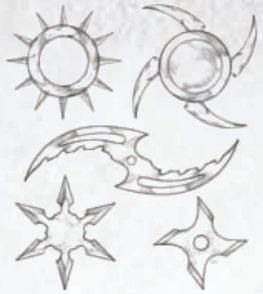


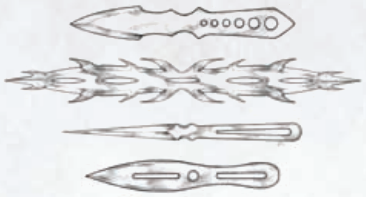
Name	Two-Handed Chain Sword	Two-Handed Hammer	Three-Section Staff	Quarterstaff
Field	Melee Combat	Melee Combat	Melee Combat	Melee Combat
Skill	Two-Handed Melee (One-Handed Melee if Strength permits)	Two-Handed Melee (One-Handed Melee if Strength permits)	Two-Handed Melee	Two-Handed Melee (One-Handed Melee if Strength permits)
Weight	6.4 kg (14.1 lb)	6.8 kg (15.0 lb)	3.2 kg (7.0 lb)	1.8 kg (4.0 lb)
Damage	6d4 +1	4d6	2d8	2d6
Max. Attacks/Seg.	2	2	3	3
Exertion Rating	13	14	11	7
Range	1 SIM	2 SIM	3 SIM	2 SIM
Special	Armor Penetration 3	Increased Critical Ranges	Penalties and bonuses for proximity to allies, Bonus vs Defensive Counter rolls	
Approx. Cost	2,500T	550T	150T	25T
Structural Integ.	60	65	45	40
Description	Two-Handed Chain Swords are one of the most terrifying melee weapons on the market. While designed similarly to a Two-Handed Sword, they have a rotating blade that runs the circumference of the striking edges. The rotating blade provides a Melee Kinetic Armor Penetration rating of 2. The moving blade gets its power from a 15 mm × 50 mm (0.6 × 2.0 in) power cell located in the hilt, enabling eight hours of intermittent use. When powerless, the weapon should be treated like a Two-Handed Sword.	The Two-Handed Hammer is designed to cause massive internal damage with blunt-force impacts. It is typically fashioned with a long wooden or metal-reinforced shaft, with a handle on one end and a massive, blunt, metal head at the other. The critical range for this weapon is 1–2 for critical failure and 19–20 for critical success.	While the Three-Section Staff is extremely difficult to master, it is difficult to defend against, due to the speed and articulation of its motion. Attacks made with a Three-Section Staff suffer a -2 penalty when an ally is within 1 SIM of the user. Attacks made with a Three-Section Staff when no allies are within 1 SIM are made at +2 to Attack Attempts and damage rolls. Defensive Counter rolls made by targets facing an attacker with a Three-Section Staff are made at -2.	A Quarterstaff is a solid piece of hardwood or metal that is generally around 1.8 m (2 yd) long. Either end can be used for striking or defending. It is one of the simplest and most inexpensive weapons available.

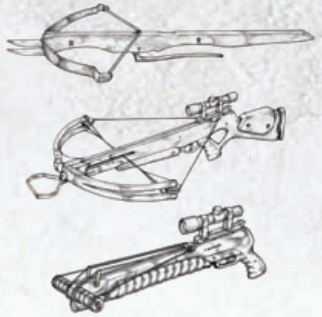


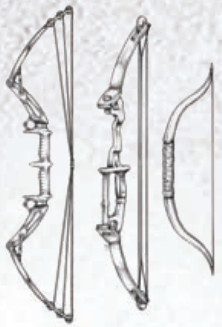


Bracers	Small Shield	Large Shield	Tower Shield	Name
Melee Combat	Melee Combat	Melee Combat	Melee Combat	**Field**
Unarmed Melee	One-handed Melee Combat	One-handed Melee Combat	One-handed Melee Combat	**Skill**
0.9 kg (2 lb)	2.3 kg (5 lb)	10 lb	20 lb	**Weight**
1d4+1	1d6+1	1d8+1	1d10+1	**Damage**
4	2	1	1	**Max. Attacks/Seg.**
4	9	Nil	Nil	**Exertion Rating**
1 SIM	1 SIM	1 SIM	1 SIM	**Range**
				Special
300T	500T	750T	1,000T	**Approx. Cost**
See 9.4.2 Figure 9-15	See 9.4.2 Figure 9-15	See 9.4.2 Figure 9-15	See 9.4.2 Figure 9-15	**Structural Integ.**
Bracers are small, lightweight forearm protectors that assist in a character's defense. They are a form of shield and can provide bonuses, as described in section *7.11.8—Shields*. The material of the shield plays a significant role in the protection offered. More information about materials can be found in section *9.5.1—Material of Melee Weapons and Ranged Melee Attachments*. Bracers provide no Cover bonus.	Small Shields assist in a character's defense. They can be used in one hand for both defense and attack. Small Shields provide defensive bonuses, as described in section *7.11.8—Shields*. The material of the shield plays a significant role in the protection offered. More information about materials can be found in section *9.5.1—Material of Melee Weapons and Ranged Melee Attachments*. Small Shields provide a +2 Cover bonus.	Large Shields assist in a character's defense. They can be used in one hand for both defense and attack. Large Shields provide defensive bonuses, as described in section *7.11.8—Shields*. The material of the shield plays a significant role in the protection offered. More information about materials can be found in section *9.5.1—Material of Melee Weapons and Ranged Melee Attachments*. Large Shields provide a +4 Cover bonus.	Tower Shields assist in a character's defense. They can be used in one hand for both defense and attack. Tower Shields provide defensive bonuses, as described in section *7.11.8—Shields*. The material of the shield plays a significant role in the protection offered. More information about materials can be found in section *9.5.1—Material of Melee Weapons and Ranged Melee Attachments*. Tower Shields provide a +6 Cover bonus.	**Description**

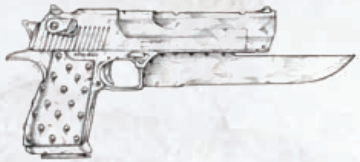








Name	Shuriken	Throwing Knives	Crossbow	Bow
Field	Core Fitness	Core Fitness	Small Arms	Small Arms
Skill	Throwing	Throwing	Bows and Crossbows	Bows and Crossbows
Ammunition	Number of Shuriken	Number of Throwing Knives	Bolts	Arrows
Weight	~5 per 0.5 kg (1.1 lb)	~3 per 0.5 kg (1.1 lb)	3.3 kg (7.3 lb)	2.3 kg (5.1 lb)
Damage	1d6+1	2d6	2d10+1	3d8
Magazine	Nil	Nil	Nil	Nil
Max. Rates of Fire	3 per Segment	2 per Segment	1 Bolt per Segment	1 Arrow per Segment
Exertion Rating	5	6	Nil	Nil
Range Rating	1	1	3	3
Max. Eff Range	20.0 m (21.9 yd)	25.0 m (27.3 yd)	200.0 m (218.7 yd)	150.0 m (164.0 yd)
Min. Eff Range	2.0 m (2.2 yd)	3.0 m (3.3 yd)	2.0 m (2.2 yd)	2.0 m (2.2 yd)
Reload Time	Irrelevant	Irrelevant	2 Segments	1 Segment
Special	Armor Penetration 1	Armor Penetration 1	Armor Penetration 3	Armor Penetration 2
Approx. Cost	50T Each	80T Each	300T, Bolts cost 1T each	200T, Arrows cost 1T each
Structural Integ.	45	50	25	20
Description	Shuriken are aerodynamic and balanced throwing weapons, designed for accuracy at ranges up to 20 m (21.9 yd). They have multiple points or sharpened edges for inflicting damage, regardless of the point in rotation at which they strike a target. They are an inexpensive and silent alternative for attacking targets outside melee range. Shuriken have a Melee Kinetic Armor Penetration rating of 1.	Throwing Knives have a center of gravity that enables skilled users to control the rotation; correct throwing techniques ensuring blades hit the target first. Throwing Knives are slightly more difficult to throw than Shuriken but inflict more damage on average due to the additional degree of penetration. Throwing Knives have a Melee Kinetic Armor Penetration rating of 1.	Crossbows penetrate targets with metal or metal-tipped bolts at high speed. They are extremely quiet, enabling the shooter to maintain stealth. The force at which bolts are propelled enables them to bypass some of the armor worn by targets. Crossbows have a Melee Kinetic Armor Penetration rating of 3.	Bows are a classic weapon for quiet and efficient killing, capable of penetrating through lighter armor. Bows and their ammunition are significantly less expensive than firearms, and their accompanying ammunition, capable of similar damage. Bows have a Melee Kinetic Armor Penetration rating of 2.









Mantis Eagle Mark XXV (with Under Barrel Blade)	Raust Model 2620 (with Under Grip Serrated Blade)	CDEM 32 US (with Under Barrel Punching Spikes)	Plas-Tech 5-O	Name
Small Arms	Small Arms	Small Arms	Small Arms	Field
Pistols and SMGs	Pistols and SMGs	Pistols and SMGs	Pistols and SMGs	Skill
11 mm Pistol	10 mm Pistol	9 mm Pistol	13 mm Plasma Rounds	Ammunition
2.0 kg (4.5 lb)	1.0 kg (2.2 lb)	0.6 kg (1.34 lb)	1.6 kg (3.5 lb)	Weight
3d6-1	2d8	1d12+1	2d10	Damage
8 round magazine	7 round cartridge	17 round magazine	6 round magazine	Magazine
Semi-automatic: 3 rds/Segment	Semi-automatic: 3 rds/Segment	Semi-automatic: 4 rds/Segment	Semi-automatic: 2 rds/Segment	Max. Rates of Fire
7	6	5	7	Exertion Rating
1	1	1	1	Range Rating
30.0 m (32.8 yd)	27.0 m (29.5 yd)	24.0 m (26.2 yd)	24.0 m (26.2 yd)	Max. Eff. Range
Nil	Nil	Nil	Nil	Min. Eff. Range
4 Segments	4 Segments	4 Segments	4 Segments	Reload Time
		Can be fired underwater	Energy Damage	Special
500T	450T	400T	2,300T	Approx. Cost
40	35	38	30	Structural Integ.
Modeled after the Desert Eagle XIX, which was produces in the late 20th century, the XXV is a large caliber, gas-operated, semi-automatic weapon. Plans for the Desert Eagle were put into production by Mantis Personal Security in 2263. However, its caliber was expanded to 11mm, as the .44 caliber ammunition had been out of production for over 100 years. Reintroduced as the Mantis Eagle Mark XXV, it became popular for its retro look and association with 20th century movies.	The Model 2620 was first manufactured in 2249 to promote the "Four Centuries of Revolvers" convention, which examined the history of revolvers. Following the classic Smith & Wesson Model 620, the Model 2620 was built with two-piece, semi-lug barrel construction for enhanced performance and durability. Despite increasing the caliber from .357 to 10mm, maintained a seven shot cylinder. Its reliability, accuracy, and quality will ensure the 2620's popularity amongst shooting enthusiasts for years to come.	As one of their first actions as a founding member of CDEM, Glock redesigned the original 32 to offer a semi-automatic pistol that remained fully functional when completely submerged in water, to a depth of 150 m (164 yd). Dubbed the "32 UW" (for Unter Wasser)by its German-descended designer, the new weapon offered a unique combination of compact build, versatility, convincing ballistics, optimum carry comfort, and the usual Glock reliability.	Starting in about 2232, a number of Freezone sheriffs began to petition weapon manufacturers for a powerful handgun with high damage to stem the excessive raiding of Freezone marauders. The Plas-Tech 5-O was perfectly suited for the job, as its look and feel was a throwback to the American Wild West. It provided a touch of "gunslinger" attitude, with the added punch of 13 mm ammunition. This pistol instilled respect as its capabilities become legendary, but the immense kick and resulting slow re-fire rate made it uncomfortable for shooters unaccustomed to large caliber handgun fire.	Description

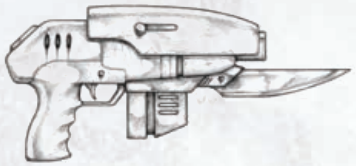




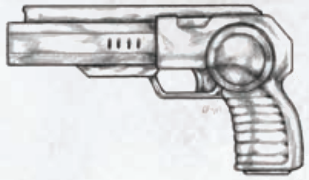




Name	CDEM 66 Dual Barrel-Dual Action Pistol	Promethion High Efficiency Laser Pistol	Mantis Hand Cannon	Misca Specter
Field	Small Arms	Small Arms	Small Arms	Small Arms
Skill	Pistols and SMGs	Pistols and SMGs	Pistols and SMGs	Pistols and SMGs
Ammunition	6 mm Pistol	44 × 22 mm High Efficiency Power Cell	15 mm Pistol	7 mm Micro Darts
Weight	1.5 kg (3.3 lb)	1.5 kg (3.3 lb)	3.1 kg (6.8 lb)	1.4 kg (3.1 lb)
Damage	1d8+1	1d12	3d10-1	1d8
Magazine	18 round magazine	40 rounds per Fuel Cell	4 round cartridge	40 round magazine
Max. Rates of Fire	Semi-auto: (double): 3 rds/Segment × 2 Semi-auto: (single): 4 rds/Segment	Semi automatic: 3 rds/Segment	Semi automatic: 1 rd/Segment	Semi-automatic: 4 rds/Segment Fully-automatic: 6 rds/Segment
Exertion Rating	Double: 7, Single 4	4	13	5
Range Rating	1	1	1	1
Max. Eff Range	24.0 m (26.2 yd)	30.0 m (32.8 yd)	35.0 m (38.3 yd)	22.0 m (24.1 yd)
Min. Eff Range	Nil	Nil	Nil	Nil
Reload Time	4 Segments	4 Segments	4 Segments	4 Segments
Special	Can fire both barrels at once	Energy Damage		Silenced
Approx. Cost	1,875T	2,000T	3,200T	900T
Structural Integ.	34	25	36	28
Description	The CDEM 66 Dual Barrel-Dual Action Pistol was initially made as a demonstration piece for a firearm engineering exposition, but as it lived up to the reliability and accuracy associated with the CDEM name, sales continued for 12 years. To accommodate the addition of two independent actions, the caliber was reduced and the addition of a dual fire mode enables the shooter to fire both barrels with one trigger if desired. The magazine is split into two separate chambers of nine rounds, each feeding a single action and barrel.	The development of the Promethian High Efficiency Laser Pistol is shrouded in controversy. Dr. Philip Morrison—a pioneer of photonics for Nortec Industries—misplaced a data drive containing the plans for a high-efficiency mining laser. Unfortunately, his mistress stopped all contact with him the day before he realized the drive was missing. He never spoke of the theft. Although Morrison was the leader in the field, Promethian shocked the scientific community when they commenced sales of the High Efficiency Laser Pistol.	One word sums up the Mantis Hand Cannon: Illegal. The Mantis Hand Cannon is an overpowered wrecking machine and it is against the law to own one, let alone carry it. First produced in 2260 to deal with the incredibly strong, mutated, and strange creatures that began to emerge from the Wilds, the Mantis Hand Cannon uses a 15 mm cartridge to provide unbelievable ballistic performance. Only the strongest and most experienced of shooters can handle the immense kick of such massive rounds.	The Misca Specter is a standard firearm for many private security forces, and is also a very popular personal weapon due to its relatively cheap ammunition. The action of the weapon is powered by a long, compressed gas cylinder that is inserted in the front of the gun, under the barrel. The weapon also has a built-in silencer to ensure that the only sounds heard from the weapon are the click of the action and the shush-like sound of the gas escaping the barrel.







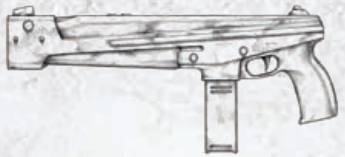


Raust Intruder (with Under Barrel Blade)	Cyclical Eclipse	Mantis Punisher	CDEM Alamo	Name
Small Arms	Small Arms	Small Arms	Small Arms	Field
Pistols and SMGs	Pistols and SMGs	Pistols and SMGs	Pistols and SMGs	Skill
10 mm Flechette Rounds	44×22 mm High Efficiency Power Cell	12 mm Pistol	5 mm Pistol	Ammunition
1.7 kg (3.7 lb)	1.6 kg (3.5 lb)	2.4 kg (5.3 lb)	0.4 kg (0.9 lb)	Weight
3d6	2d10-1	2d10	2d4-1	Damage
30 round magazine	20 rounds per fuel cell	8 round magazine	10 round magazine	Magazine
Semi-automatic: 2 rds/Segment	Semi automatic: 2 rds/Segment	Semi automatic: 2 rds/Segment	Semi automatic: 3 rds/Segment	Max. Rates of Fire
5	6	10	4	Exertion Rating
1	1	1	1	Range Rating
24.0 m (26.2 yd)	40.0 m (43.7 yd)	33.0 m (36.1 yd)	20.0 m (21.9 yd)	Max. Eff. Range
Nil	Nil	Nil	Nil	Min. Eff. Range
4 Segments	4 Segments	4 Segments	4 Segments	Reload Time
	Energy Damage, +1 to Attack Attempts			Special
1,300T	4,000T	2,500T	400T	Approx. Cost
28	25	35	31	Structural Integ.
The Raust Intruder was modeled after a high-powered nail gun. It fires sabot-wrapped, solid steel cylinders designed to maintain aerodynamic stability over short distances. When the rounds are fired, the sabot casing disintegrates, and the flechette continues to the target. The rounds have several angled barbs that help maintain aerodynamics and act as anchors, making rounds incredibly painful and difficult for a victim to remove.	The Cyclical Eclipse is a high-powered laser pistol. It uses a laser-range finder to determine the distance to the first solid target that the beam strikes. This information is used by a small computer to automatically determine the focal point of the laser, maximizing damage to the target. The laser-range finder also doubles as a Laser Dot Sight, providing the appropriate bonus to attack rolls. The Cyclical eclipse is an impressive piece of weaponry, but it is quite expensive and drains energy cells quickly.	The Mantis Punisher is a sidearm of choice for many emergency response or special weapons law enforcement forces. It has been designed so the center of gravity is just above the shooter's hand, helping to minimize recoil from its large 12 mm rounds. The counterweights enable this weapon to be fired at a rate consistent with smaller caliber weapons, but do not make the weapon uncomfortably heavy.	The Alamo is a great holdout pistol; small and light, it is easily concealed in any pocket or holster. Although its caliber is quite small, its ten-round magazine provides the shooter with respectable firepower. The CDEM Alamo is the preferred weapon for those requiring discrete protection or who find themselves relieved of their primary weapon.	Description









Name	**Mantis MP5A3X** (with Dual Upper Receiver Blades)	**Cyclical UZI** (with Mini Bayonet)	**Raust PD-3 Mini** (with Laser-Dot Sight)	**Misca Growler**
Field	Small Arms	Small Arms	Small Arms	Small Arms
Skill	Pistols and SMGs	Pistols and SMGs	Pistols and SMGs	Pistols and SMGs
Ammunition	8 mm Pistol	7 mm Pistol	6 mm Pistol	9 mm Pistol
Weight	2.9 kg (6.4 lb)	3.7 kg (8.2 lb)	1.4 kg (3.1 lb)	3.3 kg (7.3 lb)
Damage	2d6	2d4+1	1d6+1	2d6+1
Magazine	32 round magazine	40 round magazine	40 round magazine	25 round magazine
Max. Rates of Fire	Semi-automatic: 3 rds/Segment Fully automatic: 6 rds/Segment	Fully automatic 7 rds/Segment	Semi-automatic: 4 rds/Segment Fully automatic: 8 rds/Segment	Semi-automatic: 3 rds/Segment Fully automatic: 6 rds/Segment
Exertion Rating	5	4	3	5
Range Rating	3	2	2	3
Max. Eff Range	200.0 m (218.7 yd)	175.0 m (191.4 yd)	150.0 m (164.0 yd)	225.0 m (246.1 yd)
Min. Eff Range	Nil	Nil	Nil	Nil
Reload Time	4 Segments	4 Segments	4 Segments	4 Segments
Special				Silenced
Approx. Cost	1,000T	900T	1,100T	1,500T
Structural Integ.	40	35	32	36
Description	Mantis adopted the design schematics for the MP5A3 because of its historic reputation for accuracy, reliability, and ability to accommodate different tactical situations. Since 2247, when they began sales of the refurbished MP5A3X, it has become the submachine gun of choice for counter-terrorist teams, special operations forces, and police forces around the world. Mantis chose to reduce the caliber of the weapon for decreased recoil, improved short-range accuracy, and a slightly higher magazine capacity.	Initially, the Uzi submachine gun was used as a personal defense weapon by artillery and armour troops with little storage space in their vehicles. Smaller and more advanced Uzi variations were used by some countries' Special Forces until around the year 2000, when it was phased out of formal military use. In 2176, Cyclical reproduced the UZI, dramatically reducing its caliber, but increasing the rate of fire and magazine capacity to equip prison guards who needed to end potential riots as quickly and efficiently as possible.	The Raust PD-3 Mini was first brought into production for law enforcement officers faced with the difficult task of clearing drug-infested streets during the Spurox Suppression of 2183. Most semi-automatic pistols did not have the magazine capacity to handle rage-induced attacks common among individuals hooked on Rage, a highly addictive, adrenaline inducing pain-killer. The PD-3 Mini's automatic setting and high rate of fire ensured effective neutralization of drug-induced threats.	The Misca Growler is one of the best sub-machine guns ever produced. Its smooth action, comparatively high rate of fire, and built-in silencer make it extremely quiet as it accurately unleashes a respectable caliber. Although the Growler's relatively high price limits its sales, it has found a niche in the lucrative personal security and caravan escort industries. The confines of some Wilds areas make longer range weapons less desirable. As a result, submachine guns have been thrust back into the limelight, and the Growler has set the standard high.



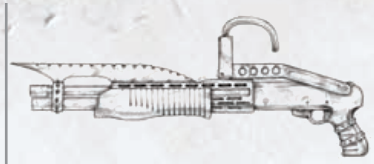






Mantis MP10XSD	Plas-Tech Phoenix	CDEM Catalyst (with Laser-Dot Sight)	Mantis Equilibrium	Name
Small Arms	Small Arms	Small Arms	Small Arms	Field
Pistols and SMGs	Pistols and SMGs	Pistols and SMGs	Pistols and SMGs	Skill
10 mm Pistol	8 mm Plasma Rounds	7 mm Pistol	8 mm Pistol	Ammunition
3.1 kg (6.8 lb)	2.9 kg (6.4 lb)	2.8 kg (6.2 lb)	2.4 kg (5.3 lb)	Weight
2d8	1d12	1d10+1	3d4-1	Damage
30 round magazine	35 round magazine	40 round magazine	30 round magazine	Magazine
Semi-automatic: 3 rds/Segment Fully automatic: 6 rds/Segment	Semi-automatic: 3 rds/Segment Fully automatic: 6 rds/Segment	Semi-automatic: 4 rds/Segment Fully automatic: 7 rds/Segment	Semi-automatic: 3 rds/Segment Fully automatic: 7 rds/Segment	Max. Rates of Fire
6	4	5	5	Exertion Rating
3	3	3	2	Range Rating
230.0 m (251.5 yd)	175.0 m (191.4 yd)	200.0 m (218.7 yd)	175.0 m (191.4 yd)	Max. Eff. Range
Nil	Nil	Nil	Nil	Min. Eff. Range
4 Segments	4 Segments	4 Segments	4 Segments	Reload Time
Silenced	Energy Damage, Overheats			Special
2,200T	3,200T	1,800T	3,000T	Approx. Cost
37	28	33	35	Structural Integ.
The Mantis MP10XSD is modeled after the late 20th century MP5SD. The caliber has been increased to 10 mm, providing greater probability for damage and more range than other weapons in the SMG category. It has a built-in silencer, collapsible stock, and can be outfitted with a variety of entry lights, sights, scopes, and melee attachments. Its compact size, versatility, low volume, and respectable damage make it a very popular weapon with soldiers, law enforcers, and law breakers.	The Plas-Tech Phoenix was designed as a high end sub-machine gun capable of defeating the heavier Kinetic Armor used by wealthier organized crime groups and Freezone pirates. Its dependable rate of fire and plasma ammunition can inflict enough damage to quickly neutralize most targets. If fired in fully automatic mode for two consecutive Turns, heat sinks cool the weapon, which automatically put it in Safe mode, forcing the shooter to wait a Turn before firing the weapon.	The CDEM Catalyst is sure to get a reaction from any adversary. It has a superb rate of fire, is light, and is well-balanced for one-handed operation. Although its caliber is near the lower end of the SMG spectrum, the relatively large magazine will keep you shooting long after your enemies stop to reload. It also features a Picatinny rail, enabling the addition of a wide variety of sights and entry lights. The extended barrel (as shown) can be replaced with a shorter barrel for easier concealment and lighter weight.	The Mantis Equilibrium is a bullpup-designed sub-machine gun. It features a full-length, rear-loading, 30-round magazine, and a large, ergonomic grip for the forward hand. The chamber and majority of barrel length is weighted above and behind the pistol grip, enabling the muzzle to extend just in front of the shooter's hand. This provides for extremely sturdy shooting in confined areas. The weapon can be fired with one hand; however, for the safety purposes, this is not recommended or encouraged by Mantis Inc.	Description

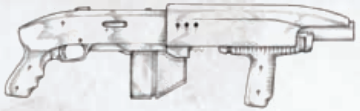


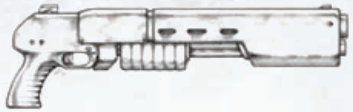


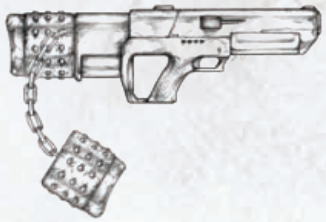




Name	Raust X-GF	Cyclical SPAS-12 (with Over Barrel Blade)	CDEM 870 (with Barrel Axe)	Plas-Tech XR 5 Combat Plasma Shotgun
Field	Small Arms	Small Arms	Small Arms	Small Arms
Skill	Pistols and SMGs	Rifles and Shotguns	Rifles and Shotguns	Rifles and Shotguns
Ammunition	10 mm Pistol	18 mm Shotgun	20 mm Shotgun	22 mm Plasma Shells
Weight	2.9 kg (6.4 lb)	4.4 kg (9.7 lb)	3.5 kg (7.7 lb)	6.4 kg (14.1 lb)
Damage	3d6-1	Shot: 2d10 (PB: 2d12+1), Slug: 2d12	Shot: 2d12 (PB: 3d10), Slug: 2d12+1	1d20+1 (PB: 3d12)
Magazine	20 round magazine	8 round under barrel tube	8 round internal magazine	10 round magazine
Max. Rates of Fire	Semi-automatic: 2 rds/Segment Fully automatic: 5 rds/Segment	Pump action: 2 rds/Segment Semi-automatic: 3 rds/Segment	Pump action: 2 rds/Segment	Pump action: 2 rds/Segment Semi-automatic: 3 rds/Segment Fully-automatic: 4 rds/Segment
Exertion Rating	7	8	10	8
Range Rating	3	2	2	2
Max. Eff Range	225.0 m (246.1 yd)	Shot: 40.0 m (43.7 yd) Slug: 150.0 m (164.0 yd)	Shot: 50.0 m (54.7 yd) Slug: 175.0 m (191.4 yd)	50.0 m (54.7 yd)
Min. Eff Range	Nil	Nil	Nil	Nil
Reload Time	4 Segments	2 Segments per round of ammunition	2 Segments per round of ammunition	4 Segments
Special		Spread 2	Spread 1	Spread 3, Energy Damage
Approx. Cost	3,500T	1,500T	1,900T	4,000T
Structural Integ.	35	45	45	29
Description	What the Raust X-GF lacks in size, it makes up for in attitude. The large caliber of this weapon creates significant recoil, thus slowing its rate of accurate fire. Its collapsible stock and angled forward grip help the shooter maintain control over the weapon. However, some shooters claim its action is inconsistent. Supporters tend to develop a love-hate relationship with the X-GF, swearing that unless you treat it well, it will get loud, grumpy, and difficult to control.	Cyclical's resurrection of the SPAS-12, is a special purpose, close combat weapon designed for military and police use. It can fire all 18 mm Shotgun ammunition, although certain special purpose ammunition can only be used in the pump-action firing mode. The SPAS-12 is versatile, reliable, and offers good firepower. However, it is heavier than most other similar shotguns and is quite mechanically complicated.	In 2230, Remington—another founding member of CDEM—reintroduced one of its classic models, the 870 shotgun, rechristening it the CDEM 870IC (for Increased Caliber). CDEM expanded the caliber from 12 Gauge to 20 mm, which slightly extended the effective range and added to the 870's already impressive firepower. The 870IC features an 8 round internal magazine, and can be equipped with most combat support and melee attachments.	The Plas-Tech XR 5 Plasma Combat Shotgun was first manufactured by Plas-Tech Industries in 2240. It became the weapon of choice for many maximum security corrections officers due to its destructive power and wide dispersal of plasma shot particles. Capable of firing in pump-action, semi-automatic, or fully-automatic mode, the XR 5 offers a wide range of fire-conservation capabilities. Its smooth action facilitates a faster pump motion than most shotguns.









Raust Interloper	Raust Pacifier	Misca Thunder (with Retractable Stock Flail)	Promethion Slider	Name
Small Arms	Small Arms	Small Arms	Small Arms	Field
Rifles and Shotguns	Rifles and Shotguns	Rifles and Shotguns	Rifles and Shotguns	Skill
21 mm Flechette Rounds	14 mm Shotgun	20 mm Shotgun	22 mm Shotgun Shot	Ammunition
4.6 kg (10.1 lb)	2.2 kg (4.9 lb)	2.9 kg (6.4 lb)	5.1 kg (11.2 lb)	Weight
3d10 (PB: 3d12+1)	Shot: 1d12+1 (PB:3d6), Slug: 2d8 +1	Shot: 2d10 (PB: 3d10+1), Slug: 3d10	3d10 -1, 2d12, 1d20+1, 2d10 (increases with Spread Rating) (PB: 3d10+1)	Damage
9 round magazine	1 + 5 round internal magazine	6 round magazine	8 round internal magazine	Magazine
Pump action: 2 rds/Segment Semi-automatic: 3 rds/Segment	Pump action: 2 rds/Segment Semi-automatic: 3 rds/Segment	Semi-automatic: 3 rds/Segment	Semi-automatic: 3 rds/Segment	Max. Rates of Fire
8	7	9	9	Exertion Rating
2	2	2	2	Range Rating
45.0 m (49.2 yd)	Shot: 35.0 m (38.3 yd) Slug: 90.0 m (98.4 yd)	Shot: 35.0 m (38.3 yd) Slug: 80.0 m (87.5 yd)	60 m, 50 m, 40 m, 30 m (Decreases with increase of Spread Rating)	Max. Eff. Range
Nil	Nil	Nil	Nil	Min. Eff. Range
4 Segments	2 Segments per round of ammunition	4 Segments	2 Segments per round of ammunition	Reload Time
Spread 2	Spread 1	Spread 4	Adjustable Spread (1–4)	Special
4,000T	800T	1,200T	3,200T	Approx. Cost
33	38	40	30	Structural Integ.
The Raust Interloper is the big brother of the Raust Intruder. It fires Flechette shells filled with small, sharp pieces of metal that spread out as they travel towards the target. While these rounds can be devastating to an unarmored target, they are expensive and difficult to find. The Raust Interloper cannot fire other munitions, as it is designed to function only with 21 mm Flechette rounds.	The Raust Pacifier is a sleek and compact shotgun. Although its caliber is smaller than most shotguns, its light weight and relatively low recoil makes it an effective addition to any arsenal. The Pacifier's small size allows it to be easily operated in one hand by most operators, however when using specialized munitions, the weapon requires two-hands to manually operate the slide.	The Misca Thunder is a devastating close quarter weapon. It is designed with an extremely short choke, maximizing the spread of its 20 mm Shotgun shells. Due the large spread of its fire, the Misca Thunder can potentially damage a large number of opponents with each shot. Unlike most shotguns, the Misca Thunder is readied with a charging lever and can only fire in semi-automatic mode.	The Promethion Slider allows the user to manually adjust the spread of the weapon's shot. The trigger on the forward pistol grip unlocks on the choke, enabling the shooter to move it forward for improved range or back to reduce range but increase the spread of the shot. Although the weapon can fire 3 rounds per Segment, if the choke is adjusted while firing, this number is reduced to 2.	Description

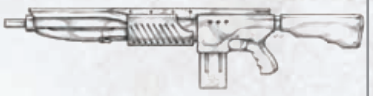








Name	CDEM Dominator	Raust Pig-Sticker	CDEM F3000	Promethion Vampire RDS
Field	Small Arms	Small Arms	Small Arms	Small Arms
Skill	Rifles and Shotguns	Rifles and Shotguns	Rifles and Shotguns, Launchers and Mortars	Rifles and Shotguns
Ammunition	24 mm Shotgun	20 mm Shotgun	7 mm Rifle, 40 mm Grenades	8 mm Rifle / 20 mm Shotgun
Weight	3.2 kg (7.1 lb)	3.1 kg (6.8 lb)	4.6 kg (10.2 lb (as shown))	4.4 kg (9.7 lb)
Damage	Shot: 3d8-1 (PB: 3d12+1), Slug: 3d12	Shot: 2d8 (PB: 3d6+1), Slug: 2d10+1	3d4	Rifle: 2d6+1, Shotgun: Shot: 2d12 (PB: 3d10), Slug: 2d12+1
Magazine	6 round internal magazine	1 round per barrel	30 round magazine, 1-40mm Grenade	30 round (Rifle) / 8 round (Shotgun)
Max. Rates of Fire	Pump action: 2 rds/Segment Semi-automatic: 3 rds/Segment	2 rds/Segment	Semi-automatic: 3 rds/Segment Fully auto: 6 rds/Segment Grenade Launcher: 1 rd/Segment	Pump (Shotgun): 2 rds/Segment Semi-automatic: (both) 3 rds/Segment Fully-automatic (Rifle): 5 rds/Segment
Exertion Rating	10	9	5	Rifle: 6, Shotgun: 9
Range Rating	2	2	Rifle: 4, Grenade Launcher: 4	Rifle: 4, Shotgun: 2
Max. Eff Range	Shot: 70.0 m (76.6 yd) Slug: 200.0 m (218.7 yd)	Shot: 35.0 m (38.3 yd) Slug: 75.0 m (82.0 yd)	Rifle: 500.0 m (546.8 yd) Grenade Launcher: 300.0 m (328.1 yd)	Rifle: 400 m (437.4 yd) Shotgun: Shot: 40.0 m (43.7 yd) Slug: 150.0 m (164.0 yd)
Min. Eff Range	Nil	Nil	2.0 m (2.2 yd)	Rifle: 2.0 m (2.2 yd), Shotgun: Nil
Reload Time	2 Segments per round of ammuntion	2 Segments to load both barrels	4 Segments for Rifle mag 1 Combat Cycle for each grenade	4 Segments
Special	Spread 2	Spread 4	Optical Sight 40 mm Grenade Launcher	Spread 2
Approx. Cost	3,000T	800T	5,000T	4,000T
Structural Integ.	34	45	30	36
Description	The CDEM Dominator is a high caliber shotgun. While it can fire specialized munitions in pump-action mode, it shows its strength when firing standard ammunition. The weapon has a longer range than the majority of shotguns and its large caliber can inflict significant damage per shot. The Dominator has been manufactured from the latest lightweight composite materials and is significantly lighter than many smaller caliber shotguns.	The Raust Pig-Sticker is a double-barreled, sawed-off shotgun. While its shortened barrels induce an increase in the spread of the shot, it reduces its range significantly. Both barrels can be fired simultaneously potentially inflicting massive damage to a single target. However, each barrel must be reloaded manually, slowing the rate of fire and dissuading many users who prefer the staying power of weapons with higher ammunition counts.	The FN2000 became the primary personal weapon for dozens of armies in the early 21st century. It was compact and featured forward ejection of spent shells and an ambidextrous fire selector. As the third founding partner of CDEM, FN chose the FN2000 as their contribution to the growing influence of CDEM. Increasing the caliber from 5.56 mm to 7 mm, CDEM renamed the weapon F3000, and began production in 2245.	The Promethion Vampire Residential Defense System (RDS) was designed to be the ultimate in home security. It combines the range and accuracy of an assault rifle with the damage and coverage of a shotgun, making it ideal for use in open areas and at close range. The Vampire has become the weapon of choice for many Freezone explorers for its flexibility and ability to adequately meet the firepower needs of an array of situations.

				
Misca Pitbull ACS (with Scope)	**Cyclical Sabre**	**Raust AK Unlimited**	**CDEM Copperhead** (with 100 round ammo box, Laser-Dot sight and Entry Light)	**Name**
Small Arms	Small Arms	Small Arms	Small Arms	**Field**
Rifles and Shotguns, Launchers and Mortars	Rifles and Shotguns	Rifles and Shotguns	Rifles and Shotguns	**Skill**
9 mm Rifle, 40 mm Grenade	44×22 mm High Efficiency Power Cell	10mm Rifle, 10mm CRCH rounds	8 mm Rifle	**Ammunition**
4.5 kg (9.9 lb)	4.4 kg (9.6 lb)	3.9 kg (8.5 lb)	4.6 kg (10.2 lb)	**Weight**
Rifle: 2d8	1d20	3d6-1	2d6+1	**Damage**
30 round Magazine, 5 Grenade Tube	15 rounds per Power Cell	30 round Magazine	Disintegrating belt	**Magazine**
Semi-automatic: 3 rds/Segment Fully automatic: 6 rds/Segment Grenade Launcher: 2 rds/Segment	Semi-automatic: 3 rds/Segment	Semi-automatic: 3 rds/Segment Fully automatic: 5 rds/Segment	Semi-automatic: 3 rds/Segment Fully automatic: 6 rds/Segment	**Max. Rates of Fire**
Rifle: 6, Grenade Launcher: 9	5	6	5	**Exertion Rating**
Rifle: 4, Grenade Launcher: 4	4	4	4	**Range Rating**
Rifle: 500.0 m (546.8 yd) Grenade Launcher: 300.0 m (328.1 yd)	450.0 m (492.1 yd)	550.0 m (601.5 yd)	400.0 m (437.4 yd)	**Max. Eff. Range**
Rifle: 2.0 m (2.2 yd) Grenade Launcher: 2.0 m (2.2 yd)	3.0 m (3.3 yd)	2.0 m (2.2 yd)	2.0 m (2.2 yd)	**Min. Eff. Range**
4 Segments for Rifle mag 1 Combat Cycle for each grenade	4 Segments	4 Segments	2 Combat Cycles	**Reload Time**
40 mm Grenade Launcher	Energy Damage	Timed Explosive CRCH Rounds, CRCH rounds fired to bypass cover do half damage to the target	Silenced	**Special**
6,500T	5,000T	4,800T	4,900T	**Approx. Cost**
35	32	38	36	**Structural Integ.**
The Misca Pitbull Advanced Combat System (ACS) is a revolution in personal weaponry. The clean, smooth lines of its exterior extend into the exquisite balance and effectiveness of both the 9 mm assault rifle and the built-in 40 mm Grenade Launcher. It is an absolute pleasure to operate, and the padded leather head rest—combined with the recoil dampeners and built-in silencer—makes this weapon a joy to fire.	The Cyclical Sabre is a high-powered, laser assault rifle. Similar to the Cyclical Eclipse, it uses a laser-range finder to determine the distance to the first solid target, enabling a built-in computer to calculate the focal point of the laser and increase damage. The extended range of this weapon and the power required to fuel each cell limits the amount of shots per power cell to 15.	The Raust AK Unlimited is versatile and extremely capable. It boasts a relatively high caliber for an assault rifle and can fire CRCH rounds, using timed fuses to attack enemies behind cover. A laser range-finder determines how far targets are from the shooter, imprinting a timed-fuse on each round as it leaves the barrel causing it to explode as it passes the target's cover. This ammunition is very rare and generally quite expensive.	The CDEM Copperhead is a silenced, belt-fed assault rifle that uses disintegrating belts of ammunition that typically come in boxes of 100 or 200 rounds. The Copperhead is also capable of using standard 8 mm Rifle magazines. For a compact weapon, the Copperhead is extremely versatile and its built-in Silencer allows it to unleash devastation before potential targets realize what is happening.	**Description**









Name	CDEM Grunt (with Scope)	Misca Pirahna (with Scope)	Promethion Shepherd	CDEM 24 (with Scope)
Field	Small Arms	Small Arms	Small Arms	Small Arms
Skill	Rifles and Shotguns	Rifles and Shotguns	Rifles and Shotguns	Rifles and Shotguns
Ammunition	9 mm Rifle	11 mm Rifle	12 mm Rifle	8 mm Rifle
Weight	3.8 kg (8.4 lb)	4.1 kg (9.1 lb)	4.7 kg (10.3 lb)	5.5 kg (12.1 lb)
Damage	2d8	3d6	2d10+1	2d6+1
Magazine	30 round magazine	25 round magazine	20 round magazine	5 round internal magazine
Max. Rates of Fire	Semi-automatic: 3 rds/Segment Fully automatic: 6 rds/Segment	Semi-automatic: 3 rds/Segment Fully automatic: 5 rds/Segment	Semi-automatic: 2 rds/Segment Fully automatic: 4 rds/Segment	Bolt Action: 1 rd/Segment
Exertion Rating	5	7	8	Nil
Range Rating	4	4	4	5
Max. Eff Range	480.0 m (524.9 yd)	550.0 m (601.5 yd)	450.0 m (492.1 yd)	800.0 m (874.9 yd)
Min. Eff Range	2.0 m (2.2 yd)	2.0 m (2.2 yd)	2.0 m (2.2 yd)	6.0 m (6.6 yd)
Reload Time	4 Segments	4 Segments	4 Segments	2 Segments per round of ammunition
Special			+1 to Defensive Counter Rolls	
Approx. Cost	3,000T	3,500T	5,000T	750T
Structural Integ.	38	34	45	45
Description	CDEM designed the Grunt to be the premiere assault rifle for light infantry in the early 23rd century. Its bull-pup construction enables easier engagement of targets at close range without adversely affecting its accuracy at long range. The Grunt is lighter than most assault rifles and is quite comfortable to operate.	Ergonomically designed, the Misca Piranha has a longer effective range than the majority of assault rifles. Its forward pistol grip increases accuracy when fired repetitively within its effective range, but makes operation at point blank range slightly awkward. The caliber of the Piranha is larger than average, resulting in a stronger recoil that slows its rate of fire, but reassures the shooter of the power behind its rounds.	The Promethion Shepherd is a high caliber assault rifle. While heavier than most other weapons in its family, it is capable of devastating damage and accuracy. During Active Defense, the protective guard covering the forward hand can be used to provide additional cover, adding a +1 to Defensive Counter Rolls. This cover also provides the weapon with increased durability and allows it to suffer much more damage than unprotected weapons.	CEDM wanted an inexpensive, tried-and-true success for its first venture into the sniper rifle market. They chose to base their gun on the M24, which was designed by Remington in the late 20th century for use in the open deserts of the Middle East. The CEDM 24 was the result, and was initially sold to security forces in some of the smaller walled cities between arcologies; sentries wanted to hit targets before they could get closer than the edges of the jungles and forests.





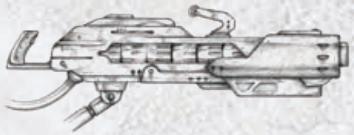




Cyclical 15SR "Light Fifty" (with Scope)	Misca Screamer MASR (with Scope)	Raust Decapitator (with Scope)	Mantis Falcon (with Scope)	Name
Small Arms	Small Arms	Small Arms	Small Arms	Field
Rifles and Shotguns	Rifles and Shotguns	Rifles and Shotguns	Rifles and Shotguns	Skill
15 mm Rifle	10 mm Steel Spheres	13 mm Rifle, 13 mm CRCH rounds	14 mm Rifle	Ammunition
12.9 kg (28.5 lb)	6.6 kg (14.5 lb)	8.5 kg (18.8 lb)	7.3 kg (16.1 lb)	Weight
2d12+1	2d10	3d8-1	2d12	Damage
10 round magazine	30 round magazine	13 round magazine	8 round magazine	Magazine
Semi automatic: 2 rds/Segment	Semi-automatic: 3 rds/Segment	Semi automatic: 2 rds/Segment	Semi-automatic: 2 rds/Segment	Max. Rates of Fire
11	10	10	9	Exertion Rating
6	6	6	6	Range Rating
2,000.0 m (2,187.2 yd)	1,800.0 m (1,968.5 yd)	1,900.0 m (2077.9 yd)	2,200.0 m (2,405.9 yd)	Max. Eff. Range
8.0 m (8.7 yd)	7.0 m (7.7 yd)	8.0 m (8.7 yd)	9.0 m (9.8 yd)	Min. Eff. Range
4 Segments	4 Segments	4 Segments	4 Segments	Reload Time
		Timed Explosive CRCH Rounds, CRCH rounds fired to bypass cover do half damage to the target	Silenced	Special
3,000T	6,500T	4,000T	3,300T	Approx. Cost
40	30	25	37	Structural Integ.
The Cyclical 15SR 15 mm sniper rifle inherited its nickname, Light 50, from its predecessor, the M107 .50 caliber sniper rifle. It is a rapid-fire, semi-automatic rifle that uses 15 mm ammunition. The 15SR can effectively engage targets at a range of 2,000 m (2,187 yd) and has been known to cut a man in half at 1800 m (1968 yd). The large caliber rounds of the Cyclical 15SR will turn shelter from smaller caliber weapons into Swiss cheese.	The Misca Screamer Magnetically Accelerated Sniper Rifle (MASR) uses 4 magnetically charged rails that run the length of the barrel to propel 10 mm steel spheres at a high velocity. The rails accelerate the rounds rapidly, giving them incredible muzzle velocities and accurately propelling them up to 1800 m (1968.5 yd). The energy unleashed upon impact is tremendous and the spherical shape of the ammunition, although elongated in flight, creates large entry wounds and horrific exit wounds.	The Raust Decapitator is one of the most effective small arms on the battlefield. Although its maximum effective range is consistent with most sniper rifles, it is the "Can't Run, Can't Hide" (CRCH) system that makes it stand out. CRCH uses a laser-range finder to determine the exact distance to the target or any cover used for protection. A laser range-finder determines how far targets are from the shooter, imprinting a timed-fuse on each round as it leaves the barrel causing it to explode as it passes the target's cover, striking the target with shrapnel.	The Mantis Falcon is a magnificent sniper rifle. It has a built-in silencer and features layered recoil dampening, Flexall pistol grip cover, and a comfortable chin rest. The Falcon uses a very large 14 mm caliber and the rifling intensity of this weapon has been designed to change slightly as the bullet progresses down the barrel, providing a marked improvement in ballistic performance.	Description

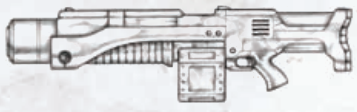
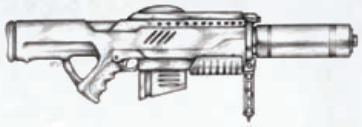
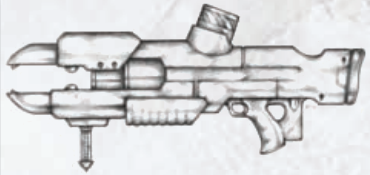
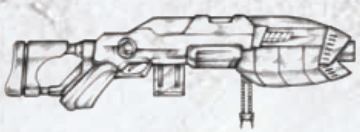






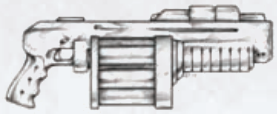


Name	Promethion Artemis (with Scope)	CDEM Minimi LMG (with Bipod)	Raust "Room Clearer"	Misca Annihilator
Field	Small Arms	Assault Support Weapons	Assault Support Weapons	Assault Support Weapons
Skill	Rifles and Shotguns	Heavy Assault Weapons	Heavy Assault Weapons	Heavy Assault Weapons
Ammunition	12 mm Rifle	7 mm Rifle	10 mm Steel Spheres	6 mm Rifle
Weight	5.8 kg (12.8 lb)	7.1 kg (15.7 lb)	16.1 kg (35.5 lb)	14.2 kg (31.3 lb)
Damage	1d20+2	1d12+1	2d10 × 2 per cartridge	2d6-1
Magazine	10 round magazine	Disintegrating belt, 30 round magazine	Backpack magnetic feed	Disintegrating Belt, C-Mag
Max. Rates of Fire	Semi-automatic: 3 rds/Segment	Fully automatic (belt): 6 rds/Segment Fully automatic (mag): 8 rds/Segment	Semi: 2 cartridges/Segment Fully: 4 cartridges/Segment	Fully automatic: 12 rds/Segment
Exertion Rating	8	5	7	5
Range Rating	6	5	3	5
Max. Eff Range	1,800.0 m (1,968.5 yd)	600.0 m (656.2 yd)	200.0 m (218.7 yd)	600.0 m (656.2 yd)
Min. Eff Range	4.0 m (4.4 yd)	3.0 m (3.3 yd)	3.0 m (3.3 yd)	3.0 m (3.3 yd)
Reload Time	4 Segments	1 Combat Cycle	2 minutes to fill backpack	1 Combat Cycle
Special	Silenced	Can use standard 7 mm magazines		Takes 2 Segments to begin firing
Approx. Cost	6,500T	4,500T	12,000T	9,000T
Structural Integ.	45	40	36	38
Description	The Promethion Artemis is a versatile sniper rifle. Its light weight and design offers significantly reduced Minimum Effective Range and it is designed to fire at a much faster rate than most sniper rifles. It also silences rounds internally, helping the shooter to maintain stealth. The Artemis has a shorter overall length than other sniper rifles giving it the feel of an assault rifle while it is being carried.	In the late 20th century, the CDEM Minimi LMG was known as the M249 SAW. It was resurrected as an inexpensive method for startup caravan security companies to offer respectable firepower when securing trade routes between arcologies. It has an alternative feed system, enabling the use of disintegrating belts for the primary feed option, with 30-round 7 mm Rifle magazines for backup. Its light weight and high rate of fire makes for great infantry section fire-support, although its small caliber makes it a less valuable option for engaging light vehicles or fortified positions.	The Raust Room Clearer is devastation manifested. The ammunition, 10 mm steel spheres, which is carried in a backpack, loads into 5-round cartridges through a magnetic feed system. The cartridges are stacked laterally inside the chamber, moving forward as the weapon fires, until they reach the breach. The rounds are then fired and the cartridge cycles back to collect another volley of spheres.	The Misca Annihilator is a devastating assault support weapon. Although it takes 2 Segments for the weapon to fire after the trigger has been engaged, the result is well worth the wait. The small caliber of the weapon is more than compensated for by its extremely high rate of fire. If you find yourself staring down the barrels of a Misca Annihilator, you should find cover before you end up covering the walls like paint.

Mantis Executioner	Cyclical Iblis (with Bipod)	Promethion X-W1F3 (with Bipod)	Raust Judgement (with Bipod)	Name
Assault Support Weapons	Assault Support Weapons	Assault Support Weapons	Assault Support Weapons	**Field**
Heavy Assault Weapons	Heavy Assault Weapons	Heavy Assault Weapons	Heavy Assault Weapons	**Skill**
13 mm Rifle	11 mm Rifle	40 mm Power Cells	50 × 30 mm Energy Cells	**Ammunition**
8.4 kg (18.5 lb)	7.6 kg (16.8 lb)	8.7 kg (19.2 lb)	7.3 kg (16.1 lb)	**Weight**
2d12+1	2d10	3d8	2d10-1	**Damage**
Disintegrating Belt	Disintegrating Belt	30 shots per Power Cell	40 shots per Energy Cell	**Magazine**
Fully: 4 rds/Segment	Fully: 5 rds/Segment	Semi: 2 rds/Segment Fully: 3 rds/Segment	Semi: 2 rds/Segment Fully: 4 rds/Segment	**Max. Rates of Fire**
8	7	8	7	**Exertion Rating**
5	5	5	5	**Range Rating**
1,100.0 m (1,203.0 yd)	975.0 m (1,066.3 yd)	900.0 m (984.3 yd)	950.0 m (1,038.9 yd)	**Max. Eff. Range**
4.0 m (4.4 yd)	3.0 m (3.3 yd)	5.0 m (5.5 yd)	4.0 m (4.4 yd)	**Min. Eff. Range**
1 Combat Cycle	1 Combat Cycle	4 Segments	4 Segments	**Reload Time**
Can use 13 mm Rifle magazines if required	Can use 11 mm Rifle magazines if required	May be wired directly to vehicle for power, Energy Damage	May be wired directly to vehicle for power, Energy Damage	**Special**
8,000T	7,500T	14,000T	9,500T	**Approx. Cost**
45	40	30	35	**Structural Integ.**
The Mantis Executioner is a high-caliber, rapid-fire Heavy Assault Weapon. Although the primary feed mechanism is a disintegrating belt, it can accept 13 mm Rifle magazines. As expected, these magazines do not last very long and are an extremely inefficient method for using this weapon. This weapon creates significant damage to soft vehicles and all but the most heavily armored targets.	The Cyclical Iblis is a very mean, sleek, and destructive weapon. It is capable of a fairly high rate of fire, considering the 11 mm caliber ammunition it uses. The Iblis' primary feed mechanism is a disintegrating belt, however it can also accept 11 mm Rifle magazines. The Iblis is shown here with a bipod that doubles as a mount connector, enabling the shooter to quickly attach and detach the weapon from a mounting bracket for securing it to a vehicle or structure.	The Promethion X-W1F3 is a potentially devastating weapon. The ammunition is expensive, but causes a significant amount of Energy damage. As long as the user provides the daily maintenance the weapon requires, the weapon functions quite efficiently. If the user does not adequately care for the X-W1F3, it has been known to occasionally breakdown, creating expensive repair bills. If the user is not careful the X-W1F3 will drain them financially and leave them with a broken shell of a weapon. The X-W1F3 is shown here with a mount connector that allows it to latch securely onto a vehicle or structure.	The Raust Judgement is a powerful, energy-based Assault Support Weapon. It can be powered with 50 mm × 30 mm Energy Cells, but is most efficient when connected directly to a vehicle or structure's power plant. The weapon is shown here with a bipod that doubles as a mount connector, which enables it to be quickly attached and detached from a mounting bracket.	**Description**





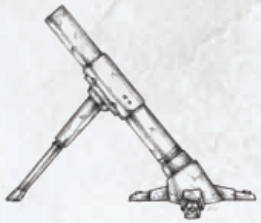


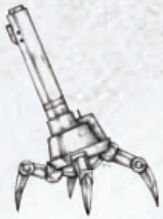


Name	CDEM Catapult	Misca Apocalypse	Strandherd Apollo TAFF	Misca Zeus
Field	Assault Support Weapons	Assault Support Weapons	Assault Support Weapons	Assault Support Weapons
Skill	Launchers and Mortars	Launchers and Mortars	Heavy Assault Weapons	Heavy Assault Weapons
Ammunition	60 mm Grenades	40 mm Grenades	60 mm MPAT/AD	90 mm MPAT/AD
Weight	10.1 kg (22.3 lb)	6.8 kg (15.0 lb)	11.0 kg (24.3 lb)	14.3 kg (31.6 lb)
Damage	As per ammunition description	As per ammunition description	As per ammunition description	As per ammunition description
Magazine	6 round carousel	8 round carousel	Each round loaded manually	Each round loaded manually
Max. Rates of Fire	1 Grenade per Segment	1 Grenade per Segment	1 round every 8 Segments	1 round every 8 Segments
Exertion Rating	Nil	Nil	Nil	Nil
Range Rating	4	4	6	5
Max. Eff Range	450.0 m (492.1 yd)	300.0 m (382.8 yd)	5,000.0 m (5,468.1 yd)	800.0 m (874.9 yd)
Min. Eff Range	5.0 m (5.5 yd)	5.0 m (5.5 yd)	10.0 m (10.9 yd)	6.0 m (6.6 yd)
Reload Time	1 Combat Cycle per Grenade	1 Combat Cycle per Grenade	20 Segments unassisted 8 Segments unassisted	20 Segments unassisted 8 Segments unassisted
Special			Rates of Fire doubled with 2-man crew	Rates of Fire doubled with 2-man crew
Approx. Cost	9,000T	7,000T	25,000T	15,000T
Structural Integ.	42	40		
Description	The CDEM Catapult is a rotating carousel grenade launcher, capable of firing all 40 mm grenade variants. It offers a forward grip for added stability and accuracy. Depending on the targets or mission at hand, the Catapult can be a very effective tool for shaping the battlefield. Firing gas canisters can significantly change the demeanour of a group of enemies, while a carousel full of high-explosive grenades can dramatically reduce their numbers, affecting their will to fight.	The Misca Apocalypse is a rotating carousel grenade launcher, capable of firing all 40 mm grenade variants. Depending on the payload, the Apocalypse can bring an impressive amount of firepower to any battle. Although 40 mm grenades do not inflict the same damage as larger explosives, a well-placed volley from the Apocalypse can quickly turn the tide of any combat encounter.	The Strandherd Apollo TAFF (Target Acquisition—Fire and Forget) is a short-range, MPAT/AD weapon. It can acquire a specific target profile, imprinting it into the guidance system of the round to be fired. When the round is fired, no further guidance is required from the shooter; the round will either hit the target, or if forced to make too many maneuvers will lose its ability to actively pursue the target and continue unguided until it runs out of propellant.	The Misca Zeus is a short-range, MPAT/AD weapon. Its ammunition is a hefty 90 mm rocket, with no guidance capabilities. It is capable of significant damage, but is heavy to carry—as is the ammunition. The Misca Zeus is primarily an anti-tank weapon as its limited range and lack of guidance system makes it unlikely to successfully engage high speed aircraft.









Misca Hellfire	Promethion Inferno	Raust Stormrage	Misca Brimstone	Name
Assault Support Weapons	Assault Support Weapons	Assault Support Weapons	Assault Support Weapons	Field
Heavy Assault Weapons	Heavy Assault Weapons	Launchers and Mortars	Launchers and Mortars	Skill
Depends on tank contents	Depends on tank contents	60 mm Shells	80 mm Shells	Ammunition
7.6 kg (16.7 lb)	1.9 kg (4.2 lb)	21.1 kg (46.5 lb)	30.8 kg (67.9 lb)	Weight
1d20	1d12	As per ammunition description	As per ammunition description	Damage
5 Litre Tank (25 Sprays)	1 Litre Tank (5 Sprays)	Nil	Nil	Magazine
1 Spray (200 ml) per Segment	1 Spray (200 ml) per Segment	1 Shell every 4 Segments	1 Shell every 4 Segments	Max. Rates of Fire
Irrelevant	Irrelevant	Nil	Nil	Exertion Rating
2	1	Nil	Nil	Range Rating
40.0 m (43.7 yd)	15.0 m (16.4 yd)	3.5 km (2.2 mi)	6.0 km (3.7 mi)	Max. Eff. Range
2.0 m (2.2 yd)	Nil	60.0 m (65.6 yd)	80.0 m (87.5 yd)	Min. Eff. Range
2 Combat Cycles	4 Segments	1 Shell every 4 Segments	1 Shell every 4 Segments (manually) 1 Shell per segment with auto-carousel	Reload Time
Damage type changes with tank Spread 1	Damage type changes with tank Spread 1 One-handed	Rates of Fire are doubled with 2 man crew	Can be equipped with auto-carousel for increased firing rate for an additional 2,000T.	Special
6,000T	4,000T	10,000T	15,000T	Approx. Cost
25	28	65	60	Structural Integ.
Depending on the ammunition, the Misca Hellfire can project fire or various chemicals. The contents are thrown towards the target in a steady stream, slowly spreading out to affect a larger area. While the damage inflicted by the Misca Hellfire is inconsistent, the variety of available Damage Types makes it an extremely valuable weapon.	The Promethion Inferno is a pistol-sized Thrower. Although it has a relatively limited capacity, the Inferno's light weight, small size, and quick change ammunition canisters make it a very versatile weapon. It can inflict various Damage Types based on ammunition, the size of the affected area increasing slowly as the ammunition approaches the target.	The Raust Stormrage is a simple, reliable mortar. It fires 60 mm shells at distances up to 3.5 km (2.2 mi), and although it can be carried and operated by one person, the rate of fire is doubled with a crew of 2. Mortars can fire all sorts of munitions, such as high explosive, illumination, and gas dispersal.	The Misca Brimstone fires 80 mm shells up to 6 km (3.7 mi). It can be operated like a standard mortar or can be fitted with a rotating carousel of ammunition. This allows the Brimstone to launch 1 Shell per Segment or at a slower rate determined by the user. The Brimstone can be programmed with a limited fire plan to remotely change trajectories, ranges, munition types, and firing times. It is capable of slowly changing geographical locations but at a rate of 100 m per hour and to a maximum of 200 m.	Description

Ranged Weapon Melee Attachments
9.5.5

IN THE WORLD OF *Alpha Omega*, a split second of defenselessness can cost characters their lives. The moment it takes to reload a weapon can provide a creature enough time to unleash a vicious attack. Being able to defend yourself at all times is paramount in the Wilds or in unfamiliar territory.

The only opportunity to successfully engage more powerful creatures or beings in combat might be at the point where they unleash their own melee attacks. Adventurers have demanded ranged weapons capable of handling melee attachments, not only enabling them to use a firearm for self-defense in melee combat, but to do so without affecting the ballistic performance of the weapon's projectiles.

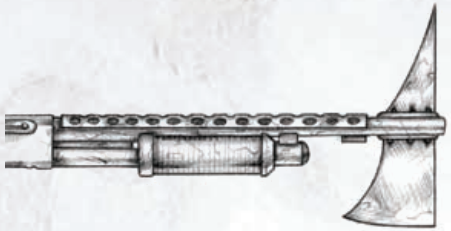
The result of this is a series of melee attachments that characters can purchase for a wide variety of small arms. Once attached to a firearm, these attachments take on the characteristics of melee weapons, enabling the shooter to competently engage an enemy in melee combat with the same weapon used for shooting.

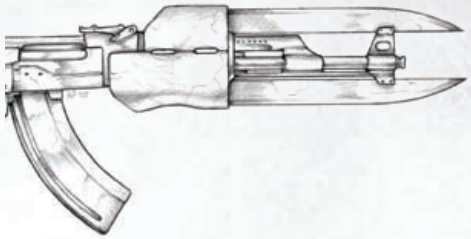
When used in melee combat, characters must use the accompanying melee combat Skill for all Skill Checks.

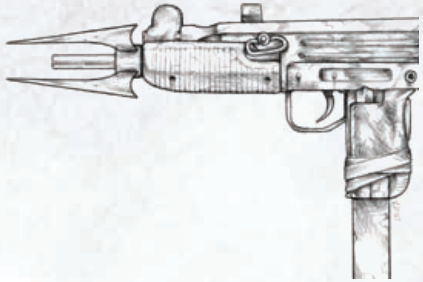
Ranged Weapon Melee Attachments

Name	Damage	Weight kg (lb)	Exertion Rating	Max Attacks per Segment	Structural Integrity	Cost
Barrel Axe	3d8 -2	0.3 (0.7)	14	2	55	100T
Long Barrel Bayonet	2d8 -1	0.5 (1.1)	10	2	55	80T
Mini Bayonets	1d6	0.3 (0.7)	5	3	45	80T
Over Barrel Blade	2d6 +1	0.8 (1.8)	10	2	50	100T
Short Weapon Bayonet	1d8	0.3 (0.7)	6	3	55	80T
Stock Flail	1d12	2.0 (4.4)	9	2	55	150T
Under Grip Serrated Blade	1d8 -1	0.4 (0.9)	6	3	55	80T
Under Barrel Punching Spikes	1d6	0.5 (1.1)	7	3	60	50T
Upper Receiver Blades	2d4	0.5 (1.1)	8	2	50	80T

Figure 9-17

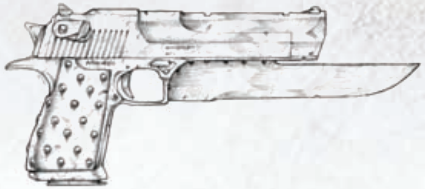


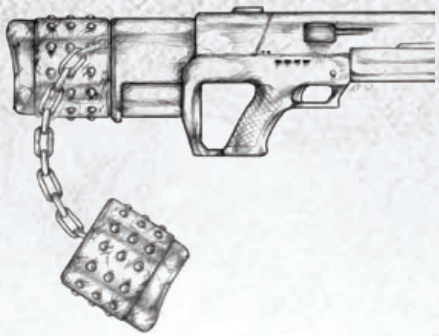




Barrel Axe	Long Barrel Bayonet	Mini Bayonets	Name
Melee Combat	Melee Combat	Melee Combat	**Field**
Two-Handed Melee	Two-Handed Melee	One-Handed Melee	**Skill**
0.3 kg (0.7 lb) + Attached weapon	0.5 kg (1.1 lb) + Attached Weapon	0.3 kg (0.7 lb) + Attached Weapon	**Weight**
3d8-2	2d8-1	1d6	**Damage**
2	2	3	**Max. Attacks per Segment**
15	11	8	**Exertion Rating**
2 SIM	2 SIM	1 SIM	**Range**
Can be attached to any two-handed, long-barrel, ranged weapon	Can be attached to any two-handed, long-barrel, ranged weapon	Can be attached to any one-handed ranged weapon	**Special**
100T	80T	80T	**Approx. Cost**
55	55	45	**Structural Integ.**
Barrel Axe blades are designed from lightweight, resilient metal. They can be attached to any long-barrel firearm simulating a Two-Handed Axe melee weapon. Although it is slower and clumsier than the pure melee weapon it was inspired from, the Barrel Axe still provides respectable damage. If the transition from ranged combat to melee combat occurs before a character has time to draw a melee weapon, the Barrel Axe may mean the difference between life and death.	Long Barrel Bayonets are typically attached to the bottom of barrels so that the blade protrudes from the end of the weapon so that it may be used to stab targets in the same manner as a spear. As rifles and shotguns are more difficult to handle in melee combat than a simple spear, they are slightly more awkward to use and cause a reduced amount of damage.	Mini Bayonets are a set of four small bayonets that can be fixed to any one-handed ranged weapon. The blades are not very long and can only be effectively used to stab a target rather than slash. They are typically arranged in a manner that will not obstruct any method of aiming the weapon. Mini-Bayonets provide a lightweight and inexpensive option for those characters not wanting to be caught bringing an empty gun to a knife-fight.	**Description**

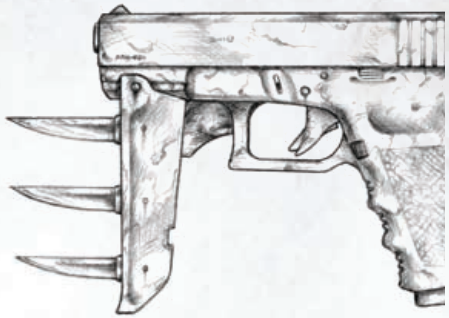


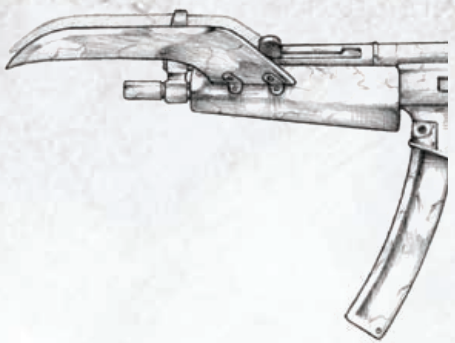




Name	Over Barrel Blade	Short Weapon Bayonet	Stock Flail
Field	Melee Combat	Melee Combat	Melee Combat
Skill	Two-Handed Melee	One-Handed Melee	Two-Handed Melee
Weight	0.8 kg (1.8 lb) + Attached Weapon	0.3 kg (0.7 lb) + Attached Weapon	2.0 kg (4.4 lb) + Attached Weapon
Damage	2d6+1	1d8	1d12
Max. Attacks per Segment	2	3	2
Exertion Rating	11	7	10
Range	1 SIM	1 SIM	1 SIM
Special	Can be attached to any long-barrel ranged weapon	Can be attached to any pistol or SMG	Can be attached to any rifle, shotgun, or assault rifle
Approx. Cost	100T	80T	150T
Structural Integ.	50	55	55
Description	Over Barrel Blades are are designed to be attached to the top of long-barrel ranged weapons, transforming them into makeshift Bastard Swords. They are much more awkward to use, but the amount of damage they are capable of may be enough to prevent a struck assailant from attacking again.	Short Weapon Bayonets are blades typically attached to short-barrel weapons so that they protrude from under the barrel and can be used to stab or slash a target. They are not as awkward as longer bayonets, but do not cause as much damage. Short weapon bayonets are a favored attachment for pistols as they can be used effectively and comfortably together.	Stock Flails are small flails built into the butt of any long-barrel firearm. The flails are deployed with the push of a button and attached to the frame of the firearm by a small chain. Stock flails are a powerful melee attachment capable of providing effective close quarter combat capabilities. Although slightly more awkward than the pure melee version, the Stock Flail is one of the most deadly Ranged Weapon Melee Attachments.







Under Grip Serrated Blade	Under Barrel Punching Spikes	Upper Receiver Blades	Name
Melee Combat	Melee Combat	Melee Combat	**Field**
One-Handed Melee	One-Handed Melee	Two-Handed Melee	**Skill**
0.4 kg (0.9 lb) + Attached Weapon	0.5 kg (1.1 lb) + Attached Weapon	0.5 kg (1.1 lb)	**Weight**
1d8-1	1d6	2d4	**Damage**
3	3	2	**Max. Attacks per Segment**
7	8	9	**Exertion Rating**
1 SIM	1 SIM	1 SIM	**Range**
Can be attached to any pistol or SMG	Can be attached to any pistol	Can be attached to any long-barrel firearm or SMG	**Special**
80T	50T	80T	**Approx. Cost**
55	60	50	**Structural Integ.**
Under Grip Serrated Blades are typically attached to the bottom of the grip of a pistol or SMG and can be positioned with the blade forward, used for stabbing, or with the blade running along the forearm for slashing. These weapons are easy to use and are easily transitioned between offense and defense.	Under Barrel Punching Spikes are used to turn any pistol into a makeshift pair of Brass Knuckles. The spikes that adorn the attachment protrude beyond the barrel of the pistol so that they can be punched into a target causing significantly more damage than a simple punch or hitting someone with the pistol itself. Relatively cheap, Under Barrel Punching Spikes are a lightweight melee combat option for use when you can't or simply don't want to holster your sidearm.	Upper Receiver Blades are twin blades attached to the upper receiver of any SMG or long-barrel firearm. Spread in a "V" pattern the blades act as two separate knives and can be used to slash a target. These weapons are considerably more comfortable and effective when the weapon they are attached to has a foregrip. The look of a weapon is made considerably more aggressive with the addition of Upper Receiver Blades.	**Description**

Ammunition and Power Sources
9.5.6

ALL RANGED WEAPONS REQUIRE ammunition or a power source to function. Some ammunition is much cheaper and more readily accessible than others. **Figure 9-19: Ammunition Costs and Availability** tabulates this information.

Damage amounts listed in section *9.5.4—Ranged Weapons* correspond to standard ammunition. Most of the important ammunition statistics are provided in **Figure 9-19: Ammunition Costs and Availability**. However, some ammunition requires further description.

Hollow Point ammunition is available for all weapons that use standard Pistol ammunition, such as Pistols and SMGs. It is 1T more expensive per round than standard ammunition and has the following differences:

- +2 damage to all targets without High Velocity Kinetic armor; or
- +2 damage to the Structural Integrity of all Armor with a High Velocity Kinetic resistance

Armor Piercing ammunition is available for all weapons that use standard Pistol and Rifle ammunition, such as Pistols, SMGs, Assault Rifles, and Sniper Rifles. It is 1T more expensive per round than standard ammunition and has the following differences:

- Armor Piercing ammunition reduces all High Velocity Kinetic Damage Thresholds and Resistances by 2

The ammunition used for Man Portable Anti-Tank/Air Defense (MPAT/AD) weapons and Mortars use the Damage and Armor Penetration statistics listed on **Figure 9-18: High Yield Ammunition**.

High Yield Ammunition

Type	Effect	Damage	Area of Effect
MPAT/AD—60 mm AP	High Velocity Kineic Damage to everything within AoE, Armor Penetration of 15 for primary target only	5d10	2 SIM
MPAT/AD—60 mm HE	High Velocity Kineic Damage to everything within AoE, Armor Penetration of 5	7d10	4 SIM
MPAT/AD—90 mm AP	High Velocity Kineic Damage to everything within AoE, Armor Penetration of 25 for primary target only	7d10	3 SIM
MPAT/AD—90 mm HE	High Velocity Kineic Damage to everything within AoE, Armor Penetration of 7	9d10	5 SIM
Mortar—60 mm HE	High Velocity Kineic Damage to everything within AoE, Armor Penetration of 5	7d10	7 SIM
Mortar—60 mm Payload	This shell contains a payload that will disperse before or upon impact with the target. It may contain smoke or a gas, in which case the area of effect grows by a radius of 1 SIM every 2 Segments. It may also be an Illumination round that will provide light in dark areas or at night.	Dependent on Payload	Growing radius
Mortar—80 mm HE	High Velocity Kineic Damage to everything within radius, Armor Penetration of 7	9d10	10 SIM
Mortar—80 mm Payload	This shell contains a payload that will disperse before or upon impact with the target. It may contain smoke or a gas, in which case the area of effect grows by a radius of 1 SIM every 2 Segments. It may also be an Illumination round that will provide light in dark areas or at night.	Dependent on Payload	Growing radius

Figure 9-18

Ammunition Costs and Availability

Ammunition Type	Caliber	Damage Type	Cost per Round	Availability
Pistol	4 mm	HV Kinetic	5	Rare
	5 mm	HV Kinetic	4	
	6 mm	HV Kinetic	3	Uncommon
	7 mm	HV Kinetic	2	
	8 mm	HV Kinetic	1	Common
	9 mm	HV Kinetic	1	
	10 mm	HV Kinetic	2	
	11 mm	HV Kinetic	3	
	12 mm	HV Kinetic	4	Uncommon
	13 mm	HV Kinetic	5	
	14 mm	HV Kinetic	8	Rare
	15 mm	HV Kinetic	10	Scarce
Rifle	4 mm	HV Kinetic	5	Uncommon
	5 mm	HV Kinetic	4	
	6 mm	HV Kinetic	3	
	7 mm	HV Kinetic	2	Common
	8 mm	HV Kinetic	2	
	9 mm	HV Kinetic	3	
	10 mm	HV Kinetic	3	
	11mm	HV Kinetic	4	Uncommon
	12 mm	HV Kinetic	5	
	13 mm	HV Kinetic	6	Rare
	14 mm	HV Kinetic	8	
	15 mm	HV Kinetic	9	Scarce
	16 mm	HV Kinetic	10	
MPAT/AD	60 mm HE	Energy	250	Uncommon
	60 mm AP	HV Kinetic	200	
	90 mm HE	Energy	400	Rare
	90 mm AP	HV Kinetic	350	
Shotgun	14 mm Slug	HV Kinetic	7	Uncommon
	14 mm Shot	HV Kinetic	7	
	16 mm Slug	HV Kinetic	6	
	16 mm Shot	HV Kinetic	6	
	18 mm Slug	HV Kinetic	3	Common
	18 mm Shot	HV Kinetic	3	
	20 mm Slug	HV Kinetic	6	
	20 mm Shot	HV Kinetic	6	
	22mm Slug	HV Kinetic	8	Uncommon
	22mm Shot	HV Kinetic	8	
	24mm Slug	HV Kinetic	10	Rare
	24mm Shot	HV Kinetic	10	
Specialty	7 mm Micro Darts	HV Kinetic	5	Rare
	8 mm Plasma Rounds	Energy	10	
	10 mm Flechette Rounds	HV Kinetic	8	
	21 mm Flechette Rounds	HV Kinetic	10	
	13 mm Plasma Rounds	Energy	15	
	22 mm Plasma Shells	Energy	15	
	44×22 mm High Efficiency Energy Cell	Energy	200	
	40 mm Power Cells	Energy	300	
	50×30 mm Energy Cells	Energy	250	
	15×50 mm Power Cells	Energy	200	
	10 mm CRCH Rounds	HV Kinetic	20	Scarce
	13 mm CRCH Rounds	HV Kinetic	30	
	10 mm Steel Spheres	HV Kinetic	2	Uncommon
Mortar	60 mm HE	Energy	300	Uncommon
	60 mm Payload	*	400	
	80 mm HE	Energy	400	Rare
	80 mm Payload	*	600	

Figure 9-19

Grenades
9.5.7

Grenades

Grenades are small devices built to serve a variety of functions including Damage from fragmentation or the slow dispersal of a specialized payload, such as smoke or gas dispersal. They can be thrown by hand or projected from launchers, and their effects are felt after the amount of time dictated by the fuse. The game statistics of some grenades are shown below, but GMs should feel free to create their own grenade types. Grenades typically weigh 0.5 kg (1.1 lb).

Thrown grenades use the Throwing Skill for attack attempts, have a Range Rating of one and follow the Ranged Combat rules. Precision grenade attacks require a Called Shot. Grenades fired from launchers use the Launchers and Mortars Skill.

Standard Fragmentation Grenade

Fragmentation grenades are designed to damage those in the AoE by hitting them with shards of the grenade casing, as well as the blast itself. The fuse takes three Segments to detonate, at which time the effects are instantly felt as described below:

- **Damage Type:** High Velocity Kinetic
- **Damage:** 4d10, Armor Penetration Rating: 5
- **Fuse:** 3 Segments
- **AoE:** Full Damage within 5 SIM, half Damage within from 5–8 SIM

High Yield Fragmentation Grenade

Fragmentation grenades are designed to damage those in the AoE by hitting them with shards of the grenade casing, as well as the blast itself. The fuse takes three Segments to detonate, at which time the effects are instantly felt as described below:

- **Damage Type:** High Velocity Kinetic
- **Damage:** 5d10, Armor Penetration Rating: 7
- **Fuse:** 3 Segments
- **AoE:** Full Damage within 6 SIM, half Damage within from 6–10 SIM

Concussion Grenade

Concussion grenades are designed to render those targets within the AoE unconscious with an intense blast of energy. Victims must make a Will Resist Check against a DR of 20 or be rendered unconscious for 5 minutes. The fuse takes three Segments to detonate, at which time the effects are instantly felt as described below:

- **Damage Type:** Nil
- **Damage:** Nil
- **Fuse:** 3 Segments
- **AoE:** Will Resist Check DR 15 within 5 SIM, Will Resist Check DR 8 from 5–8 SIM

Smoke Grenade

Smoke grenades are designed to produce smoke to provide cover for allies. The grenades provide a +8 bonus to Cover for all those whose Line of Sight between themselves and enemies is masked by the smoke. The effect begins with 1 square SIM and its radius grows at a rate of 1 SIM per 2 Segments. Smoke continues to grow for 20 seconds before shrinking at a rate of 1 SIM per Combat Cycle.

- **Damage:** Nil
- **Fuse:** 1 Segment
- **AoE:** Sphere of smoke with a radius that increases at a rate of 1 SIM per 2 Segments.

Gas Grenade

Gas grenades are designed to disperse gas in a particular area. The type of gas and resulting effect is up to the GM. Some gases cause Chemical Damage, while some might only induce a side effect, such as unconsciousness. The effect begins with 1 square SIM and its radius grows at a rate of 1 SIM per 2 Segments. Smoke continues to grow for 20 seconds before shrinking at a rate of 1 SIM per Combat Cycle.

- **Damage:** Depends on gas
- **Fuse:** 1 Segment
- **AoE:** Sphere of gas with a radius that increases at a rate of 1 SIM per 2 Segments.

Fly Trap Grenade

Targets caught in the AoE must make a Strength Resist Check against a DR of 22 or be covered with the incredibly sticky contents and rendered immobile for 1

Grenades

Name	Effect	Area of Effect	Damage	Cost
Grenade—Concussion	Will Resist against DR 20 or be rendered unconscious for 5 minutes	8 SIM	Nil	150T
Grenade—EMP	Overloads electronics, AI make Will Resist against DR 20 or be rendered unconscious for 2 minutes	8 SIM	Nil	250T
Grenade—Flash	Will Resist against DR 20 or be blinded for 2 minutes	8 SIM	Blindness	100T
Grenade—Flash-Bang	Will Resist against DR 15 or be Deafened, Blinded, and Confused for 2 minutes	8 SIM	Blindness, Deafness, Confusion	250T
Grenade—Fly Trap	Strength Resist against DR 22 or be rendered immobile for 1 minute	7 SIM	Immobility	200T
Grenade—Gas	Gas dispersed in a growing radius	Grows to 10 SIM	Depends on Gas	150T
Grenade—Fragmentation, High-Yield	Damages everything within its radius with High Velocity Kinetic damage	10 SIM	5d10, depends on proximity	100T
Grenade—Fragmentation, Standard	Damages everything within its radius with High Velocity Kinetic damage	8 SIM	4d10, depends on proximity	200T
Grenade—Smoke	Smoke dispersed in a growing radius, providing cover	Grows to 10 SIM	Nil	80T

Figure 9-19

Explosives

Name	Effect	Area of Effect	Damage	Cost
Detonator—Booby Trap	Explosives can be rigged to objects or debris	Nil	Nil	100T
Detonator—Proximity	Explosives can be set to explode when targets come within a certain distance	1–3 SIM	Nil	100T
Detonator—Timer	Explosives can be set to explode after a set amount of time	Nil	Nil	50T
Detonator—Tripwire	Explosives can be set to explode when line is tripped	Nil	Nil	50T
Explosive—Plastic	Damages everything within its radius with High Velocity Kinetic damage	15 SIM	12d10, depends on proximity	2,000T
Explosive—Micro Paste	Damages materials it is applied to	1 SIM	6d10	200T
Explosive—Anti-Personnel Mine	Damages everything within its radius with High Velocity Kinetic damage	4 SIM	4d10, depends on proximity	500T
Explosive—Anti-Vehicle Mine	Damages everything within its radius with High Velocity Kinetic damage	4 SIM	7d10, depends on proximity	1,000T

Figure 9-20

minute. The fuse takes three Segments to detonate, at which time the effects are instantly felt as described below:

- **Damage:** Nil
- **Fuse:** 3 Segments
- **AoE:** Viscous material thrown throughout AoE. Targets within 4 SIM must make a Strength Resist Check at a DR of 22, while those targets caught 4–7 SIM from the blast must make a Resist Check at a DR of 15.

Flash Grenade

Flash Grenades are designed to incapacitate victims with an intense flash of light.

Victims within the AoE must make a Will Resist Check against a DR of 20 or be blinded for 5 minutes. The fuse takes three Segments to detonate, at which time the effects are instantly felt as described below:

- **Damage Type:** Nil
- **Damage:** Nil
- **Fuse:** 3 Segments
- **AoE:** Will Resist Check DR 20 within 5 SIM, Will Resist Check DR 15 from 5–8 SIM

Flash-Bang Grenades

Flash-Bang Grenades are designed to incapacitate victims with intense light and sound. Victims must make a Will Resist Check against a DR of 15 or be rendered deaf, blind, and Confused—as per the State Component—for 2 minutes. The fuse takes three Segments to detonate, at which time the effects are instantly felt as described below:

- **Damage Type:** Nil
- **Damage:** Nil
- **Fuse:** 3 Segments
- **AoE:** Will Resist Check DR 20 within 5 SIM, Will Resist Check DR 15 from 5–8 SIM

EMP

Electro-Magnetic Pulse grenades damage all active electronic devices within the AoE. As long as a device is powered down at the time of the blast, it is not affected by the pulse. Any AI caught in the AoE can make a Will Resist Check equal to 20 plus their Impurity Rating for half damage. The fuse takes three Segments to detonate, at which time the effects are instantly felt as described below:

- **Damage Type:** Energy
- **Damage:** 5d10
- **Fuse:** 3 Segments
- **AoE:** Will Resist Check DR 20 plus Impurity Rating within 8 SIM

Explosives
9.5.8

EXPLOSIVES ARE MEANT TO cause massive damage by concentrating large amounts of explosive material into various containers for a variety of destructive purposes. All explosives require a detonator to activate them and they are described in the following section:

Detonators

Although detonators come in a several different forms, they all detonate explosives one way or another. The various detonator types are:

BOOBY TRAP—Booby Traps are difficult to detect and are designed to trick targets into stepping on a specific location or moving a rigged piece of debris, causing the explosive to detonate.

COST: 100T

PROXIMITY—Proximity Detonators trigger explosions when a physical object or person passes into the set activation distance. Typically, Proximity detonators are set to explode only when an object remains within the proximity for 1 full Segment, preventing objects that fly through the proximity from detonating the explosive.

Proximity distance: Varies, 1–3 SIM

COST: 100T

TRIPWIRE—Tripwires are thin, difficult-to-detect lines across paths where targets might travel. When a line is tripped or broken, the explosive detonates.

COST: 50T

Mines

Mines are explosives that are pre-positioned in places where targets are expected in the future. Some mines are buried just beneath the surface and are pressure-activated. Others are hidden and explode according to their detonator type. Mines typically weigh 1.5 kg (3.3 lb).

ANTI-PERSONNEL MINES—Anti-personnel mines are used to incapacitate or kill people. They have several detonation options and can be positioned quickly. A discovered mine can also cause an enemy to believe more are in the vicinity, impeding their rate of movement.

- **Damage Type:** High Velocity Kinetic
- **Damage:** 4d10, Armor Penetration Rating: 7
- **Fuse:** Dependent on Detonator
- **AoE:** Full Damage within 2 SIM, Half Damage from 2–4 SIM

ANTI-VEHICLE MINES—Anti-vehicle mines are used to disable or destroy vehicles. Some are buried just beneath the surface of the ground, while others are placed flat on top of the ground. They are designed to explode when vehicles drive over them, damaging the usually vulnerable undercarriage. Others are placed above ground in an attempt to overpower a vehicle's armor.

- **Damage Type:** High Velocity Kinetic
- **Damage:** 7d10, Armor Penetration Rating: 15
- **Fuse:** Dependent on Detonator
- **AoE:** Full Damage within 2 SIM, Half Damage from 2–4 SIM

Demolition Explosives

Demolition explosives are designed to destroy walls, buildings, or other structures and materials. They can be rigged to destroy entire buildings or can be small enough to destroy a single door lock.

PLASTIC EXPLOSIVES—Plastic Explosives are designed to cause massive amounts of damage to building support structures, vehicles, or anything else for which standard explosives are inadequate.

- **Damage Type:** High Velocity Kinetic
- **Damage:** 12d10, Armor Penetration Rating: 20
- **Fuse:** Dependent on Detonator
- **AoE:** Full Damage within 8 SIM, Half Damage from 8–15 SIM

MICRO EXPLOSIVE PASTE—Micro Explosive Paste delivers a concentrated explosion that destroys materials to which the paste is directly applied—while maintaining a very small blast radius.

- **Damage Type:** High Velocity Kinetic
- **Damage:** 6d10, Armor Penetration Rating: 5
- **Fuse:** Dependent on Detonator
- **AoE:** Full Damage to surface it is applied to, Half Damage up to 1 SIM

Weapon, Armor and Gear Enchantments or Superior Craftsmanship

9.5.9

ITEMS IN THE *ALPHA OMEGA* world come in many different sizes, materials, and levels of quality. On occasion, the need for exquisite weapons, armor, and other equipment arises. Powerful Wielders might infuse items with Sources and Intentions of energy to give them special properties, or perhaps master craftsmen create items of legendary quality. These items have improved statistics from those listed in section *9.5—Weapons*. GMs should feel free to create weapons by altering one or more of the following statistics:

- Damage
- Structural Integrity
- Exertion Rating
- Max Attacks per Segment
- Weight
- Material
- Bleeding Rate
- Special Attacks
- Bonuses or Penalties to Attack Roll
- Bonus to Defense Rating
- Bonus to Cover

GMs can add any other special properties they feel are appropriate for their campaign. This is in essence, *Alpha Omega*'s form of magical weapons. Some GMs might not want to use any at all, while some will want to have a fantasy feel to their campaigns and include a lot of these items.

Augmentations
9.6

THE MARVELS OF 2280'S SCIENCE are extraordinary and the world of Augmentations is one of its most innovative. There are four types of Augmentation available to your characters, each of which contain numerous individual modifications. The available Augmentations are:

- Biological
- Cybernetic
- Mesh
- Necrotic

As Augmentations are physically attached, the body will adapt, negating the added weight.

Note: It is important to know that the same augmentation cannot be installed more than once. For example, you cannot have a Level 1 Telan First Line Muscle Improvement implant performed to gain a +3 to Strength and then a Level 2 Telan First Line Muscle Improvement implant performed to gain an additional +5 to Strength, for a total of 8; the Level 2 implant replaces the Level 1 implant. Likewise, you cannot purchase two Level 1 implants and combine their effects.

Impurity Rating
9.6.1

All Augmentations—Biological Implant, Necrotic Implant, Cybernetic Implant, and Mesh—have an Impurity Rating. Every time a character purchases an Augmentation, its Impurity Rating is added to that of all other Augmentations the character has installed. This is referred to as the Total Impurity Rating.

Characters can purchase as many Augmentations as they want, as long as their Total Impurity Rating does not exceed 50 percent of their Physis Score. The only exception are AI, which can purchase as many augmentations as they like, so long as their Total Impurity Rating does not exceed their total Physis Score.

A character's Impurity Rating directly affects their ability to Ascend. For every five points of Impurity, a character's maximum Ascension Level is reduced by one.

Impurity Rating vs Ascension Levels

Impurity Rating	Max Ascension Level
0	9
1–5	8
6–10	7
11–15	6
16–20	5
21–25	4
26–30	3
31–35	2
36–40	1
41–50	0

Figure 9-21

Biological Augmentations
9.6.2

BIOLOGICAL AUGMENTATIONS, USUALLY referred to as bio-implants, are essentially organic devices implanted to improve some element of physiology. Bio-implants can be also synthetic or cloned to directly replace an organ. The numerous manufacturers of bio-implants around the world each specialize in a particular type of implant or process for implant engineering.

Here are a few of the Biological Augmentations currently available in 2280. They are shown in **Figure 9-22: Biological Augmentations**.

Cerebral Layering

Improve the cognitive processes of the mind with Cerebral Layering, a safe and effective way to expand the frontal lobe. Cerebral Layering adds cloned tissue to the frontal lobe of the patient's brain, expanding the region generally responsible for high level cognitive functioning.

EFFECT
- Level 1: +2 to Intelligence—**1,200T**
- Level 2: +4 to Intelligence—**2,400T**
- Level 3: +6 to Intelligence—**3,600T**

Impurity Rating: 1 per level

Epithelial Plating

Dramatically increase the durability of your skin with Epithelial Plating. This simple procedure modifies the stratified epithelial tissue which forms the patient's

skin, allowing for several degrees of durability with minimal impact on appearance or flexibility.

Epithelial Plating is not compatible with Exo-Plating; characters cannot have both.

EFFECT

- Level 1: Natural Damage Threshold 1—**2,000T**
- Level 2: Natural Damage Threshold 2—**4,000T**

Impurity Rating: 3 per level

Joint Treatment

The Vendar Joint Treatment is a complex series of implant surgeries that reshapes the patient's joints to maximize flexibility. To minimize resistance and improve fluidity of movement, the patient's joints are treated with a space-age lubricant compound.

EFFECT

- Level 1: +2 to Agility—**900T**
- Level 2: +4 to Agility—**1,800T**
- Level 3: +6 to Agility—**2,700T**

Impurity Rating: 1 per level

Leukocyte Production Gland

Improve your immune system and live longer with a Leukocyte Production Gland. The Leukocyte Production Gland increases the body's white blood cell count and ensures the immune system is operating at maximum efficiency.

EFFECT

- Level 1: +2 to Vitality—**1,250T**
- Level 2: +4 to Vitality—**2,500T**
- Level 3: +6 to Vitality—**3,750T**

Impurity Rating: 1 per level

Biological Augmentations

Name	Number of Levels	Effects	Impurity Rating	Cost
Cerebral Layering	3	+2 to Intelligence Core Quality per Level	1 per Level	1,200T per Level
Epithelial Plating	2	+1 Natural Damage Threshold per Level	3 per Level	2,000T per Level
Joint Treatment	3	+ 2 to Agility per Level	1 per Level	900T per Level
Leukocyte Production Gland	3	+2 to Vitality Core Quality per Level	1 per Level	1,250T per Level
Lung Expansion	3	+2 to Conditioning Core Quality per Level	1 per Level	1,150 per Level
Muscle Improvement	3	+2 to Strength Core Quality per Level	1 per Level	1,100T per Level
Pheramone Emanation Control	3	+2 to Charisma Core Quality per Level	1 per Level	900T per Level
Synapse Tailoring	3	+2 to Conditioning and Agility Core Qualities per Level	2 per Level	1,950T per Level
Total Fitness Augmentation	3	+2 to Vitality, Conditioning, and Agility Core Qualities per Level	3 per Level	3,150T per Level
Ultra Lung	NA	Immunity to Potency Level 1,2,3 airborne pathogens and toxins, Breathe underwater	2	6450T

Figure 9-22

Lung Expansion

Improve your conditioning and hold your breath longer with the Telan Lung Expansion. The Telan Lung Expansion adds numerous layers of cloned tissue to a gap produced in the patient's lower lung, increasing lung volume.

EFFECT

- Level 1: +2 to Conditioning—**1,150T**
- Level 2: +4 to Conditioning—**2,300T**
- Level 3: +6 to Conditioning—**3,450T**

Impurity Rating: 1 per level

Muscle Improvement

The Telan Corporation once again delivers top notch Muscle Augmentation at an affordable price with the Telan Muscle Improvement bio-implant. This simple procedure provides immediate and permanent results, increasing muscular strength without the bulk and discomfort of those other guys.

EFFECT

- Level 1: +2 to Strength—**1,100T**
- Level 2: +4 to Strength—**2,200T**
- Level 3: +6 to Strength—**3,300T**

Impurity Rating: 1 per level

Pheromone Emanation Control

Pheromone Emanation Control is an increasingly common procedure in which pheromone producing glands are replaced with custom designed ones, giving the patient total control of the body's natural pheromones, improving performance in social situations.

EFFECT

- Level 1: +2 to Charisma—**900T**
- Level 2: +4 to Charisma—**1,800T**
- Level 3: +6 to Charisma—**2,700T**

Impurity Rating: 1 per level

Synapse Tailoring

Streamline your nervous system's function and reduce response time with Synapse Tailoring, a new procedure from Latander Laboratories.

EFFECT

- Level 1: +2 to both Agility and Conditioning—**1,950T**
- Level 2: +4 to both Agility and Conditioning—**3,900T**
- Level 3: +6 to both Agility and Conditioning—**5,850T**

Impurity Rating: 2 per level

Total Fitness Augmentation

LaCount Industries, the world's premier implant innovator, delivers the most comprehensive body augmentation system ever with the Total Fitness Augmentation (TFA). Choose from any of three possible configurations to improve motor control, cardiovascular efficiency, and general flexibility.

EFFECT

- Level 1: +2 to Vitality, +2 to Conditioning and +2 to Agility—**3,150T**
- Level 2: +4 to Vitality, +4 to Conditioning and +4 to Agility—**6,300T**
- Level 3: +6 to Vitality, +6 to Conditioning and +6 to Agility—**9,450T**

Impurity Rating: 3 per level

Ultra Lung

The Vendar Ultra Lung is a marvel of bioengineering that enables its owner to ignore the affects of most airborne toxins and extract oxygen from water, effectively functioning as gills.

EFFECT

User ignores the effects of all Potency Level 3 and lower airborne threats. User can breathe normally under water—**6,450T**

Impurity Rating: 2

Cybernetic Augmentations
9.6.3

IN 2280, THE FIELD of cybernetics is flourishing. Several major corporations and some successful private firms have assembled teams of neuroscientists and bio-medical engineers of every sort to form their cybernetics branches. Progress in the field of cybernetics has been steady, but there is a long way to go.

Numerous cybernetic augmentations are available to characters, each with distinct benefits and side effects.

Cyber-Arms

Cybernetic arm replacements facilitate significant Strength increases and the addition of auxiliary augmentations, such as storage compartments. Fully integrated into the motor control core of your central nervous system and covered in the finest synthetic skin, nobody will know your limbs are robotic.

Cyber-Arms have a base Strength Core Quality Score of 15.

BASE COST: 1,200T PER ARM

Impurity Rating: 3

ADDITIONAL AUGMENTATIONS FOR CYBER-ARMS

Increased Strength—Additional points of Strength can be added at a rate of 600T per point. Additional points of Strength also increase the Impurity Rating at a rate of 2:1, meaning every 2 additional points of Strength increase the Impurity Rating by 1.

Storage Compartment—Up to 2 storage compartments of reasonable size can be added per arm, at a rate of 250T per compartment

Forearm Replacement—Cyber-arms can be equipped with replaceable forearms, enabling the user to twist off his/her hand and replace it with any tool or weapon s/he could normally manage in terms of weight. Known as Forearm Replacements, these devices must be specially made. They are operated through a direct neural connection. Any reasonable tool or weapon can be modified to serve as a Forearm Replacement for twice its standard cost. Forearm Replacements receive a +3 bonus to all Checks involving their use. GMs have final say as to what Forearm Replacements are allowable.

A cyber-arm must be modified to facilitate the removal of the forearm. This procedure adds 400T to the arm's cost.

Weapon Mount—Cyber-arms can be equipped with a weapon mount, enabling any ranged weapon the user could normally manage to be affixed to the arm and fired through a direct neural interface. This frees the user's hand for other uses. A weapon mount can be added for 320T

Cyber-ears

Dramatically improve your hearing, detect frequencies beyond your natural hearing range, and enhance your balance with Cyber-Ears. Cyber-Ears completely replace your organic ears, from the ear canal to the inner ear and its connection to the cranial nerves.

Several models are available, offering improved hearing and refined balance control. Additional augmentations for specialized applications can be added to any model.

EFFECT

- Level 1: Ears can detect volume levels as low as half of what is normally detectable. +2 to all Checks involving Balance and a +2 to Detection Checks involving hearing—**1,400T**
- Level 2: Ears can detect volume levels as low as one quarter of what is normally detectable. +4 to all Checks involving Balance and a +4 to Detection Checks involving hearing—**2,800T**

Impurity Rating: 1 per level

ADDITIONAL AUGMENTATIONS FOR CYBER-EARS

Improved frequency response—Ears can detect frequencies as low as 5 Hz and as high as 30 KHz almost doubling the normal range of human hearing—**300T**

Directional Hearing—Ears can focus primarily on sounds coming from one direction. Ears are able to focus in on sounds and identify point of origin with ease. Directional Hearing provides an additional +1 to Direction Checks involving hearing—**500T**

Sound Filtering and Suppression—Ears can filter out specific frequencies and/or background noise to highlight specific sounds. For example, a listener will be able to identify and focus in on a specific voice in a crowded room.

Cybernetic Augmentations

Name	Number of Levels	Effects	Impurity Rating	Cost
Cyber-Arms	NA	Base Strength 15, may purchase additional Strength increments, various weapon augmentations	3, 1 per additional 2 Strength	1,200T, 600T per additional Strength
Cyber-Ears	2	+2 per Level to all Checks involving Balance and Detection Checks involving Hearing, upgradeable	1 per Level	1,400T per Level
Cyber-Eyes	NA	+2 to all Detection Checks involving Sight, upgradeable	1	1,000T
Cyber-Legs	NA	Base Agility 15, may purchase additional Agility increments	3, 1 per additional 2 Agility	1,200T, 600T per additional Agility
Cyber-Lung	3	+2 to Conditioning and Vitality and +2 to airborne toxins and pathogen Resist Checks per Level	2	2,450T per Level
Cyber-Memory	NA	High Volume Data Storage	1	1,500T/Terabyte
Direct Neural Interface	NA	Control compatible electronics by thought	1	1,300T Wire Required, 5,500T Standard, 7,800T Netwire Enabled
EMP Resilience	3	+2 per level to all Will Resist Checks for resisting the effects of EMP, reduced recovery time from EMP effects	1 per Level	800T per Level
Exo-plating	2	+2 Damage Threshold for all Damage Types at Level 1, +3 Damage Threshold at Level 2	4 per Level	3,400T per Level
Forearm Blades	NA	Unarmed attacks do 1d6 damage when blades are extended	2	Standard 500T, Plastiron 1,000T
Torso Sleeve	NA	Damage Threshold of +2 for Melee Kinetic and +1 for High Velocity Kinetic	2	2,150T
Vocal Adaptation Module	NA	Allows character to alter voice and increase volume	1	800T

Figure 9-23

Ears can quickly adjust for rapid increases in volume levels making the listener immune to the auditory effects of devices like flash bang grenades—**650T**

Recording Capability—Ears are equipped with a microscopic microphone that is triggered by the ear's neural interface to record. The signal can be transmitted to any memory device on the listener's person or to cyber-memory—**270T**

Cyber-Eyes

Better than perfect vision can be yours with Cyber-Eyes. Fully customizable, your eyes can be designed for the look of your choice. While many customers replicate the look of their old eyes, others choose fully chromed mirror models, which come in many colors.

Cyber-Eyes are available with numerous additional augmentations.

EFFECT

Basic Cyber Eyes come with better than perfect vision providing a +2 to all Detection Checks involving sight—**1,000T**

Impurity Rating: 1

ADDITIONAL AUGMENTATIONS FOR CYBER-EYES

Magnification—2×–20× 300T per factor of magnification and provides the same combat benefits as a scope.

Low-light Vision—Enables normal vision in conditions in which light is dramatically reduced—**600T**

Flash Suppression—Enables eyes to quickly adjust for sudden increases in light, making them immune to effects of flash grenades, wielding effects designed to blind through the sudden creation of light, etc.—**450T**

Infrared Vision—Enables the eye to detect energy in the infrared portion of the spectrum—effectively "seeing" heat. This makes it possible to navigate in complete darkness as long as there are heat variations between surfaces—**1,400T**

Recording Capability—Cyber-Eyes can be equipped with a tiny video recording module activated through the eye's neural interface. The signal can be transmitted to any memory device on the viewer's person or to cyber-memory—**300T**

Cyber-Legs

Cybernetic leg replacements facilitate significant Agility increases and the addition of auxiliary augmentations, such as storage compartments. Like Cyber-Arms, Cyber-Legs are fully integrated into the motor control core of your central nervous system and covered in the finest synthetic skin.

Cyber-Legs have a base Agility Core Quality Score of 15.

BASE COST: 1,200T PER LEG

Impurity Rating: 3

ADDITIONAL AUGMENTATIONS FOR CYBER-LEGS

Increased Agility—Additional points of Agility can be added at a rate of 600T per point. Additional points of Agility also increase the Impurity Rating at a rate of 2:1, meaning every 2 additional points of Strength increase the Impurity Rating by 1.

Shock Absorber—Cyber-Legs can be fitted with sophisticated shock absorbers, enabling characters to leap or fall from significant heights without suffering Damage, so long as they land on their feet. Shock Absorbers cost 700T per 5 m (16.4 ft) of negated Falling Damage.

Storage Compartment—Up to 3 storage compartments of reasonable size can be added per leg, at a rate of 250T per compartment

Cyber-Lung

Why rely on your old organic lungs when you can replace them with the latest in synthetic lungs? Cyber-Lungs are made from the latest materials and will dramatically improve your conditioning, providing increased volume and latent filtering capabilities.

EFFECT

- Level 1: +2 to Conditioning, +2 to Vitality and +2 to Resistance Checks against airborne toxins and pathogens—**2,450T**
- Level 2: +4 to Conditioning, +4 to Vitality and +4 to Resistance Checks against airborne toxins and pathogens—**4,900T**
- Level 3: +6 to Conditioning, +6 to Vitality and +6 to Resistance Checks against airborne toxins and pathogens—**7,350T**

Impurity Rating: 2 per level

Cyber-Memory

With Cyber-Memory, you can take your data anywhere, view it on your retinal display, or even record signals from your sensory feeds.

Cyber-Memory is available in several volumes, each contained on a tiny chip less than the size of a finger nail. Cyber-Memory is easily and safely implanted into the base of the skull complete with Personal Area Network (PAN) connectivity.

EFFECT

Instant and secure reception and transmission of data between cyber-memory module and any PAN device, including properly equipped cybernetic implants, such as Cyber-Eyes. Data can be instantly accessed and recalled whenever needed.

BASE COST: 1,500T PER TERABYTE—approximately 300 hours of high-quality video storage and/or tens of thousands of pages of text.

Impurity Rating: 1

Direct Neural Interface

A Direct Neural Interface (DNI) (or Tap), is a device implanted in the brain, enabling the user to interface with and control compatible electronics by thought alone. Recent models also include Netwire capability, enabling direct Net access— without the need for data terminals or Net access points—by thought alone, facilitating the most immersive virtual reality possible. Netwire-enabled DNIs also service as P-Comms, enabling the user to send and receive textual data. Netwire-enabled Taps require the user to be within 2 km (1.2 mi) of a Swarm Hop or an urban area's Comp grid.

BASE COST: 5,500T
NETWIRE-ENABLED: 7,800T

Wire-required—Previous generations of Taps required the user to manually plug-in to either a data terminal providing Net access or to the device with which the user wanted to interface. Wire-required Taps are still available and quite common. Wire-required Taps cost 1,300T.

Impurity Rating: 1

EMP Resilience

EMP Resilience provides an AI character with increased protection from EMP producing equipment. It also significantly reduces the time it takes for an AI to recover after being affected by EMP blasts.

EFFECT

- Level 1: +2 to Resist Checks made to avoid EMP effects. Recovery time from EMP induced shutdowns reduced by 30 seconds—**800T**
- Level 2: +4 to Resist Checks made to avoid EMP effects. Recovery time from EMP induced shutdowns reduced by 1 minute—**1,600T**
- Level 3: +6 to Resist Checks made to avoid EMP effects. Recovery time from EMP induced shutdowns reduced by 1 minute and 30 seconds.—**2,400T**

Impurity Rating: 1 per level

Exo-Plating

Exo-Plating is an extreme cybernetic implant treatment in which hundreds of composite plates are embedded beneath the patient's skin. The result is a durable protective layer over 90 percent of the body. The plates are obvious beneath the skin when standing within 1 m (3.3 ft) of the patient.

Exo-Plating is not compatible with Epithelial Plating; characters cannot have both.

EFFECT

- Level 1: Natural Damage Threshold of 2—**3,400T**
- Level 2: Natural Damage Threshold of 3—**6,800T**

Impurity Rating: 4 per level

Forearm Blades

The mean streets are now even meaner with the Telan Forearm Blades. Telan Forearm blades are easily implanted into the forearm along with a simple neural-interface to allow for instant exposure and retraction of the blades. Blades are 10.2–15.2 cm (4–6 in) long and are made of the finest carbon-steel composite.

EFFECT

When blades are extended, unarmed melee attacks inflict 1D6 damage rather than the standard 1D4.

- Standard Carbon-Steel Composite—**500T**
- Plastiron Composite (Undetectable by metal detectors)—**1,000T**

Impurity Rating: 2

Torso Sleeve

A Torso Sleeve replaces the rib cage with a flexible system of overlaying composite steel ribs, which completely enclose all vital organs in a sleeve of protective armor.

EFFECT

- Melee Kinetic Damage Threshold: 2
- High Velocity Kinetic Damage Threshold: 1

COST: 2,150T

Impurity Rating: 2

Vocal Adaptation Module

Alter your voice at will with a Vocal Adaptation Module. Increase your vocal volume by 100%. Replicate any vocal or auditory pattern currently in available memory. Mask your voice, mimic your favorite NetJam star, or be heard over any distraction.

The Vocal Adaptation Module is a simple implant, seamlessly replacing you organic voice box for the results you want and so richly deserve. Perfect for performers, security officers, and medical professionals, the Vocal Adaptation Module causes no discomfort and requires minimal recovery time.

EFFECT

- Maximum vocal decibel range is increased to a maximum of 100 decibels—**800T**

Impurity Rating: 1

Mesh
9.6.4

Mesh is an extraordinary genetic process, combining— or *Meshing*—the patient's genetic material with another genetic material, typically a custom designed genetic model or material from the animal world.

Mesh (or *Meshes*) come in numerous variations with new Mesh continuously under development. However, all Mesh have one thing in common: they seamlessly blend two genetic models, inducing specific characteristics found in the donor model in the receiving model. For example, the Glo-Mesh is a common type of Mesh among Divinus club goers. It integrates genetic material of iridescent fish into their own genetic material, causing the skin of the recipient to change color, adopting the luminescent character of the fish. Color and luminosity are dictated by the particular genetic elements highlighted in the donor model.

No two recipients achieve the exact same result, even with the same Mesh. Everyone's genetic material reacts slightly differently, and results cannot yet be precisely predicted. For individualists, this is part of the appeal of the Mesh. However, this slight unpredictability has put many corporations and military organizations off Mesh as an acceptable method of augmenting their work forces.

Bloodhound Mesh

Derived from canine genetic models, the Bloodhound Mesh improves its recipient's sense of smell, enabling him/her to identify distant or faint scents—even track others by scent alone.

EFFECT

The Bloodhound Mesh provides a +3 to Detection Checks involving smell and a +3 to Tracking Skill Checks when ever scent is of use—**500T**

Impurity Rating: 1

Cuttlefish Blend

The Cuttlefish Blend is a potent Mesh that allows its recipient to instantly change his/her skin color to match the surroundings, and make subtle texture changes to the surface of his/her skin. The Cuttlefish Blend is a favorite among security and covert operations professionals, and a big a hit in the clubs of Divinus.

EFFECT

The Cuttlefish Blend provides a +5 bonus to Stealth Skill Checks—**4,000T**

Impurity Rating: 3

Feature Refinement

Mesh technology now enables patients to dramatically improve their features, subtly refining bone structure, improving skin tone and removing scars, blemishes, and other unsightly deformities.

EFFECT

- Level 1: +2 Charisma—**900T**
- Level 2: +4 Charisma—**1,800T**

Impurity Rating: 1 per level

Glo-Mesh

Why be a part of the gray race when you can be so much more. Customize the color of your skin—even glow like a fish! Tattoos are so last century. Step up and really glow with the Glo-Mesh.

EFFECTS

Color Change: You dream it, we blend it. Any color is possible. Combine a Color Change Mesh with our Luminescence Mesh for an especially unique glow—**350T**

Luminescence: Although not true bioluminescence, you can achieve the vibrant glowing color and shimmer of any marine fish with our Luminescence Mesh. Choose a color and we'll make it glow—**350T**

Impurity Rating: 1

Mesh

Name	Number of Levels	Effects	Impurity Rating	Cost
Bloodhound Mesh	NA	+3 to Detection Checks for the Smell sense, +3 to Tracking rolls	1	500T
Cuttlefish Blend	NA	Dramatically alter skin color and make subtle texture changes, adds +5 to Stealth Checks	3	4,000T
Feature Refinement	2	+2 to Charisma Core Quality Score per Level	1 per Level	900T/Level
Glo-Mesh	NA	Change Skin Color, or produce a glo effect	1	350T
Gorilla Blend	2	+3 to Strength Core Quality per Level	1 per Level	1,250T per Level
Immuno-Mesh		+2 to Vitality Core Quality Score per Level	1 per Level	1,050T/Level
Lacount Elite	2	+2 to Strength, Agility,Conditioning, Vitality, and Intelligence per Level, side effects	4 per Level	3,500T per Level
Skin Density Augmentation	2	+1 Natural Damage Threshold per Level, side effects, -2 Agility Core Quality per Level	2 per Level	1,200T per Level
Spider Senses	NA	+2 to Reaction Checks	1	2,500T

Figure 9-24

Gorilla Blend

The Telan Corporation is pleased to offer a precision modeled strength-only Mesh designed exclusively for those in need of dramatic strength augmentation. Perfect for law enforcement, military, and officially sanctioned athletes, the Telan Gorilla Blend has no side effects and will not disappoint.

EFFECT

- Level 1: +3 Strength—**1,250T**
- Level 2: +6 Strength—**2,500T**

Impurity Rating: 1 per level

Immuno-Mesh

You can forget about illness, toxins, and disease with the Telan Immuno-Mesh.

Our Immuno-Mesh is available in several different levels, perfect for everyone from average citizens who want to counteract the effects of pollution and life in the cities to medical professionals working in hazardous environments. Feel better now with the Telan Immuno-Mesh.

EFFECT

- Level 1: +2 to Vitality—**1,050T**
- Level 2: +4 to Vitality—**2,100T**
- Level 3: +6 to Vitality—**3,150T**

Impurity Rating: 1 per level

LaCount Elite

Achieve more and be more with the LaCount Elite, a complete system Mesh designed to augment every major body system. The LaCount Elite is derived exclusively from engineered genetic materials designed in our world class facilities.

EFFECT

- Level 1: + 2 to Strength, Agility, Conditioning, Vitality and Intelligence, Choose one Common Minor Allergy, but receive no CDP refund—**3,500T**
- Level 2: + 4 to Strength, Agility, Conditioning, Vitality and Intelligence, Choose one Common Major Allergy, but receive no CDP refund—**7,000T**

Impurity Rating: 4 per level

Skin Density Augmentation

Why rely on bulky armor when you can get up each morning knowing you are protected by your own density-augmented skin? Vendar's proprietary skin density augmentation Mesh offers the most comprehensive protection, with the greatest flexibility.

EFFECT

- Level 1: +1 Natural Damage Threshold, Skin appears leathery and is noticeably harder to the touch. -2 Agility—**1,200T**
- Level 2: +2 Natural Damage Threshold, Skin appears to have a sheen hinting at its hard, almost shell-like density. -4 Agility—**2,400T**

Impurity Rating: 2 per level

Spider Senses

Spider Senses is an arachnid-derived Mesh blend that draws out the incredible reflexes of spiders, dramatically improving the recipient's reaction time.

EFFECT

- +2 to all Reaction Checks—**2,500T**

Impurity Level 1

Necrotic Augmentations
9.6.5

NECROTIC AUGMENTATIONS, COMMONLY known as Necrotic Implants, are designed by the brilliant—if not disturbed—minds of Sanctuarium, and are among the world's deadliest augmentations.

Chemical Spit Gland

Characters with this implant can spit a chemical irritant similar to pepper spray. An attack made with the Chemical Spit Gland is considered an unarmed melee attack. If successful, the attacker hits the target in the face with a painful, agitating chemical, which causes blindness for 2 minutes.

COST: 800T

Impurity Rating: 1

Face Shift

The face shift is a dramatic implant technology which embeds a thin layer of engineered tissue beneath the skin, along with an organic memory module. The engineered tissue adopts the form of the face being replicated, while the memory module stores facial patterns for nearly instant shifts between stored appearances. The Face Shift is a painful device when used to replicate a face the first time. Once a facial pattern is memorized, the shift can be made quickly and without discomfort.

To replicate a face, the user must study a picture or the target themselves for 15 minutes.

COST: 4,000T

Impurity Rating: 4

Fang Implants

Characters with this implant can inject poison into the victim of a successful Grapple attack. The poison is produced by a gland that is surgically attached to the upper gums, behind the teeth. It is injected through a pair of fangs that replace the canine teeth. Only a successful bite releases poison; it takes eight hours for the gland to produce enough poison to be effective. The bite does 1d4 points of damage and the accompanying poison can have one of several different effects:

BASE COST: 100T

Necrotic Augmentations

Name	Number of Levels	Effects	Impurity Rating	Cost
Chemical Spit Gland	NA	Spray irritant in the eyes of a traget, causing blindness	1	800T
Fang Implants	NA	Drains Health Pool and Endurance from target, gives to attacker	1	100T
Face Shift	NA	Character can imitate faces that they have studied	4	4,000T
Light-dampening Lenses	NA	Allow Necrosi to venture into daylight	1	250T
Ocular Implants	NA	Various implants have offer different abilities	3	5,000T
Retractable Nails	NA	Characers have strong. Sharp nails that deal 1d6 damage for Unarmed attacks, rather than the usual 1d4	1	500T
Screening Liver	NA	Reduces Potency Level of Toxins by 2, negates chemical effects from the body	2	2,750T
Sound Dampeners	NA	Filters noise to a comfortable level for the sensitive hearing of the Necrosi	1	200T
Spider Hands and Feet	NA	Allows Necrosi to climb sheer surfaces when not wearing gloves or foot coverings	2	900T

Figure 9-25

Impurity Rating: 1

ADDITIONAL AUGMENTATIONS FOR FANG IMPLANTS

The following additional augmentations are available, but only one can be added to a set of Fang Implants.

Paralysis—After a successful attack, the victim must make a Will Resist Check with a DR equal to the Physis of the attacker. Success enables the victim to avoid ill effects, while failure results in complete paralysis for five hours, which should be treated as a Potency Level 2 poison. When poisoned, victims are unable move or speak, but remain fully aware of the surroundings, maintaining full cognitive and sensory functions.

COST: 1,000T

Poison—After a successful attack, the victim must make a Vitality Check with a DR equal to the Physis of the attacker. Success enables the victim to avoid ill effects, while failure results in intoxication by a Potency Level 3 Toxin. The poison takes effect immediately, instantly causing 1d6 damage to the victim and 1d6 damage at the end of every Combat Cycle (or 6 seconds) for 5 additional Cycles or 30 seconds of non-combat time—unless the poison is neutralized. This ability can be used once every two hours.

COST: 1,500T

Life Drain—Characters with the Life Drain implant can bite a target and drain his/her blood, causing 1d10 points of Damage and draining an equal amount of Endurance. These characters also heal their Health Pool by the amount of damage caused to their victim. This ability can be used once per day.

COST: 2,000T

Light Dampening Lenses

These thin lenses are implanted into the eye, enabling the recipient to ignore the effects of dramatic increases in lighting, such as like those caused by a flash bang grenade. These implants enable Necrosi to venture out into full daylight without suffering ill effects.

COST: 250T

Impurity Rating: 1

Ocular Implant

The Ocular Implant requires significant reworking of the ocular cavity, so that any of the following eye balls can be inserted and removed depending on need. The package includes one of each of the following implants:

Motion Detection–Character with Motion Detection Ocular Implants can more easily detect motion. They receive a +4 to all Detection Skill Checks and a +2 to all ranged attack rolls against moving targets.

Binocular Implants–Characters with Binocular Implants can see clearly at extreme distances. For example, they can see details on small objects at up to 200 m (656.2 ft), and details on large objects up to 1 km (0.6 mi) away. Binocular Implants also provide a +2 to all ranged attack rolls with a Range over 40 SIM.

Terrifying Gaze–Characters with Terrifying Gaze implants can stare at a target with such intensity that the target must make a Will Resist Check with a DR equal to the Physis score of the gazer, or have their Fear State Component lowered to by two levels, so long as it is reasonable to assume that the target is returning the gaze of the character. When victims fails the Check, they are Terrified for 3 Combat Cycles. This ability requires a Full Action to be employed.

Characters can use two different implants at once—one in each eye cavity—taking advantage of both of their benefits simultaneously.

COST: 5,000T

Impurity Rating: 3

Retractable Nails

Characters with this implant have their finger nails reinforced with a resin, making them extremely strong and durable. The nails are also made retractable, enabling the user to draw them back into the hand. These characters can attack melee targets with their claws, each hand capable of doing 1d6 points of Damage. Some characters file their nails to sharpen them or shape them in a particularly gruesome manner.

COST: 500T

Impurity Rating: 1

Screening-Liver

Characters with this implant have an additional liver that acts as a screen for their original one. Primarily, this additional liver used to absorb poison or other harmful chemicals that would otherwise enter the bloodstream. This decreases the duration of all poisons and reduces the Potency Level of all toxins and chemicals by 2, to a minimum of 1. The screening-liver is controlled by the character and only eliminates undesired effects. As an added effect, Screening-Liver is connected to small appendage, which extends from the user's arm. The contents of the Screening-Liver can be pushed through this appendage to fill vials and injectors. This implant also drastically increases the amount of alcohol the character can consume.

COST: 2,750T

Impurity Rating: 2

Sound Dampeners

Sound Dampeners are subtle implants installed in the patient's ears, protecting them from sudden increases in noise levels—such as those caused by flash bang grenades—and which reduce general noise levels to allow even the sensitive hearing of the Necrosi to operate normally in the loudest conditions.

COST: 200

Impurity Rating: 1

Spider hands and feet

Character with these implants can climb on vertical and inverted surfaces as easily as they can crawl on the ground. While they can only support their own weight when inverted, they can carry someone of equal or lesser size on a vertical surface. When climbing in this manner, characters can move at a rate equal to that of Monkey Running.

COST: 900T

Impurity Rating: 2

VEHICLES
9.7

Vehicle Characteristics

All vehicles in Alpha Omega share some common characteristics that determine factors, such as how fast they travel, how rapidly they accelerate or decelerate, and how well they handle. The following list contains vehicle characteristics that apply to all vehicles, whether they travel by land, air, or sea:

NAME—The name of the vehicle.

MASS—The total mass of the vehicle.

OPTIMAL CREW—The number of people required to ensure the vehicle and all of its systems function at the highest level of efficiency.

MINIMUM CREW—The number of people required to operate the vehicle in its most rudimentary capacity.

CHASSIS STRUCTURAL INTEGRITY—The amount of Damage the various Aspects of the Chassis can withstand before the vehicle is rendered ineffective. The following aspects have their own respective Structural Integrity pools, and if any of them are reduced to 0, the vehicle ceases to function:

- Front
- Back
- Sides
- Top
- Bottom

ARMOR DAMAGE RESISTANCES—If the vehicle armor has any Damage Resistances, they are listed here.

ARMOR DAMAGE THRESHOLDS—If the vehicle armor has any Damage Thresholds, they are listed here.

ARMOR STRUCTURAL INTEGRITY—The amount of Damage each armor Aspect can withstand before being destroyed. Once a vehicle's armor is destroyed

its chassis begins sustaining damage. Vehicles typically have armor in the following Aspects:

- Front
- Back
- Sides
- Top
- Bottom

MAXIMUM VELOCITY—The Maximum Velocity is the vehicle's top speed. Maximum Velocity is explained in detail in section *7.13.1—Vehicle Velocity*.

CURRENT VELOCITY—Current Velocity identifies the speed at which the vehicle is traveling. The Current Velocity of a vehicle is added to the DR required to hit it with an Attack. Current Velocity is explained in detail in section *7.13.1—Vehicle Velocity*.

MAXIMUM ACCELERATION RATE (INITIATING MOVEMENT, INCREASING VELOCITY)—The Maximum Acceleration Rate of a vehicle is represented by a positive number and is measured in s/S/S (SIM per Segment per Segment). This number dictates the maximum amount by which the Current Velocity of the vehicle can be increased during a single Segment.

MAXIMUM DECELERATION RATE (STOPPING MOVEMENT, DECREASING VELOCITY)—The Maximum Deceleration Rate of a vehicle is represented by a positive number and is measured in s/S/S (SIM per Segment per Segment). This number dictates the maximum amount by which the Current Velocity of the vehicle can be decreased during a single Segment.

CURRENT ACCELERATION/DECELERATION RATE—The Current Acceleration/Deceleration of a vehicle is the change in velocity the vehicle undergoes in a single Segment. It is represented by a positive number that is measured in s/S/S (SIM per Segment per Segment). Current Acceleration/Deceleration is described in detail in section *7.13.2—Vehicle Acceleration/Deceleration*.

HANDLING—The Handling Rating of a vehicle describes its stability and the ease with which it can perform maneuvers based on its construction and the Skill of the pilot or driver. The Handling Rating is represented by a positive number and dictates the amount all MRs are reduced by. Handling is described in detail in section *7.13.3—Maneuvering and Handling*.

WEAPONS SYSTEMS—Any weapon systems found on the vehicle would be listed here.

COMMUNICATION SYSTEMS—Any communication systems found on the vehicle would be listed here.

NAVIGATION SYSTEMS—Any Navigation Systems found on the vehicle would be listed here.

SPECIAL EQUIPMENT SYSTEMS—Any Special Equipment Systems found on the vehicle would be listed here.

CARGO AREA—The volume of the Cargo Area if the vehicle has any is described here.

PASSENGER AREA—The amount of passenger seating area, if any, is described here.

Vehicle

Name	Wolverine
Mass kg (lb)	4,520 (9,965)
Length m (ft)	5.3 (17.4)
Width m (ft)	4.8 (15.7)
Height m (ft)	2.0 (6.7)
Max. Velocity	33 (118.8 km/h)
Max. Accel. Rate	6
Max. Decel. Rate	7
Handling Rating	5
Optimal Crew	1
Minimum Crew	1
Cargo m^3 (cu.ft.)	0.28 (10.0)
Passengers	Driver + 2



DESCRIPTION
The Wolverine is an all-wheel drive, all-terrain vehicle. It features an articulating, chassis that enables the vehicle to negotiate difficult obstacles. It has a very low center of gravity with balanced weight distribution allowing stability in most terrain. The tires can inflate for rough terrain and deflate for smooth surfaces. The Wolverine typically costs around 130,000T.

Structural Integrity

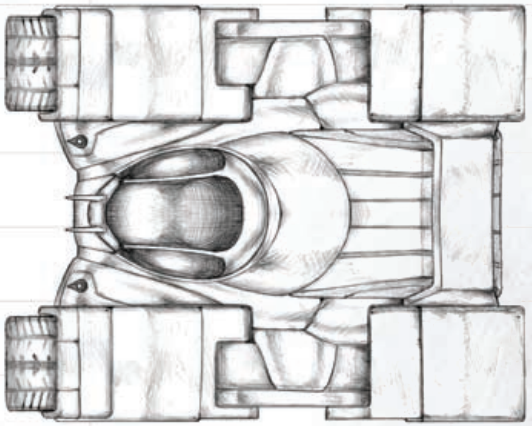
Aspect	Armor Maximum	Chassis Maximum
Front	50	15
Back	30	12
Sides	35	12
Top	30	12
Bottom	15	10

WEAPON SYSTEMS
The Wolverince does not come equipped with weapon systems.

SENSORY AND COMMS SYSTEMS
The Wolverine comes with a hands-free, voice-activated P-Comm for use within city-states and a Satcomm satellite communication system for use in the Wilds.

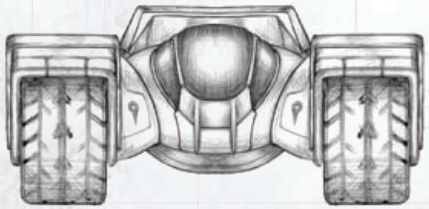
NAVIGATION SYSTEMS
Displays the current location of the vehicle, provides real time traffic updates, and audio directions. DigiSat visual feeds provide near real-time imagery and location information.

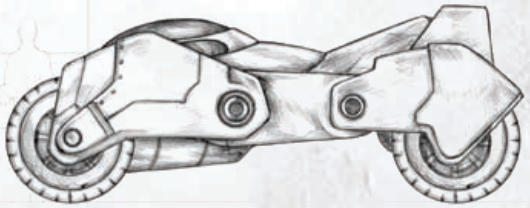
SPECIAL EQUIPMENT SYSTEMS
Infrared windshield imagery overlay, 100 ft front and rear winches.



Armor

	High Velocity Kinetic	Melee Kinetic	Energy	Chemical	Void
Damage Thresholds	4	5	2	4	0
Damage Resistances	6	8	4	4	0







DESCRIPTION

The Kestrel is a light logistics shuttle capable of quickly transporting personnel and cargo. The Kestrel has a maximum lift capacity of 25,000 kg allowing them to carry an additional 15,000 kg (or 36,000 cu.ft) of cargo or personnel in a detachable pod as shown. A Kestrel LLS typically costs around 2,000,000 Trust.

Vehicle	
Kestrel LLS	Name
10,500 (23,149)	Mass kg (lb)
30.8 (101.0)	Length m (ft)
20.7 (68.0)	Width m (ft)
13.7 (45.0)	Height m (ft)
167 (600 km/h)	Max. Velocity
10	Max. Accel. Rate
8	Max. Decel. Rate
7, 4 with pod	Handling Rating
3	Optimal Crew
1	Minimum Crew
141.6 (5000.0)	Cargo m^3 (cu.ft.)
20 with no cargo	Passengers

WEAPON SYSTEMS

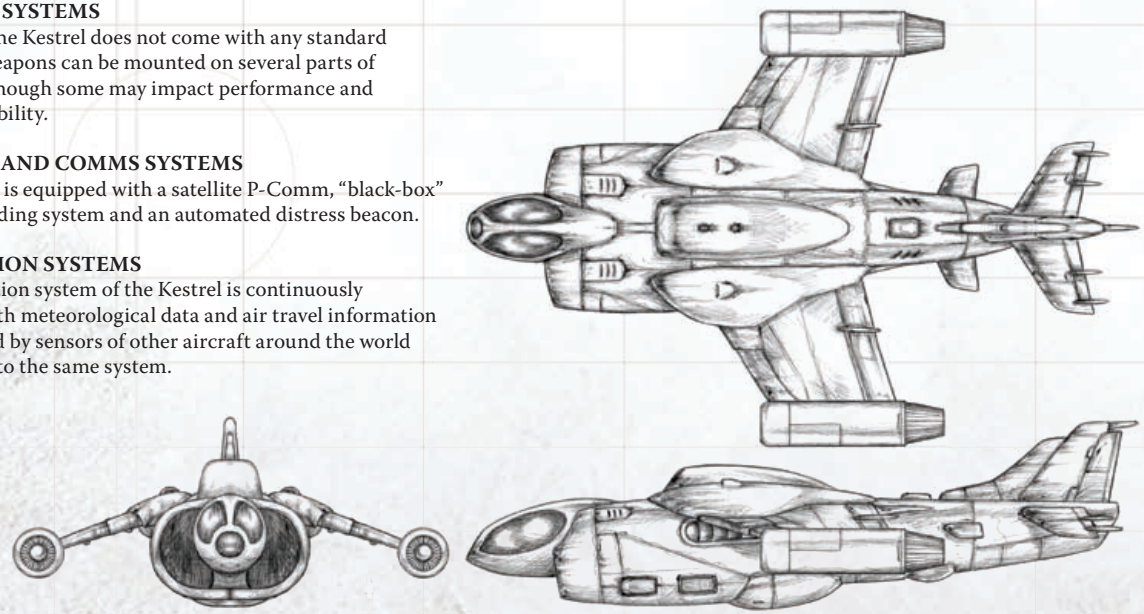
Although the Kestrel does not come with any standard systems, weapons can be mounted on several parts of the hull although some may impact performance and maneuverability.

SENSORY AND COMMS SYSTEMS

The Kestrel is equipped with a satellite P-Comm, "black-box" flight recording system and an automated distress beacon.

NAVIGATION SYSTEMS

The navigation system of the Kestrel is continuously updated with meteorological data and air travel information transmitted by sensors of other aircraft around the world connected to the same system.



Structural Integrity		
Armor Maximum	Chassis Maximum	Aspect
100	35	Front
80	35	Back
80	35	Sides
60	35	Top
80	35	Bottom

Armor					
High Velocity Kinetic	Melee Kinetic	Energy	Chemical	Void	
4	5	2	5	0	Damage Thresholds
5	7	4	4	0	Damage Resistances

Vehicle

Name	Scarab
Mass kg (lb)	35,380 (78,000)
Length m (ft)	7.7 (25.2)
Width m (ft)	4.8 (15.7)
Height m (ft)	5.4 (17.8)
Max. Velocity	25 (90.0 km/h)
Max. Accel. Rate	3
Max. Decel. Rate	2
Handling Rating	1
Optimal Crew	6
Minimum Crew	1
Cargo m^3 (cu.ft.)	4.2 (150.0)
Passengers	Driver + 5

Structural Integrity

Aspect	Armor Maximum	Chassis Maximum
Front	100	40
Back	80	30
Sides	80	35
Top	60	30
Bottom	20	25

Armor

	High Velocity Kinetic	Melee Kinetic	Energy	Chemical	Void
Damage Thresholds	4	5	2	5	0
Damage Resistances	7	8	5	5	0



DESCRIPTION

The Scarab is a heavy logistics tractor. It is moderately armed and armored and provides quarters for its crew during prolonged transport. It boasts 6 wheel, independant suspension with auto inflating tires for navigating rough terrain. The Scarab typically costs around 350,000T.

WEAPON SYSTEMS

The standard weapon layout of the Scarab is 2 Misca Annihilator weapon turrets, one on each side of the vehicle. The weapons are fully articulated and can rotate from facing straight ahead to straight back for maximum arcs of fire. The Annihilators cannot hit targets within 6 SIM of the vehicle due to the limitations of the power-assisted turret mounts.

SENSORY AND COMMS SYSTEMS

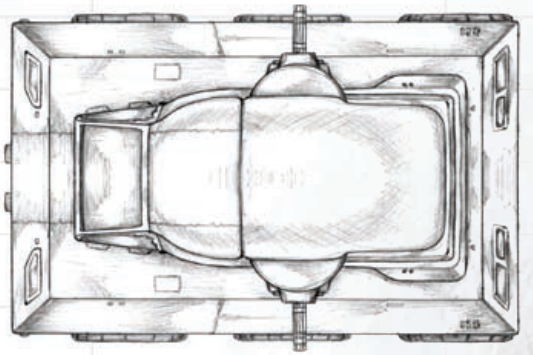
The Scarab comes with a hands-free, voice-activated P-Comm for use within city-states and a Satcomm satellite communication system for use in the Wilds.

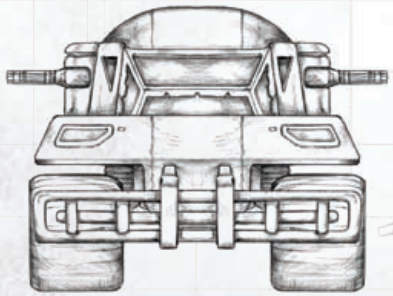
NAVIGATION SYSTEMS

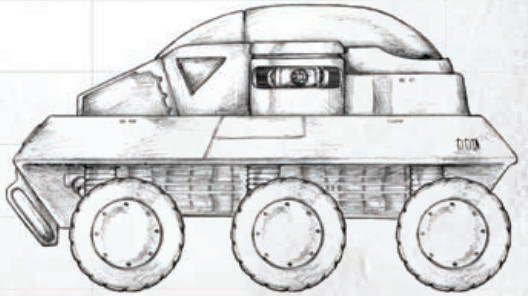
Displays the current location of the vehicle, provides real time traffic updates, and audio directions. DigiSat visual feeds provide near real-time imagery and location information.

SPECIAL EQUIPMENT SYSTEMS

Infrared windshield imagery overlay, 100 ft front and rear winches, Threat analysis package that detects the source of small arms fire or explosives within 30 m (98 ft) of the vehicle.









DESCRIPTION

The Barracuda is very fast and quite maneuverable for its size. Its sleek lines and aggressive design make it an appealing watercraft. It can be fitted with a variety of equipment to improve its versatility or stripped down to focus on speed. The Barracuda typically costs around 75,000T.

WEAPON SYSTEMS

Although the Barracuda does not come with any weapon systems, weapons can be mounted on several parts of the hull although some may impact performance more than others.

SENSORY AND COMMS SYSTEMS

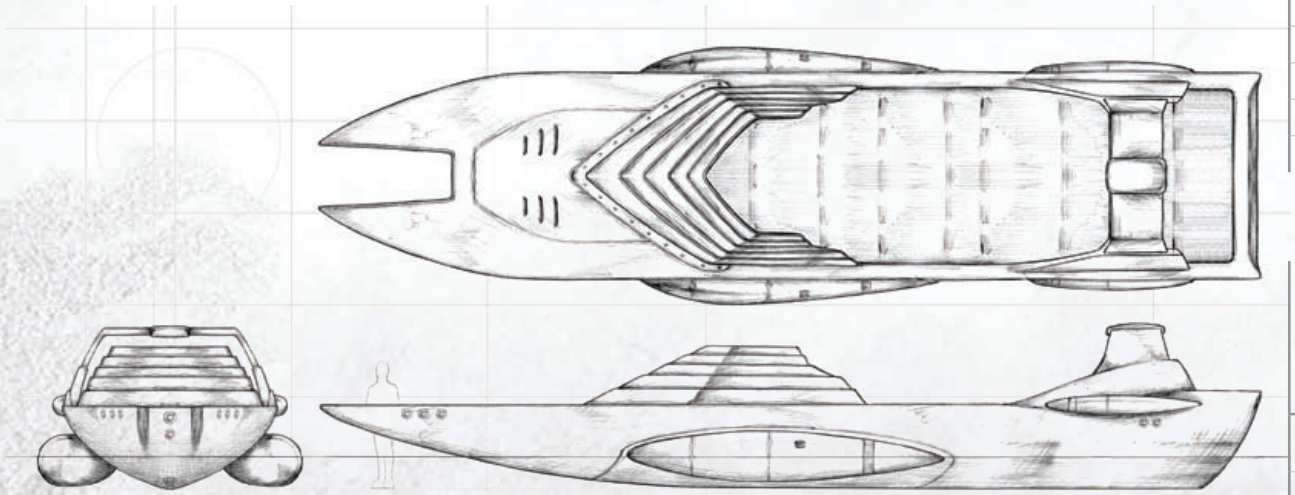
The Barracuda is equipped with a satellite P-Comm and an automated distress beacon.

NAVIGATION SYSTEMS

The navigation system of the Barracuda is continuously updated with meteorological information and any data related to marine travel transmitted by sensors of watercraft around the world.

SPECIAL EQUIPMENT SYSTEMS

The Barracuda is equipped with a depth finder and proximity sensors to warn the driver of receding depth and of any dangerous obstacles or objects on the surface.



Vehicle	
Barracuda	Name
1 (11,550)	Mass kg (lb)
13.2 (43.2)	Length m (ft)
3.8 (12.4)	Width m (ft)
2.0 (6.7)	Height m (ft)
23 (82.8 km/h)	Max. Velocity
4	Max. Accel. Rate
3	Max. Decel. Rate
4	Handling Rating
2	Optimal Crew
1	Minimum Crew
3.5 (125)	Cargo m^3 (cu.ft.)
Crew + 10	Passengers

Structural Integrity

Armor Maximum	Chassis Maximum	Aspect
40	12	Front
30	8	Back
35	10	Sides
25	10	Top
40	15	Bottom

Armor

High Velocity Kinetic	Melee Kinetic	Energy	Chemical	Void	
2	3	1	1	0	Damage Thresholds
4	6	2	3	0	Damage Resistances

Vehicle

Name	Slipstream
Mass kg (lb)	273 (602)
Length m (ft)	2.9 (9.5)
Width m (ft)	0.9 (3.0)
Height m (ft)	1.3 (4.3)
Max. Velocity	60 (216.0 km/h)
Max. Accel. Rate	9
Max. Decel. Rate	9
Handling Rating	6
Optimal Crew	1
Minimum Crew	1
Cargo m^3 (cu.ft.)	0.125 (4.4)
Passengers	0

Structural Integrity

Aspect	Armor Maximum	Chassis Maximum
Front	10	8
Back	8	5
Sides	9	5
Top	5	5
Bottom	5	5

Armor

	High Velocity Kinetic	Melee Kinetic	Energy	Chemical	Void
Damage Thresholds	1	2	0	1	0
Damage Resistances	3	4	2	2	0



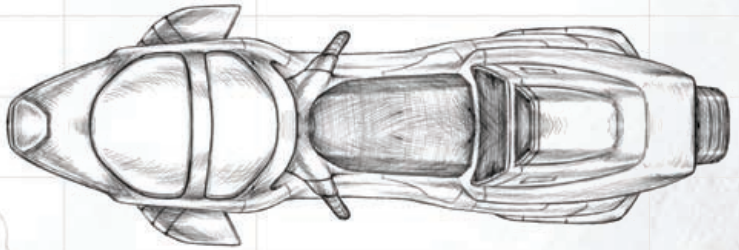
WEAPON SYSTEMS
The Slipstream does not come equipped with any weapon systems.

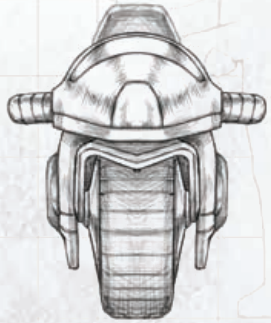
SENSORY AND COMMS SYSTEMS
The Slipstream comes with a voice-activated, integrated P-Comm that transmits wirelessly to the rider's helmet.

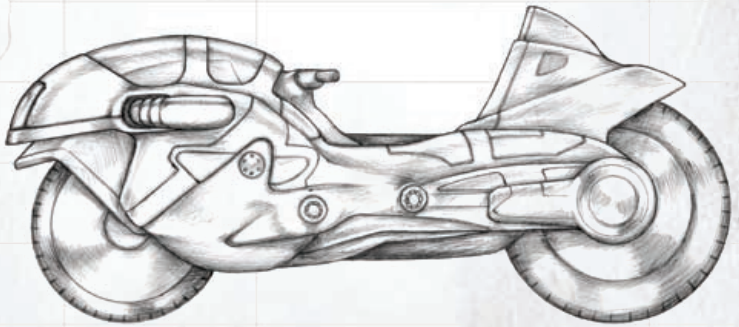
NAVIGATION SYSTEMS
The standard navigation package tracks the current location of the vehicle and provides real time traffic notifications and audio directions for programmed destinations.

SPECIAL EQUIPMENT SYSTEMS
None

DESCRIPTION
The Slipstream is a sleek, comfortable, and fast cruising motorcycle. It has impressive acceleration and is extremely stable on the road, but is not as nimble as smaller bikes. It typically costs around 12,000T.









DESCRIPTION
The Orion is an elegant sports car built for superior handling and performance. It is designed for use on smooth, well-maintained surfaces only as its lightweight and unarmored frame is quite vulnerable to damage. However, it's an innovative automobile and sure to impress all those that witness its superior performace. The Orion typically costs around 180,000T.

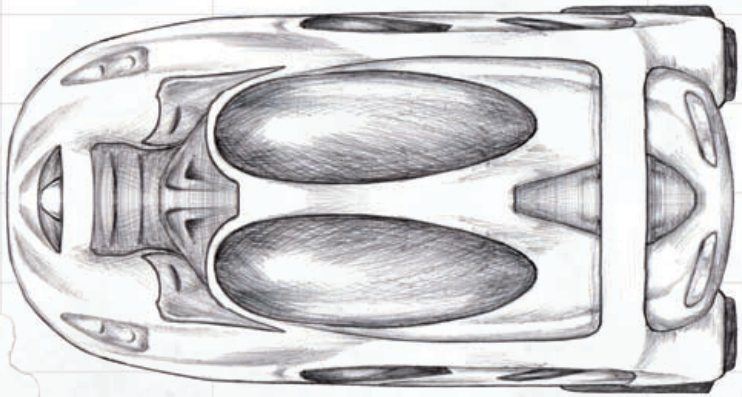
Vehicle	
Orion	Name
1,200 (2,646)	Mass kg (lb)
4.6 (15.2)	Length m (ft)
2.0 (6.7)	Width m (ft)
1.1 (3.7)	Height m (ft)
88 (320.0 km/h)	Max. Velocity
12	Max. Accel. Rate
12	Max. Decel. Rate
8	Handling Rating
1	Optimal Crew
1	Minimum Crew
0	Cargo m^3 (cu.ft.)
Driver + 1	Passengers

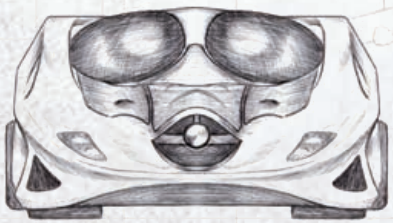
WEAPON SYSTEMS
The Orion does not have any weapon systems.

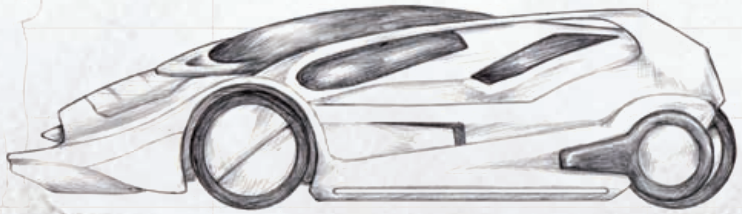
SENSORY AND COMMS SYSTEMS
The Orion comes with a hands-free, voice-activated P-Comm.

NAVIGATION SYSTEMS
The standard navigation package tracks the current location of the vehicle and provides real time traffic notifications and audio directions for programmed destinations.

SPECIAL EQUIPMENT SYSTEMS
None







Structural Integrity		
Armour Maximum	Chassis Maximum	Aspect
15	10	Front
12	10	Back
12	8	Sides
10	8	Top
5	8	Bottom

Armor					
High Velocity Kinetic	Melee Kinetic	Energy	Chemical	Void	
1	1	0	1	0	Damage Thresholds
1	2	1	1	0	Damage Resistances

Vehicle

Name	Guardian
Mass kg (lb)	1,660 (3,659.7)
Length m (ft)	7.2 (23.6)
Width m (ft)	4
Height m (ft)	2.8 (9.2)
Max. Velocity	35 (126.0 km/h)
Max. Accel. Rate	6
Max. Decel. Rate	5
Handling Rating	4
Optimal Crew	2
Minimum Crew	1
Cargo m^3 (cu.ft.)	2.2 (77.7)
Passengers	Crew + 6

Structural Integrity

Aspect	Armor Maximum	Chassis Maximum
Front	100	25
Back	80	25
Sides	90	25
Top	60	25
Bottom	50	25

Armor

	High Velocity Kinetic	Melee Kinetic	Energy	Chemical	Void
Damage Thresholds	5	6	4	5	0
Damage Resistances	7	9	5	5	0



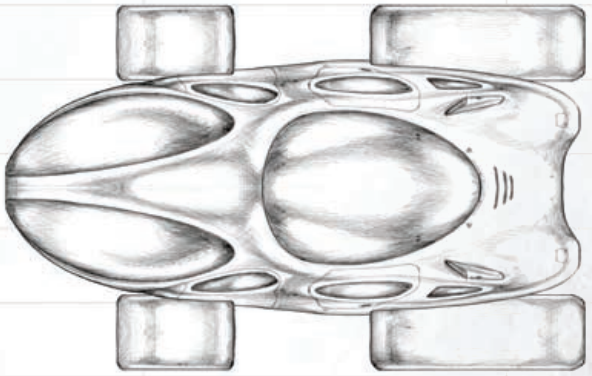
DESCRIPTION
The ultimate in civilian VIP transport, the Guardian is an armored limousine that offers comfort and security in a sleek, aggressive package. Capable of impressive speeds and able to withstand significant small arms fire, this vehicle is a must buy for any security companies in the VIP protection business. The Guardian averages in price at about 60,000T.

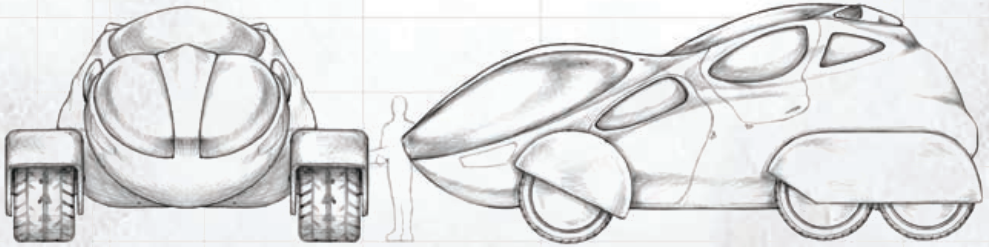
WEAPON SYSTEMS
Although weapon systems do not come standard with the Guardian, most contain security systems that if activated create electric fields on the exterior of the vehicle, giving a substantial shock of 1d10 damage every time they touch the vehicle and notify the authorities and company of all attacks.

SENSORY AND COMMS SYSTEMS
The Guardian contains an intercom system for driver/passenger communications and P-Comms for both crew and passengers.

NAVIGATION SYSTEMS
The Guardian has high-end navigation packages that provide detailed maps of the local area and are capable of escape route creation.

SPECIAL EQUIPMENT SYSTEMS
Some limos contain threat analysis packages capable of determining the source of any small arms fire or explosives within 30 m (98 ft) of the vehicle.





WEAPON SYSTEMS
The Light Power Suit is not equipped with any built-in weapon systems. Its hands and fingers are nimble enough to operate all melee weapons and firearms. The mass and speed of the suit itself can be used as a weapon by ramming less armored targets at high speed.

SENSORY AND COMMS SYSTEMS
The Light Power Armor comes with a hands-free, voice-activated P-Comm for use within city-states and a Satcomm satellite communication system for use in the Wilds.

NAVIGATION SYSTEMS
Displays the current location of the vehicle, provides real time traffic updates, and audio directions. DigiSat visual feeds provide near real-time imagery and location information.

SPECIAL EQUIPMENT SYSTEMS
The Light Power Armor can be equipped with any visual and audio packages for two times the standard cost.

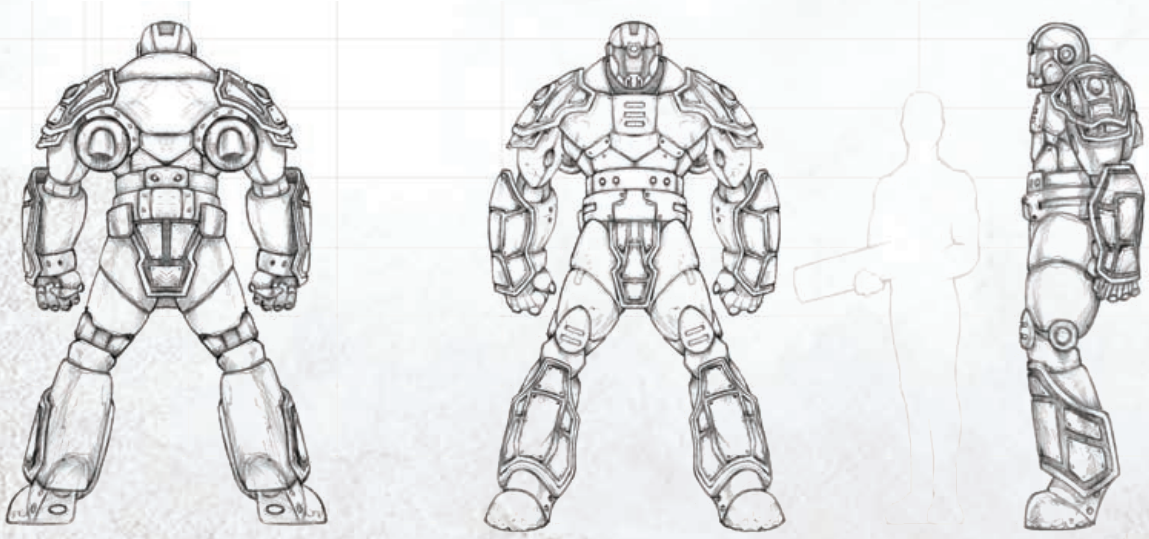


DESCRIPTION
The Light Power Armor is a Power Suit designed for combat. It provides substantial personal protection and is equipped with two dorsal thrusters that allow the wearer to fly. Although it is not as well-armed or armored as larger Power Suits, it is extremely maneuverable and relatively lightweight. Power Suits typically cost 300,000T.

Vehicle	
Light Power Armor	Name
153.3 (338.0)	Mass kg (lb)
1.3 (4.3)	Length m (ft)
0.7 (2.2)	Width m (ft)
2.2 (7.3)	Height m (ft)
Fly: 25 (90 km/h) Run: 11 (40 km/h)	Max. Velocity
6	Max. Accel. Rate
5	Max. Decel. Rate
9	Handling Rating
1	Optimal Crew
1	Minimum Crew
0.06 (2.0)	Cargo m^3 (cu.ft.)
0	Passengers

Structural Integrity		
Armour Maximum	Chassis Maximum	Aspect
80	5	Front
50	5	Back
50	5	Sides
50	5	Top
50	5	Bottom

Armor					
High Velocity Kinetic	Melee Kinetic	Energy	Chemical	Void	
3	3	2	3	0	Damage Thresholds
6	6	5	5	0	Damage Resistances





PLAYING CHARACTERS 10.1
GAME MODERATING 10.2
SUPPORTING CAST 10.3

Playing The Game

10

Alpha Omega is an opportunity to venture forth into a fantastic world of imagination where the rules of normal life no longer apply. It is a game of imagination and storytelling; the following section is devoted to assisting GMs and players exercise their imaginations and tell great stories.


10.0
10.1
10.2
10.3

Playing Characters
10.1

THERE ARE THREE important things to prepare for and keep in mind as a player.

Know the Rules

Players should be familiar with the rules before the game begins; otherwise, a game session should be devoted to teaching new players.

Know Your Character

Knowing your character is an important part of roleplaying. Think of a character as an independent person, completely separate from you. Refer to the personality and background notes you made when you created him or her, using them as a guide for getting into character. Remember your character's abilities and drawbacks. What motivates them? What are they afraid of? The better you know your character, the more easily he or she will become an integral part of the story.

Be Reasonable

Alpha Omega can be as much a free-flowing collaborative storytelling game as it is a rules-driven action game. Respect the GM, the direction of the story, and the involvement of your fellow players. Good GMs and players will most certainly listen to each other's suggestions for rules and story ideas.

Game Moderating
10.2

BEING A GM is an extremely exciting and rewarding opportunity. Most importantly, it is a lot of fun. It requires a keen understanding of the game's rules, objectivity, the ability to tell a good story, and preparation.

The GM's work begins well before the first game session is ever played by deciding what type of game s/he would like to run. As a GM, you might prepare and run a single evening's session with a relatively simple plot, or perhaps an extended story arc—with numerous twists and turns, and a vast cast of villains and allies—designed to be played out over dozens of game sessions.

The most important job of the GM is to have a story ready in which players can immerse themselves—no small task.

What makes for a good story is different for everyone. Adventure, drama, romance, terror, action—the list of possibilities is endless. GMs should know their audience as best they can and try to develop a story both they and their players will enjoy. Always remember; your best bet as a GM is to prepare a story you would enjoy as a player. If you enjoy a story, you will enjoy running it. You must bring each of your NPCs to life and describe the world in lively detail. Your enjoyment and excitement will be infectious, immediately capturing your players' attention.. So, write for yourself first and foremost.

Some GMs carefully select or design every NPC and creature that the PCs will encounter to ensure the integrity of the prepared story arc. Some GMs prefer to go with the flow, ad-libbing story and action as the game progresses.

Experienced GMs and those already familiar with plot structure and development can probably skip the next section.

Creating Stories and Story Arcs
10.2.1

ONCE YOU ARE COMFORTABLE with the rules of *Alpha Omega* and the fundamentals of the setting, you are ready to plan your first story. There are a few key components to every story. If you pay attention to these and spend some time developing them, you will be well on your way to a great story and game sessions.

You must first decide whether you will plan a short story designed for one or two game sessions, or a large story arc with numerous episodes. Check with your players to make sure they are available for an extended story or simply plan for a single session. You can always expand your initial story later.

Setting

Once you know how much time you and your fellow players can invest in your game, it is time to choose a setting. *Alpha Omega* offers a limitless array of locations, but to get started, simply decide if you want your game to take place in a primarily urban or primarily wilderness setting. You can choose a location from Section 4 or design your own from the ground up.

Whichever approach you take, bring your setting to life. Fill it with lively and memorable NPCs. Imagine walking through it yourself. How does it smell? What time of year is it? What does it sound

like? Does humidity hang heavy in the air, or is it dry and arid?

Once you know where your story will take place, you must make a few notes about your plot.

Plot

The plot is your story's skeleton, giving it shape and dimension. The plot is also, loosely, the order in which the elements of your story will unfold depending on how your players decide to act.

If you are planning a long-term game to run over several sessions, take a moment to consider the overarching plot of this large story. By no means do you require every detail of the story, but you should have some idea how you would like things to unfold. Even massive story arcs should follow the basics of plot structure.

Plots begin with an introduction or exposition. This is where the major characters are introduced and we learn everything required to understand the story. The exposition should introduce or explain things, such as the background, setting, the villain or opposing force, the character's goals, and so forth. The exposition should end with the Inciting Incident, the action that kicks off the story.

The Inciting Incident is critically important—it must draw the players and their characters thoroughly into the story. The Inciting Incident will also set the tone for the story and the direction players are likely to take. An Inciting Incident can take numerous forms; a glimpse at an escaping villain, a direct challenge from an adversary, an attack on the characters themselves, a ransom note for a kidnapped victim, a job offer from a shadowy character…the list goes on.

When the players have been introduced to the story and know at least the basics of how things will progress, the story's Rising Action begins. The Rising Action provides GMs an opportunity to expand, introduce auxiliary characters, and challenge the PCs with complications and conflicts, including any manner of tricks, traps, red herrings, and adversaries. Ultimately, the Rising Action should peak with the story's climax or turning point.

The climax is the height of the story's action—the big showdown or the ultimate test for



the characters. This moment is the culmination of everything the characters have done. Remember: the bigger and more challenging the Rising Action, the bigger and more exciting the climax. Give your players an opportunity to really shine and accomplish something worth all the work they have done to get this far.

After the story peaks, it is time to unravel things in what is commonly known as the conclusion, or denouement. This is the part of the story where players wrap up any loose ends and minor elements of the story.

Goals and Motivation

Goals and motivation are crucially important; they will help guide you through the process and focus your game. As a GM, you should have goals for your PCs, goals for the story's NPCs, and goals for yourself.

Just as in real life, characters will need some sort of motivation to get involved in stories. Motivation is as easy as answering the question, "What's in it for me?" It may be an NPC offering the characters payment for some task, or it can be as complex as an opportunity to get a leg up in a long-running rivalry with another Operator. Needless to say, plan your stories to include an obvious motivation for the characters. Without one, you might find yourself struggling to get the players involved.

As a GM, it is your job to find out what motivates your players and their characters. Each player and character will be different, so do not be afraid to vary your motivations. Offer the team's Wielder an opportunity to study with a powerful NPC. Offer the team's weapons specialist access to some never-before-seen piece of hardware. Sometimes all it takes is Trust, but the best motivations are personal, so have fun finding new and interesting ways to lure your players into your stories.

NPCs should also be supplied with goals and motivation. These does not have to be shared with the PCs, but you should consider what your NPCs want to get out of a story, and what their motivations for being involved may be. This will also help bring your NPCs to life during the game and make it easier for you to keep track of them—or at least remember where they should be and what they should be doing.

Finally, set some goals for yourself as GM. They can be as easy as challenging yourself to role-play a particular NPC well, perhaps delving deeper into the character; maybe you want to refine your skills as a storyteller, focusing more on developing an engaging story that gets your players asking for more every time. No matter how simple or difficult your goals are, you should write them down and think of ways to meet them in your games.

Encounters and Pivotal Story Moments

A big part of preparing a great story and a smooth game session involves carefully planning main encounters and pivotal story moments.

Take your plot outline and note the places where characters will run into, villains, monsters, traps, and the like. There are two important things to note about each encounter or pivotal story moment: the situation and character(s) involved.

Start with the situation and try answering a few questions. Where does the encounter take place? What would the PCs see and hear? What do the players need to know about the situation before things unfold? Answer these questions with a few notes.

As a GM, you must know who is involved in order to prepare the NPCs or creatures beforehand. Feel free to create your own NPCs or use those found in section *10.3.2—Sample NPCs*. Ask yourself why each NPC is involved in the story. What motivates them? Will they run as soon as the PCs get the upper hand, or will they stay and fight to the end? Are they sworn enemies of the PCs, or just hired guns? Perhaps they will become long-time allies of the PCs.

Keep Everyone Involved

Be sure to develop your story's plot and its cast of characters with your PCs in mind. Make sure there is at least one encounter designed to highlight the skills and abilities of each PC. Make sure espionage specialists have an opportunity to use their skills to defeat security or track a target. Allow Faces a chance to talk their way out of trouble or negotiate a higher payout for an upcoming job. Combat specialists will be thrilled with every opportunity to solve problems with violence, and Wielders will be delighted to use their powers creatively in most situations—or perhaps even face off against a rival Wielder.

Running Stories
10.2.2

AFTER YOU PLAN AND PREPARE your story, you are ready to run it for your players. Rest assured, running a game is easier than planning it. There are two things to keep in mind as a GM running a story.

Be Organized

Preparation is a big part of being organized, and you are already prepared–you know the rules and have a story ready–so all you have to do is make sure you have any reference materials, such as NPC character sheets, maps, and handouts ready.

Be Reasonable

Questions will inevitably arise about the rules and about what is possible during a game. In all cases, be reasonable. If some element of the game's mechanics does not work well for you and your players, change it. Bend the rules as needed to keep your game fun and exciting. You and the players are on the same team, trying to create a great story.

Supporting Cast
10.3

EVERY GOOD STORY has a great cast of characters which bring it to life. Your supporting cast should include both friends and foes. Remember, players will need opposition to drive the story forward and test their abilities, but they will also need allies to assist them, contacts to point them in the right direction and friends to offer opportunities for their characters to grow.

Creating Great NPCs
10.3.1

WHEN PREPARING NPCS, especially recurring ones, there a few simple guidelines to stick to.

Make them memorable

NPCs should stand out in the minds of players in some way. It might be because of their appearance or their personality, but something about them should be unique. Maybe they always wear a blue silk scarf or perhaps they have the annoying habit of chomping gum with their mouth open when they are nervous. Imagine someone who might be a friend to a PC given the right circumstances. Maybe they share a common interest. Consider creating NPCs who offer interesting personality challenges to the players. For example, imagine a PC lost in the Wilds who stumbles upon a Remnant village. The PC hates Remnants but they offer food, refuge, and a friendly guide who will take the PC back to the main road in

the morning. Always give your PCs a choice when it comes to interacting with NPCs with which they will have personality conflicts. Our lost PC does not have to accept help from the Remnants, but their aid could certainly be valuable. Personality conflicts can make for some interesting and fun role-playing.

Backgrounds also help make NPCs memorable and intriguing. Give each of your NPCs a touch of flavor by making some notes on their background. Where did they come from? How did they get to where they are? Did they go to a good school? Have they fabricated a mysterious and dangerous background for themselves, when they actually grew up in the most mundane levels of an arcology? Have fun with your NPC's backgrounds and use them as a means to understand these characters and bring them to life.

When it comes to villains, making them memorable is all the more important and in some ways easier. Villains must be dangerous. Whether that means they are skilled and deadly adversaries or heads of Syndicates with small armies of goons ready to be unleashed on the players is up to you, but good villains are dangerous. Villains must be beatable. Never force your players to face an adversary they have no chance of defeating. Finally, villains come in all shapes and sizes, and from all walks of life. A small time snitch with the right information can be just as dangerous as the most skilled underworld competitor.

Motivate them

Be sure to consider what motivates your NPCs. Understanding what makes them tick makes bringing them to life easier. Are they adrenaline junkies always looking for the next thrill? Are they in it for the Trust and likely to sell out even their closest allies for a quick payday? Perhaps they seek revenge for something done to a loved one long ago. Make your NPC's motivation a part of who they are.

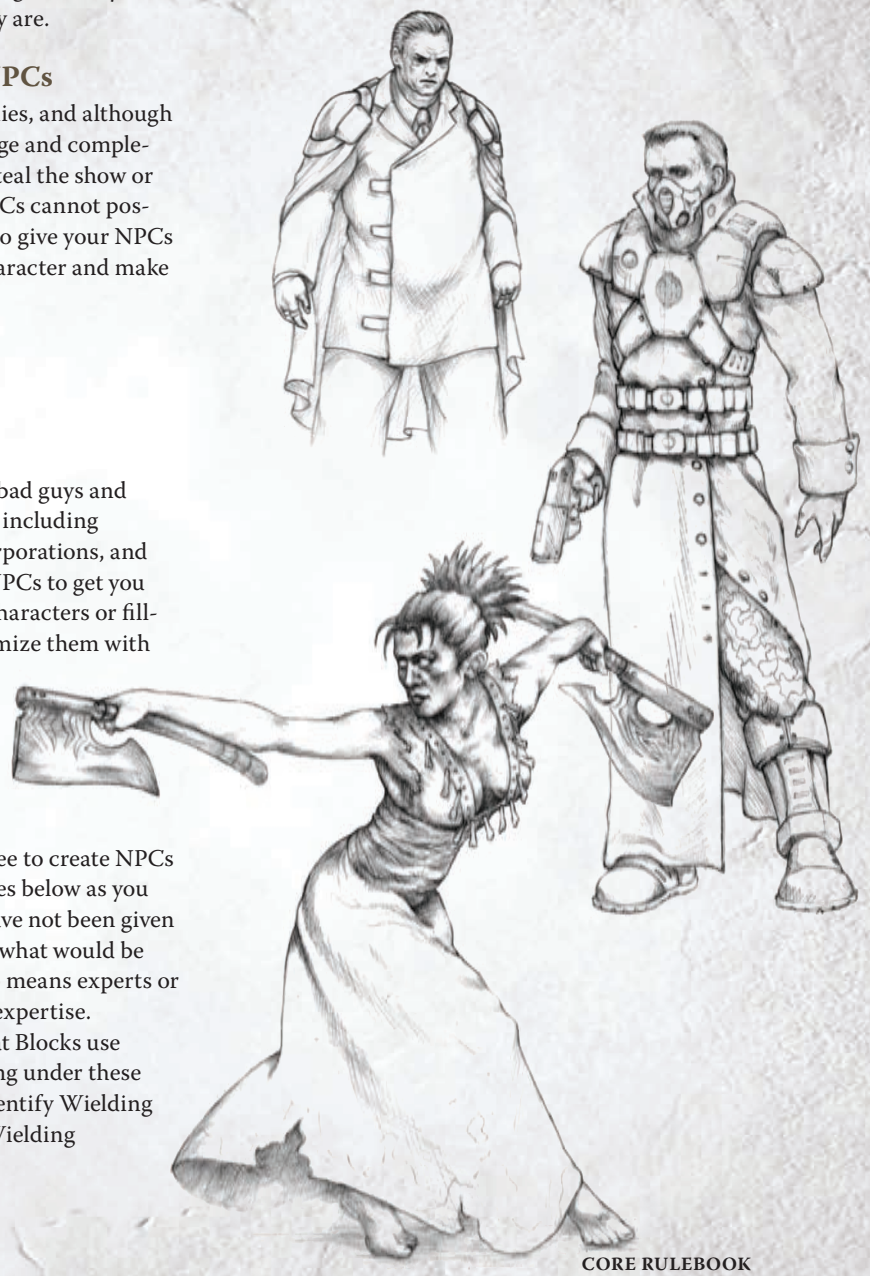
Never steal the show with NPCs

While NPCs can be enemies and allies, and although you should prepare them to challenge and complement your PCs, they should never steal the show or be so incredibly powerful that the PCs cannot possibly defeat them. Do not be afraid to give your NPCs flaws and weaknesses—they add character and make playing them more enjoyable.

Sample NPCs
10.3.2

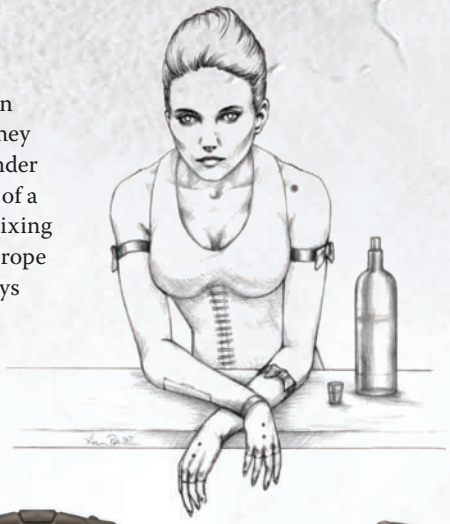
2280 IS HOME TO COUNTLESS bad guys and lots of potential opposition for PCs, including Elite Operators, secret societies, corporations, and monsters. Below are a few sample NPCs to get you started. Use these NPCs as minor characters or fillers when needed. Feel free to customize them with Genetic Deviations, additional Skills, Wielding Ranks, equipment, etc. Each sample NPC has been assigned a species, which of course is not to say that all bartenders are AI or that all Syndicate enforcers are Lesser Grigori. Feel free to create NPCs of every species and alter the samples below as you see fit. As minor characters, they have not been given Field and Skill Ranks much beyond what would be considered "Skilled". They are by no means experts or masters, even within their areas of expertise.

The following condensed Stat Blocks use (F) to identify Fields and Skills falling under these Fields are indented. (S) is used to identify Wielding Sources and (I) is used to identify Wielding Intentions.



BARTENDER

Who better to lend an ear than an easygoing bartender? Whether they have one hand on the shotgun under the bar of some dirt-floored dive of a Freezone watering hole, or are mixing 50T cocktails in a laser-lit velvet rope Divinus hitspot, bartenders always seem to be in the know.



AI Bartender

Core Qualities		Secondary Qualities		Tertiary Qualities	
Strength	8	Athleticism	8	Reaction	9
Agility	8	Physical Acumen	8	Physis	9
Conditioning	8	Fitness	8	Defense Rating	4
Vitality	8	Will	8	Health Pool	16
Discipline	8	Wisdom	10	Endurance Pool	16
Intelligence	11	Wit	13		
Charisma	15	Presence	12		

Fields/Skills			
Commerce (F)	4	Manipulation	4
Networking	6	Alertness (F)	2
Culinary Arts	8	Nefarious (F)	1
Performing	2	Gather Information	6
Bluff	3	Street Smarts	5
Negotiation	5	Small Arms	3

Figure 10-1

DOC TRADER

When you need a forgery or falsified documents of any sort, a Doc Trader is your man. No two Doc Traders have quite the same skill set. Some are skilled artists, capable of replicating valuable works of art. Some are technical wizards who can break PID encryption to modify citizenship information. In any case, a Doc Trader can be a valuable aid and worthwhile contact.



Human Doc Trader

Core Qualities		Secondary Qualities		Tertiary Qualities	
Strength	6	Athleticism	7	Reaction	12
Agility	8	Physical Acumen	8	Physis	11
Conditioning	7	Fitness	8	Defense Rating	6
Vitality	9	Will	12	Health Pool	16
Discipline	15	Wisdom	16	Endurance Pool	22
Intelligence	17	Wit	15		
Charisma	12	Presence	9		

Fields/Skills			
Arts (F)	8	Fine Arts (F)	8
Technology (F)	11	Visual Arts	14
Electronics	7	Negotiation	12
Computer Technologies	8	Street Smarts	11
Production	8	Pistols and SMGs	6

Figure 10-2

ELITE OPERATOR

Elite Operators are some of the underworld's best. They are among the most skilled, well-equipped, and experienced career criminals.



Anunnaki Elite Operator

Core Qualities		Secondary Qualities		Tertiary Qualities	
Strength	16	Athleticism	20	Reaction	20
Agility	24	Physical Acumen	24	Physis	20
Conditioning	24	Fitness	20	Defense Rating	10
Vitality	16	Will	16	Health Pool	40
Discipline	16	Wisdom	19	Endurance Pool	40
Intelligence	22	Wit	21		
Charisma	19	Presence	18		

Fields/Skills

Nefarious (F)	4	Ground Vehicle	6
Networking	5	Vehicle Systems (F)	2
Medicine	6	Core Fitness (F)	6
Survival (F)	4	Espionage (F)	3
Tracking	5	Small Arms (F)	5
Technology (F)	4	Pistols and SMGs	5
Electronics	3	Rifles and Shotguns	5
Computer Technologies	3	Bows and Crossbows	9
Alertness (F)	5	Melee Combat (F)	4
Sense Action	7	One-Handed Melee	9
Detection	7	Two-Handed Melee	9
Coercion (F)	5	Unarmed Melee	7
Networking	5	Grapple	5

Wielding Sources & Intentions

Energy (S)	15	Nihilism (I)	14
Agony (I)	12		

Figure 10-3

FENCE

Fences deal in stolen merchandise, buying and selling just about anything they can get their hands on for a favorable price. For an Operator specializing in breaking and entering, a Fence is an important contact. A Fence will take just about anything off your hands—of course, the price may not always be as favorable as you like, but they are usually willing to negotiate. Fences are common in urban areas, particularly areas with a thriving black market, and can often be a great underworld contact.



Human Fence

Core Qualities		Secondary Qualities		Tertiary Qualities	
Strength	7	Athleticism	8	Reaction	10
Agility	8	Physical Acumen	8	Physis	10
Conditioning	7	Fitness	8	Defense Rating	5
Vitality	9	Will	10	Health Pool	16
Discipline	10	Wisdom	12	Endurance Pool	17
Intelligence	13	Wit	14		
Charisma	14	Presence	11		

Fields/Skills

Nefarious (F)	5	Negotiation	11
Street Smarts	8	Pistols	4
Commerce (F)	7	Deceive	8
Barter	8	Unarmed Strike	4

Figure 10-4

GANG BOSS

Gangs are common in 2280. Even city-states with sophisticated security forces and wealthy populations have organized groups of alienated or criminally-motivated men and women. In all cases, there is someone running the show, rising to control the gang through toughness and street smarts.



Human Gang Boss

Core Qualities		Secondary Qualities		Tertiary Qualities	
Strength	12	Athleticism	12	Reaction	11
Agility	11	Physical Acumen	11	Physis	11
Conditioning	11	Fitness	12	Defense Rating	6
Vitality	12	Will	1	Health Pool	23
Discipline	10	Wisdom	11	Endurance Pool	21
Intelligence	11	Wit	11		
Charisma	11	Presence	12		

Fields/Skills

Nefarious (F)	5	Small Arms (F)	3
Street Smarts	6	Pistols and SMGs	8
Alertness (F)	6	Rifles and Shotguns	7
Coercion (F)	5	One-Handed Melee	12
Core Fitness (F)	8	Unarmed Melee	8
Ground Vehicle	11		

Figure 10-5

GANG MEMBER

Gang Members are the rank and file of organized street crime. They tend to be young, tough, and eager to prove themselves.



Human Gang Member

Core Qualities		Secondary Qualities		Tertiary Qualities	
Strength	12	Athleticism	11	Reaction	10
Agility	10	Physical Acumen	10	Physis	10
Conditioning	10	Fitness	11	Defense Rating	5
Vitality	12	Will	10	Health Pool	22
Discipline	8	Wisdom	10	Endurance Pool	18
Intelligence	11	Wit	11		
Charisma	10	Presence	11		

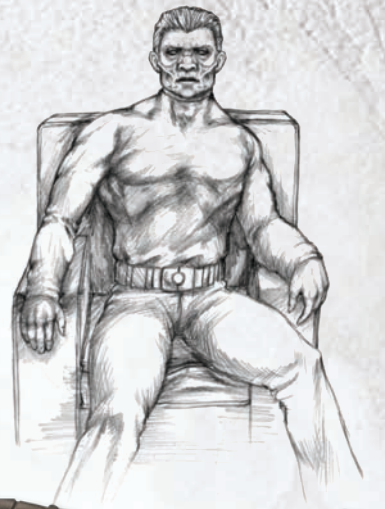
Fields/Skills

Nefarious (F)	3	Small Arms (F)	3
Street Smarts	5	Pistols and SMGs	4
Alertness (F)	6	Rifles and Shotguns	5
Coercion (F)	4	One-Handed Melee	6
Core Fitness (F)	10	Unarmed Melee	9
Ground Vehicle	9		

Figure 10-6

HANDLER

Handlers are the face of the criminal underworld—its talent brokers and the go-between which links the legitimate world with the underworld. Their job is to manage Operators, finding them work paying the most possible Trust, and taking a cut for their efforts. Good Handlers are extremely well-connected, and always seem to know someone who knows someone who can get you anything, any time.



Bio-Engineered (Manipulation Design) Handler

Core Qualities		Secondary Qualities		Tertiary Qualities	
Strength	12	Athleticism	15	Reaction	15
Agility	18	Physical Acumen	16	Physis	16
Conditioning	13	Fitness	13	Defense Rating	8
Vitality	13	Will	13	Health Pool	26
Discipline	13	Wisdom	16	Endurance Pool	26
Intelligence	18	Wit	22		
Charisma	26	Presence	19		

Fields/Skills

Arts (F)	8	Negotiation	22
Technology (F)	4	Manipulation	15
Barter	14	Ground Vehicles	8
Networking	18	Pistols and SMGs	8
Bluff	12		

Figure 10-7

LINE

A Line is someone employed by legitimate organizations and governments to hire underworld elements to carry out activities legit organizations cannot. Lines provide a layer of protection for their employers, keeping them hidden behind a veil of secrecy. Lines usually deal with Handlers, but can make a great contact for anyone able to establish a relationship.



Human Line

Core Qualities		Secondary Qualities		Tertiary Qualities	
Strength	10	Athleticism	9	Reaction	12
Agility	8	Physical Acumen	9	Physis	12
Conditioning	9	Fitness	11	Defense Rating	6
Vitality	12	Will	13	Health Pool	21
Discipline	14	Wisdom	15	Endurance Pool	23
Intelligence	16	Wit	15		
Charisma	13	Presence	12		

Fields/Skills			
Street Smarts	8	Technology (F)	12
Ground Vehicles	8	Commerce (F)	14
Deceive	12	Business Administration	10
Pistols and SMGs	7	Barter	10
Arts (F)	9	Bluff	10
Negotiation	11		

Figure 10-8

MED

A Med is a private practice doctor or surgeon—a valuable contact to any underworld operator who is likely to need medical attention outside of public facilities. Some Meds maintain their own office in urban areas, where they ply their trade; others travel, temporarily supplying their expertise wherever the highest bidder can be found.



Human Med

Core Qualities		Secondary Qualities		Tertiary Qualities	
Strength	12	Athleticism	12	Reaction	15
Agility	12	Physical Acumen	12	Physis	14
Conditioning	11	Fitness	12	Defense Rating	7
Vitality	13	Will	15	Health Pool	24
Discipline	16	Wisdom	17	Endurance Pool	27
Intelligence	18	Wit	16		
Charisma	14	Presence	13		

Fields/Skills			
Arts (F)	8	Technology (F)	7
Science (F)	7	Negotiation	5
Biology	14	Concentration	6
Chemistry	13	Ground Vehicles	4
Genetics	9	Pistols and SMGs	2
Medicine	15		

Figure 10-9

NETSTER

Netsters are computer security experts with a penchant for hacking. No two Netsters are exactly alike. Although the old cliché of computer nerd still holds true, most Netsters are much more than socially awkward intellectuals. Some are talented programmers with legitimate careers in their field. Others are *Net Heads* of the worst kind, living their life almost completely online. They are valuable team members and contacts, capable of defeating network security, accessing protected systems, and committing all manner of cyber-crimes.



Human Netster

Core Qualities		Secondary Qualities		Tertiary Qualities	
Strength	9	Athleticism	10	Reaction	13
Agility	10	Physical Acumen	10	Physis	11
Conditioning	9	Fitness	10	Defense Rating	6
Vitality	11	Will	13	Health Pool	20
Discipline	14	Wisdom	16	Endurance Pool	23
Intelligence	18	Wit	13		
Charisma	7	Presence	8		

Fields/Skills

Arts (F)	7	Gamble	3
Electronics	10	Street Smarts	3
Mechanical Technologies	8	Ground Vehicles	2
Structural Technologies	6	Defeat Security	11
Computer Technologies	15	One-handed Melee	1
Concentration	9	Pistols and SMGs	1

Figure 10-10

SECURITY OFFICER

There are many different types of Security Officers, ranging from the maladroit, poorly-equipped sentries of backwater Freezone communities to the well-trained forces of the modern city-states. Be sure to customize your security officers based on their locale and access to equipment. Security Officers can be a great source of information, and corrupt ones make even better contacts.



Human Security Officer

Core Qualities		Secondary Qualities		Tertiary Qualities	
Strength	11	Athleticism	12	Reaction	12
Agility	12	Physical Acumen	12	Physis	12
Conditioning	12	Fitness	12	Defense Rating	6
Vitality	11	Will	13	Health Pool	23
Discipline	14	Wisdom	13	Endurance Pool	26
Intelligence	12	Wit	13		
Charisma	13	Presence	12		

Fields/Skills

Law	7	Core Fitness	11
Street Smarts	4	Small Arms (F)	5
Alertness (F)	7	Pistols and SMGs	9
One-Handed Melee	7	Rifles and Shotguns	10
Unarmed Melee	9	Ground Vehicle	10

Figure 10-11

SECURITY OFFICER, ELITE

Elite Security Officers are among the best of the security world, highly trained and well-equipped to handle most security needs. They form the highest ranks of city-state security forces or serve as high-priced personal protection for VIPs.



Human Elite Security Officer

Core Qualities		Secondary Qualities		Tertiary Qualities	
Strength	12	Athleticism	12	Reaction	13
Agility	12	Physical Acumen	13	Physis	13
Conditioning	14	Fitness	14	Defense Rating	6
Vitality	14	Will	14	Health Pool	28
Discipline	14	Wisdom	13	Endurance Pool	28
Intelligence	12	Wit	13		
Charisma	13	Presence	13		

Fields/Skills			
Law	7	Small Arms (F)	12
Gather Information	8	Pistols and SMGs	15
Street Smarts	8	Rifles and Shotguns	13
Alertness (F)	13	One-Handed Melee	10
Technology (F)	8	Unarmed Melee	10
Heavy Ass. Weapons (F)	10	Core Fitness (F)	10
Ground Vehicle	18	Running	10
Vehicle Systems (F)	10		

Figure 10-12

SNITCH

Information is as good as any Trust note in 2280, and a Snitch is always willing to sell out a peer for the right price. If you are looking for the low down on the competition, or just trying to keep an eye on what goes on in the streets, a Snitch is a valuable contact.



Remnant Snitch

Core Qualities		Secondary Qualities		Tertiary Qualities	
Strength	6	Athleticism	9	Reaction	11
Agility	12	Physical Acumen	12	Physis	11
Conditioning	11	Fitness	13	Defense Rating	5
Vitality	14	Will	12	Health Pool	25
Discipline	10	Wisdom	12	Endurance Pool	21
Intelligence	14	Wit	12		
Charisma	10	Presence	8		

Fields/Skills			
Law	3	Manipulation	7
Technology (F)	3	Read People	9
Barter	7	Gather Information	9
Networking	8	Gamble	4
Bluff	7	Street Smarts	9
Negotiation	8	Pistols and SMGs	3

Figure 10-13

SYNDICATE ENFORCER

The Syndicates do not take chances when it comes to getting what they want, and that usually means flexing their muscle. Syndicate Enforcers are the biggest, meanest brutes you will ever see wearing designer suits. A Syndicate Enforcer can be a valuable contact and ally. Their proximity to Syndicate elites often makes them privy to important and valuable information.



Lesser Grigori Syndicate Enforcer

Core Qualities		Secondary Qualities		Tertiary Qualities	
Strength	23	Athleticism	21	Reaction	15
Agility	19	Physical Acumen	19	Physis	16
Conditioning	19	Fitness	20	Defense Rating	8
Vitality	21	Will	16	Health Pool	40
Discipline	11	Wisdom	10	Endurance Pool	30
Intelligence	8	Wit	9		
Charisma	10	Presence	17		

Fields/Skills			
Networking	4	Street Smarts	12
Intimidation	13	Operate Vehicle (F)	8
Negotiation	5	Vehicle Systems (F)	6
Manipulation	4	Core Fitness (F)	6
Alertness (F)	4	Melee Combat (F)	6
Read People	6	One-Handed Melee	9
Sense Action	9	Small Arms (F)	7
Gather Information	5	Assault Support Weapons (F)	5
Gamble	6		

Figure 10-14

SWAT TEAM MEMBER

Special Weapons and Tactics (SWAT) is a specialized unit of most city-state security forces, focusing on paramilitary tactics, special weapons and emergency response. SWAT teams are usually assembled from elite members of the local security force, brought in and trained to work as a cohesive unit.



Human SWAT Team Member

Core Qualities		Secondary Qualities		Tertiary Qualities	
Strength	14	Athleticism	15	Reaction	14
Agility	15	Physical Acumen	16	Physis	14
Conditioning	16	Fitness	15	Defense Rating	7
Vitality	14	Will	15	Health Pool	30
Discipline	15	Wisdom	14	Endurance Pool	31
Intelligence	12	Wit	12		
Charisma	11	Presence	13		

Fields/Skills			
Law	4	One-Handed Melee	10
Alertness (F)	10	Unarmed Melee	9
Technology (F)	7	Core Fitness (F)	15
Small Arms (F)	9	Running	12
Pistols and SMGs	15	Ground Vehicle	11
Rifles and Shotguns	15	Vehicle Systems (F)	9
Heavy Assault Weapons	15		

Figure 10-15

TRACKERS AND SCOUTS

The Wilds are a perilous and deadly place, difficult to navigate. Trackers and Scouts are common Freezone entrepreneurs, skilled survivalists and guides and a valuable asset for any exploration expedition—for a price.

Human Tracker or Scout

Core Qualities		Secondary Qualities		Tertiary Qualities	
Strength	13	Athleticism	15	Reaction	14
Agility	16	Physical Acumen	16	Physis	13
Conditioning	16	Fitness	16	Defense Rating	7
Vitality	16	Will	14	Health Pool	32
Discipline	12	Wisdom	13	Endurance Pool	28
Intelligence	13	Wit	11		
Charisma	8	Presence	11		

Fields/Skills

Biology	6	Vehicle Systems (F)	4
Medicine	6	Core Fitness (F)	6
Barter	6	Running	7
Survival (F)	3	Swimming	7
Orienteering	15	Climbing	6
Animal Handling	7	Stealth	6
Living Off the Land	10	Melee Combat (F)	6
Tracking	9	Small Arms (F)	5
Alertness (F)	5	Rifles and Shotguns	5
Operate Vehicle (F)	5		

Figure 10-16





UP AND COMING STRATA FIGHTER

For every Strata Fighter who goes on to win glory in Divinus's Royal Arena and Hong Kong's Yudon Arena, there are thousands of other hungry fighters looking for a leg up. Emerging fighters will turn to anything and anyone to give them the edge over their competitors. Syndicates routinely carry whole stables of fighters, both for their fighters' physical talents—which translate well in the criminal arena—and because a stable of fighters enables them to rig an entire fight card at once. On the other hand, there are those who go it alone; training hard without the aid of a stable, disciplined and dedicated to their chosen path. In any case, up and coming Strata fighters are useful contacts for their knowledge of the game and of the underworld beneath.

HUMAN UP AND COMING STRATA FIGHTER

CORE QUALITIES		SECONDARY QUALITIES		TERTIARY QUALITIES	
STRENGTH	17	ATHLETICISM	17	REACTION	14
AGILITY	17	PHYSICAL ACUMEN	18	PHYSIS	14
CONDITIONING	19	FITNESS	19	DEFENSE RATING	7
VITALITY	18	WILL	15	HEALTH POOL	37
DISCIPLINE	12	WISDOM	11	ENDURANCE POOL	31
INTELLIGENCE	9	WIT	9		
CHARISMA	9	PRESENCE	13		

FIELDS/SKILLS			
MEDICINE	4	CORE FITNESS (F)	8
NETWORKING	3	RUNNING	6
COERCION (F)	4	TUMBLING	7
INTIMIDATION	6	MELEE COMBAT (F)	6
ALERTNESS (F)	5	ONE-HANDED MELEE	2
SENSE ACTION	12	UNARMED MELEE	15
GAMBLE	5	GRAPPLE	13
STREET SMARTS	4		

FIGURE 10-17

Abilities 6.7.1, 8.2.2
Action 7.7.1
- Delay 7.7.2
- Free 7.7.1
- Full 7.7.1
- Half 7.7.1
- Prepare an 7.7.1

Active Defense 7.7.3, 7.8.2
Active Segment 7.5.1, 7.6.2
Addiction 7.12.3
Adjacent Facing 7.2.5
Agility 6.3
AI (Artificial Intelligence) 3.1, 3.8.5, 6.2.10
Ammunition 9.5.2, 9.5.6
Anunnaki 3.6.3, 6.2.9
Appearance 6.12
AR (Augmented Reality) 3.1, 3.4.6
Arcane Wielding 3.7.2, 6.10.1
Arcology 3.1
Armor 7.11.6, 9.4.2
- Enchantments 9.5.9
- Penetration 7.11.7
- Vehicle 9.7

Artificial Intelligence (AI) 3.1, 3.8.5, 6.2.10
Ascension 8.4
Associated Qualities
- Skills 6.9
- Wielding 6.10.2

Athleticism 6.4
Attack
- Attempt 7.8.3
- Maximum per Segment 9.5.2
- Special 7.10.4

Attempt 7.1.2
- Attack 7.8.3

Augmentations 9.6
- Biological 9.6.2
- Cybernetic 9.6.3
- Mesh 9.6.4
- Necrotic 9.6.4

Augmented Reality (AR) 3.1, 3.4.6
Background 6.13
Bio-Engineered 3.1, 3.8.6, 6.2.4
Biological Augmentations 9.6.2
Bleeding 7.11.10
Breaking Free 7.10.4
Breath, Holding 7.12.7
Called Shots 7.9.7
CDP (Character Development Point) 6, 8.1
Central Financial Authority (CFA) 3.1, 3.4.5
CFA (Central Financial Authority) 3.1, 3.4.5
Character Development Point (CDP)
- Starting 6
- Gaining additional 8.1
- Total Value 8.1

Character Elements 6
Character Facing 7.2.5
Charisma 6.3
Checks
- Opposed 7.1.4
- Quality Checks 7.1.5
- Resist 7.1.5
- Skill 7.1.5
- Success Checks 7.1.2
- Types 7.1.5
- Unopposed 7.1.4
- Wield 7.1.5, 7.14.3

Citizens 3.4.2
City-state 3.1, 3.2
- Arcology 3.2.3
- Conventional 3.2.1
- Walled 3.2.2

Clothing 9.1.3
Combat
- Cycle 7.2.1, 7.5.1
- Melee 7.10
- Ranged 7.9
- Time 7.2.1

Concealed 7.9.2
Concealment Rating (CR) 9.3
Conditioning 6.3
Conventional city 3.2.2
Core Qualities 6.3
- Modifying 6.3.1, 8.2.1

Counterattack 7.8.2
Cover 7.9.2
CR (Concealment Rating) 9.3
Creatures 3.5
Critical
- Die 7.1.6
- Failures 7.6.1, 7.10.5
- Rolls 7.1.6
- Success 7.6.1, 7.10.5

Cybernetic Augmentations 9.6.3
Cycle 6-6 Rule 7.5.2
Damage 7.11.1
- Reduction 7.9.8
- Resistances 7.11.5
- Threshold 7.11.4
- Types 7.11.2

Darkness 7.12.2
Defense Rating 6.5, 7.8.1
Defensive Skills 7.8.2
Delay Action 7.7.2
Destroying Objects and Materials 7.11.9
Detection Threshold 9.3
Dice
- Marker 7.6.3
- Marker Pool 7.6.3
- Pools 7.1
- Pool Splitting 7.5.2
- Pool Steps 7.1.1

Difficulty Rating (DR) 7.1.3
Direct Neural Interface (DNI) 3.1
Disease 7.12.4
Discipline 6.3
Disposition 7.10.2
DNI (Direct Neural Interface) 3.1
DR (Difficulty Rating) 7.1.3
Drawbacks 6.7.2, 8.2.3
Drugs 7.12.3
Electronic Signature (ES) 9.3
Elim 3.1
Elim Genetic Deviations 6.8.2
Encumbrance
Endurance 6.5, 7.11.14
- Recovery 6.3
- Thresholds 7.11.14

Entertainment 3.4.8, 9.1.4
EPR (Effect Power Rating) 7.14.4
Equipment 9
ES (Electronic Signature) 9.3
Evolution 8.3
Evolutionary 3.1, 3.6.2, 3.9
Evolutionary Bounds 8.3.2
Evolutionary War 3.9
Exertion Rating 7.9.4
Explosives 9.5.8
Falling 7.12.5
Field 6.9
- Maximum Ranks 6.2
- Purchasing Ranks 6.9
- Ranks 6.9, 7.4.1
- Rank, Instruction 8.2.5

Finances 3.4.5
Fitness 6.4
Food 3.4.4, 9.1.2
Free Action 7.7.1
Freemen 3.4.2
Freezones 3.1, 3.3
- Communities 3.3.1

Full Action 7.7.1
Full Cover 7.9.2
GAAMI (Global Accord on Artificial and Machine Intelligence) 3.1, 3.8.5
Gear 9
Genetic Deviations 6.8, 8.2.4, 8.3.1
- Elim Genetic Deviations 6.8.2
- Terran Genetic Deviations 6.8.1

Getting the Jump 7.6.1
Global Accord on Artificial and Machine Intelligence (GAAMI) 3.1, 3.8.5
Grappling 7.10.4
Grenades 9.5.7
Grigori 3.6.3, 6.2.7
- Lesser 3.6.3, 6.2.8

Half Action 7.7.1
Half Cover 7.9.2
Healing 7.11.12
Health Pool (HP) 6.6
- Thresholds 7.11.11

Hierarchy of Being 3.6.3
Housing 9.1.1
HP (Health Pool) 6.6
Human 6.2.1
Improvised Weapons 7.11.3
Impurity Rating 9.6.1
Innate Wielding 3.7.1, 6.10.1
Intelligence 6.3
Languages 3.4.3, 6.13
Lesser Grigori 3.6.3, 6.2.8
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Nephilim 3.6.3, 6.2.5
- Lesser 3.6.3, 6.2.6

Net 3.1, 3.4.6
New World Science and Engineering Commission (NWSEC) 3.8.2, 3.8.5
New World Wielding Commission (NWWC) 3.1, 3.7
NWSEC (New World Science and Engineering Commission) 3.8.2, 3.8.5
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No Cover 7.9.2
Ophanum 3.6.3, 3.9
Opposed Checks 7.1.4
Opposite Facing 7.2.5
PB (Point Blank) 7.9.1
P-COMM (Personal Communicator) 3.1, 3.4.1
Passport
- State 3.1
- Temporary (T-Pass) 3.1

Personal Communicator (P-COMM) 3.1, 3.4.1
Personal Information Device (PID) 3.1, 3.4.1
Personality 6.13
Physical Acumen 6.4
Physis 6.5
PID (Personal Information Device) 3.1, 3.4.1

Point Blank (PB) 7.9.1
Poison 7.12.4
Politics 3.2.5
Potency Level 7.12.4
Power Sources 9.5.6
Prepare an Action 7.7.1
Presence 6.4
Protected 7.9.2
Quality
- Check 7.1.5
- Core 6.3
- Core, Modifying 6.3.1, 8.2.1
- Scores 7.1
- Secondary Qualities 6.4

Range 7.9.1, 9.5.2
- Maximum Effective 9.5.2
- Minimum Effective 9.5.2
- Point Blank 7.9.1

Ranged
- Combat 7.9
- Weapon, Melee Attachments 9.5.5
- Weapons 9.5.4

Range of Operation 9.3
Range Rating 7.9.1
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- Field Ranks 6.9
- Skill Ranks 6.9
- Wielding Ranks 6.10.2
- Increasing 8.2.5

Rates of Attack 7.10.3
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Reaction 6.5
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- Critical Failure 7.6.1
- Critical Success 7.6.1
- Order 7.6.1

Reload Time 9.5.2
Remnant 6.2.3
Repair Multiplier 9.3
Resist Checks 7.1.5
Resources 3.2.7
Resuscitation 7.11.13
Reverse Reaction Order 7.6.4
Secondary Qualities 6.4
Segment 7.5.1
- Active 7.5.1, 7.6.2

Seraph 3.6.3, 3.9
Shields 7.11.8, 9.4.2
Shifting Pool 6.7.3
SI (Structural Integrity) 7.11.1, 9.3, 9.5.2
Skill 6.9, 7.4
- Checks 7.1.5, 7.4.2
- Combinations 7.4.3
- Cooperation 7.4.4
- Maximum Ranks 6.2
- Mental Skills 6.9.1
- Physical Skills 6.9.2
- Proficiency Level (SPL) 7.4.1
- Purchasing Ranks 6.9
- Ranks 6.9, 7.4.1
- Use in Time 7.4.5

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Soft Technology 3.8.3
Species 6.2
Spiritual Wielding 3.7.3, 6.10.1
SPL Skill Proficiency Level) 7.4.1
Spread 9.5.2
Stance 7.2.2
- Dynamic 7.2.2
- Modifiers, Ranged Combat 7.9.3
- Modifiers, Melee Combat 7.10.1
- Static 7.2.2

Standard Time 7.2.1
State 7.3
- Components 7.3
- Shifting 6.7.3

State-shifting 6.7.3
Strata Free-form Combat 3.4.8
Strength 6.3
Structural Integrity (SI) 7.11.1, 9.3, 9.5.2
- of Common Materials 7.11.9

Success Checks 7.1.2
- Types 7.1.5

Surprise 7.6.1
T-Pass (Temporary Passport) 3.1
Tap 3.1
Temperature, Effects 7.12.8
Terran Genetic Deviations 6.8.1
Tertiary Qualities 6.5
Time 7.2.1
- Combat 7.2.1
- Standard 7.2.1

Travel 3.4.7, 3.8.1, 9.1.5
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- Pass 7.7.4

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- Cargo 9.7
- Chassis 9.7
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- Types 7.12.1

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War 3.2.6
- Evolutionary 3.9

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- Enchantments 9.5.9
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- Melee 9.5.3
- Ranged 9.5.4
- Vehicle 9.7

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- Sample Effects 7.14.5
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- Spiritual 3.7.3, 6.10.1
- Types 6.10.1

Wilds 3.1
Will 6.4
Wisdom 6.4
Wit 6.4
WPL (Wielding Proficiency Level) 7.14.3

ALPHA OMEGA — CHARACTER SHEET

MINDSTORM CARDS

VITALS

CHARACTER NAME | SEX | AGE

PLAYER NAME | HEIGHT | EYE COLOR

SPECIES | WEIGHT | HAIR COLOR

HEALTH POOL

MAXIMUM

CURRENT

ENDURANCE POOL

MAXIMUM

CURRENT

CORE QUALITIES

STRENGTH	MAX	DICE POOL	MOD
AGILITY	MAX	DICE POOL	MOD
CONDITIONING	MAX	DICE POOL	MOD
VITALITY	MAX	DICE POOL	MOD
DISCIPLINE	MAX	DICE POOL	MOD
INTELLIGENCE	MAX	DICE POOL	MOD
CHARISMA	MAX	DICE POOL	MOD

SECONDARY QUALITIES

ATHLETICISM (AVG OF STR AND AGI)	DICE POOL	MOD
PHYSICAL ACUMEN (AVG OF AGI AND COND)	DICE POOL	MOD
FITNESS (AVG OF COND AND VIT)	DICE POOL	MOD
WILL (AVG OF VIT AND DISC)	DICE POOL	MOD
WISDOM (AVG OF DISC AND INT)	DICE POOL	MOD
WIT (AVG OF INT AND CHA)	DICE POOL	MOD
PRESENCE (AVG OF CHA AND STR)	DICE POOL	MOD

TERTIARY QUALITIES

REACTION (AVG OF ATH AND WIS) | DICE POOL | MOD

PHYSIS (AVG OF ALL CORE QUALITIES)

DEFENSE RATING (HALF OF REACTION)

MOVEMENT RATES

SWIM | CRAWL | M-RUN | WALK | RUN | SPRINT | FLY

BLEEDING RATE

BLEEDING RATE

CDP

TOTAL CDP VALUE | REMAINING

ARMOR

SHIELD — NAME | DICE POOL | DAMAGE

MASS | EXERTION | SI | REPAIR

ARMOR — NAME | MASS | SI | REPAIR

DAMAGE THRESHOLD/ RESISTANCE	HIGH VEL KINETIC	MELEE KINETIC	ENERGY	CHEMICAL	VOID	ALPHA	OMEGA
SHIELD							
ARMOR							

WEAPONS

NAME | DICE POOL | DAMAGE | DAMAGE MOD | MAX ATTACKS | EXERTION | MASS | SI | SPECIAL

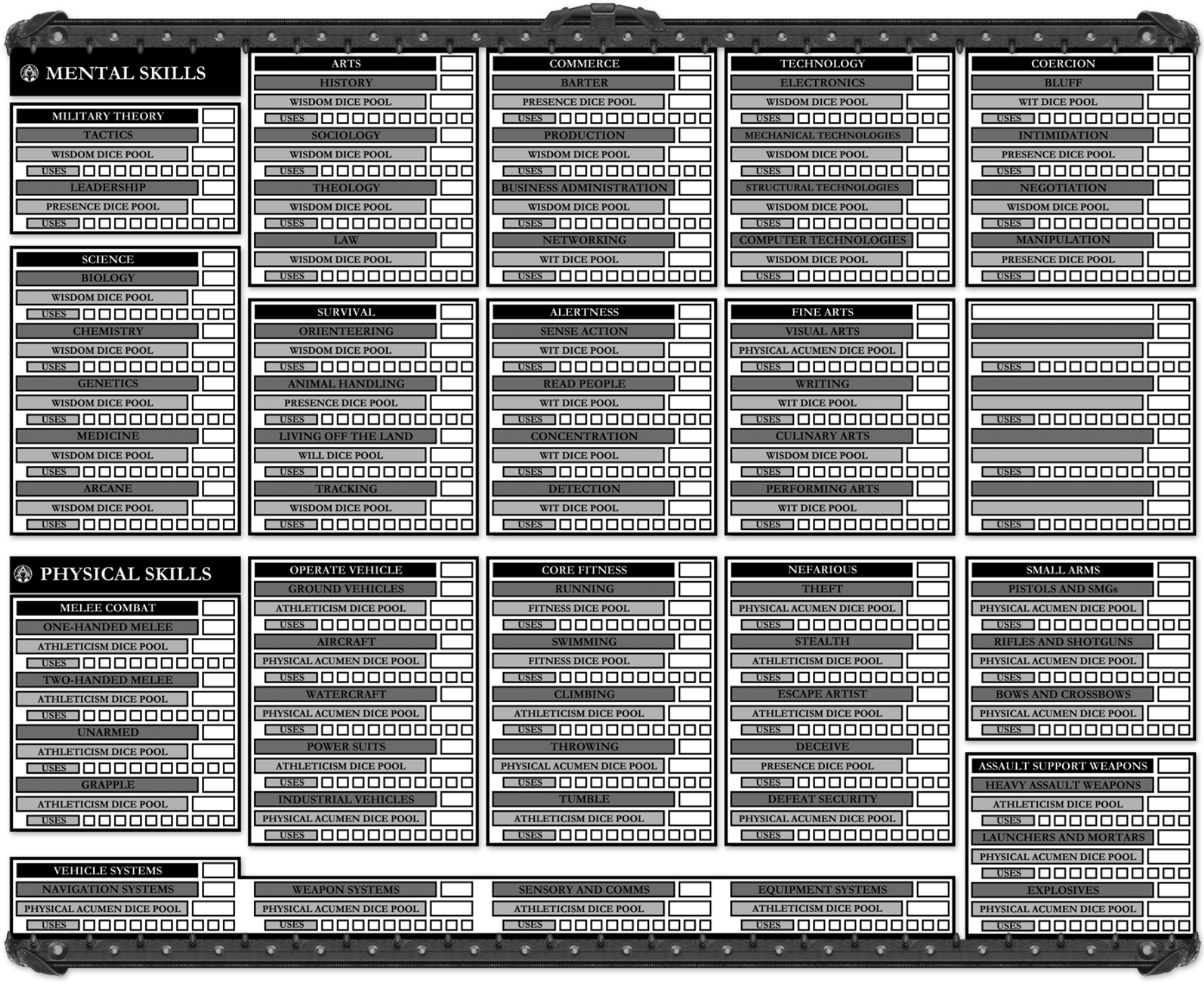
FIELD | RANKS | SKILL | RANKS | RANGE RATING | MAX RANGE | MIN RANGE | RANGE PENALTY | AMMO | RELOAD

NAME | DICE POOL | DAMAGE | DAMAGE MOD | MAX ATTACKS | EXERTION | MASS | SI | SPECIAL

FIELD | RANKS | SKILL | RANKS | RANGE RATING | MAX RANGE | MIN RANGE | RANGE PENALTY | AMMO | RELOAD

NAME | DICE POOL | DAMAGE | DAMAGE MOD | MAX ATTACKS | EXERTION | MASS | SI | SPECIAL

FIELD | RANKS | SKILL | RANKS | RANGE RATING | MAX RANGE | MIN RANGE | RANGE PENALTY | AMMO | RELOAD


MENTAL SKILLS
MILITARY THEORY
TACTICS
WISDOM DICE POOL
USES
LEADERSHIP
PRESENCE DICE POOL
USES
SCIENCE
BIOLOGY
WISDOM DICE POOL
USES
CHEMISTRY
WISDOM DICE POOL
USES
GENETICS
WISDOM DICE POOL
USES
MEDICINE
WISDOM DICE POOL
USES
ARCANE
WISDOM DICE POOL
USES
ARTS
HISTORY
WISDOM DICE POOL
USES
SOCIOLOGY
WISDOM DICE POOL
USES
THEOLOGY
WISDOM DICE POOL
USES
LAW
WISDOM DICE POOL
USES
COMMERCE
BARTER
PRESENCE DICE POOL
USES
PRODUCTION
WISDOM DICE POOL
USES
BUSINESS ADMINISTRATION
WISDOM DICE POOL
USES
NETWORKING
WIT DICE POOL
USES
TECHNOLOGY
ELECTRONICS
WISDOM DICE POOL
USES
MECHANICAL TECHNOLOGIES
WISDOM DICE POOL
USES
STRUCTURAL TECHNOLOGIES
WISDOM DICE POOL
USES
COMPUTER TECHNOLOGIES
WISDOM DICE POOL
USES
COERCION
BLUFF
WIT DICE POOL
USES
INTIMIDATION
PRESENCE DICE POOL
USES
NEGOTIATION
WISDOM DICE POOL
USES
MANIPULATION
PRESENCE DICE POOL
USES
SURVIVAL
ORIENTEERING
WISDOM DICE POOL
USES
ANIMAL HANDLING
PRESENCE DICE POOL
USES
LIVING OFF THE LAND
WILL DICE POOL
USES
TRACKING
WISDOM DICE POOL
USES
ALERTNESS
SENSE ACTION
WIT DICE POOL
USES
READ PEOPLE
WIT DICE POOL
USES
CONCENTRATION
WIT DICE POOL
USES
DETECTION
WIT DICE POOL
USES
FINE ARTS
VISUAL ARTS
PHYSICAL ACUMEN DICE POOL
USES
WRITING
WIT DICE POOL
USES
CULINARY ARTS
WISDOM DICE POOL
USES
PERFORMING ARTS
WIT DICE POOL
USES
USES
USES
USES
PHYSICAL SKILLS
MELEE COMBAT
ONE-HANDED MELEE
ATHLETICISM DICE POOL
USES
TWO-HANDED MELEE
ATHLETICISM DICE POOL
USES
UNARMED
ATHLETICISM DICE POOL
USES
GRAPPLE
ATHLETICISM DICE POOL
USES
OPERATE VEHICLE
GROUND VEHICLES
ATHLETICISM DICE POOL
USES
AIRCRAFT
PHYSICAL ACUMEN DICE POOL
USES
WATERCRAFT
PHYSICAL ACUMEN DICE POOL
USES
POWER SUITS
ATHLETICISM DICE POOL
USES
INDUSTRIAL VEHICLES
PHYSICAL ACUMEN DICE POOL
USES
CORE FITNESS
RUNNING
FITNESS DICE POOL
USES
SWIMMING
FITNESS DICE POOL
USES
CLIMBING
ATHLETICISM DICE POOL
USES
THROWING
PHYSICAL ACUMEN DICE POOL
USES
TUMBLE
ATHLETICISM DICE POOL
USES
NEFARIOUS
THEFT
PHYSICAL ACUMEN DICE POOL
USES
STEALTH
ATHLETICISM DICE POOL
USES
ESCAPE ARTIST
ATHLETICISM DICE POOL
USES
DECEIVE
PRESENCE DICE POOL
USES
DEFEAT SECURITY
PHYSICAL ACUMEN DICE POOL
USES
SMALL ARMS
PISTOLS AND SMGs
PHYSICAL ACUMEN DICE POOL
USES
RIFLES AND SHOTGUNS
PHYSICAL ACUMEN DICE POOL
USES
BOWS AND CROSSBOWS
PHYSICAL ACUMEN DICE POOL
USES
ASSAULT SUPPORT WEAPONS
HEAVY ASSAULT WEAPONS
ATHLETICISM DICE POOL
USES
LAUNCHERS AND MORTARS
PHYSICAL ACUMEN DICE POOL
USES
EXPLOSIVES
PHYSICAL ACUMEN DICE POOL
USES
VEHICLE SYSTEMS
NAVIGATION SYSTEMS
PHYSICAL ACUMEN DICE POOL
USES
WEAPON SYSTEMS
PHYSICAL ACUMEN DICE POOL
USES
SENSORY AND COMMS
ATHLETICISM DICE POOL
USES
EQUIPMENT SYSTEMS
ATHLETICISM DICE POOL
USES

ABILITIES

ABILITY	EFFECT
ABILITY	EFFECT
ABILITY	EFFECT
ABILITY	EFFECT
ABILITY	EFFECT
ABILITY	EFFECT
ABILITY	EFFECT
ABILITY	EFFECT
ABILITY	EFFECT
ABILITY	EFFECT
ABILITY	EFFECT

DRAWBACKS

DRAWBACK	EFFECT
DRAWBACK	EFFECT
DRAWBACK	EFFECT
DRAWBACK	EFFECT
DRAWBACK	EFFECT
DRAWBACK	EFFECT
DRAWBACK	EFFECT
DRAWBACK	EFFECT
DRAWBACK	EFFECT
DRAWBACK	EFFECT

EQUIPMENT

NAME	MASS	SI	REPAIR MULTIPLIER	ES	LOCATION	NOTES AND REFERENCE
NAME	MASS	SI	REPAIR MULTIPLIER	ES	LOCATION	NOTES AND REFERENCE
NAME	MASS	SI	REPAIR MULTIPLIER	ES	LOCATION	NOTES AND REFERENCE
NAME	MASS	SI	REPAIR MULTIPLIER	ES	LOCATION	NOTES AND REFERENCE
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NAME	MASS	SI	REPAIR MULTIPLIER	ES	LOCATION	NOTES AND REFERENCE
NAME	MASS	SI	REPAIR MULTIPLIER	ES	LOCATION	NOTES AND REFERENCE
NAME	MASS	SI	REPAIR MULTIPLIER	ES	LOCATION	NOTES AND REFERENCE
NAME	MASS	SI	REPAIR MULTIPLIER	ES	LOCATION	NOTES AND REFERENCE
NAME	MASS	SI	REPAIR MULTIPLIER	ES	LOCATION	NOTES AND REFERENCE
NAME	MASS	SI	REPAIR MULTIPLIER	ES	LOCATION	NOTES AND REFERENCE
NAME	MASS	SI	REPAIR MULTIPLIER	ES	LOCATION	NOTES AND REFERENCE
NAME	MASS	SI	REPAIR MULTIPLIER	ES	LOCATION	NOTES AND REFERENCE
NAME	MASS	SI	REPAIR MULTIPLIER	ES	LOCATION	NOTES AND REFERENCE

GENETIC DEVIATIONS

DEVIATION	EFFECT
DEVIATION	EFFECT
DEVIATION	EFFECT
DEVIATION	EFFECT
DEVIATION	EFFECT
DEVIATION	EFFECT

DEVIATION	EFFECT
DEVIATION	EFFECT
DEVIATION	EFFECT
DEVIATION	EFFECT
DEVIATION	EFFECT
DEVIATION	EFFECT

INNATE WIELDING

INNATE SOURCE

INNATE INTENTIONS

WIELDER TYPE

WIELDING SOURCES

ELEMENTAL
CONDITIONING DICE POOL
USES
ENERGY
INTELLIGENCE DICE POOL
USES
BEING
CHARISMA DICE POOL
USES
VOID
DISCIPLINE DICE POOL
USES
ALPHA
WILL DICE POOL
USES
OMEGA
WILL DICE POOL
USES

WIELDING INTENTIONS

BANE
AGONY — USES
DAMNATION — USES
NIHILISM — USES
MALICE — USES

SANCTO
DELIVERANCE — USES
SALVATION — USES
CREATION — USES
INSPIRATION — USES

CHAOS
ENTROPY — USES
INSANITY — USES
IGNORANCE — USES
ANARCHY — USES

ORDER
CONSTANCY — USES
CLARITY — USES
INSIGHT — USES
CONTROL — USES

STATE-SHIFTING

COMPONENTS

SHIFTING POOL

MAX

CURRENT

IMPURITY RATING

ASCENSION LEVEL

LANGUAGES

AUGMENTATIONS

NAME	IMPURITY RATING	NOTES AND REFERENCE

ASCENSION POWERS

NAME	NOTES AND REFERENCE

NOTES

Game Moderator Combat Matrix

Name	Reaction Score	Cycle						Cycle						Cycle						Cycle						Cycle						Cycle						Cycle					
		1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6

Name	Reaction Score	Cycle						Cycle						Cycle						Cycle						Cycle						Cycle						Cycle					
		1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6

Name	Reaction Score	Cycle						Cycle						Cycle						Cycle						Cycle						Cycle						Cycle					
		1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6

Quality Scores and Associated Dice Pools

Quality Score	Dice Pool		Avg Score	Max Score	Active Segments
1–3	1d4	-	2.5	4	Segment 3
4–5	2d4	-	5	8	
6–7	3d4	-	7.5	12	
8–9	4d4	-	10	16	
10–11	5d4	-	12.5	20	
12–13	6d4	-	15	24	
14–15	1d6	5d4	16	26	Segments 3 and 6
16–17	2d6	4d4	17	28	
18–19	3d6	3d4	18	30	
20–21	4d6	2d4	19	32	
22–23	5d6	1d4	20	34	Segments 2, 4, and 6
24–25	6d6	-	21	36	
26–27	1d8	5d6	22	38	
28–29	2d8	4d6	23	40	
30–31	3d8	3d6	24	42	
32–33	4d8	2d6	25	44	Segments 2, 3, 5, and 6
34–35	5d8	1d6	26	46	
36–37	6d8	-	27	48	
38–40	1d10	5d8	28	50	
41–43	2d10	4d8	29	52	

Figure 7-1

Quality Scores and Associated Dice Pools

Quality Score	Dice Pool		Avg Score	Max Score	Active Segments
44–46	3d10	3d8	30	54	Segments 1, 2, 4, and 6
47–49	4d10	2d8	31	56	
50–52	5d10	1d8	32	58	
53–55	6d10	-	33	60	
56–58	1d12	5d10	34	62	
59–61	2d12	4d10	35	64	Segments 1, 2, 3, 5, and 6
62–64	3d12	3d10	36	66	
65–68	4d12	2d10	37	68	
69–72	5d12	1d10	38	70	
73–76	6d12	-	39	72	
77–80	1d20	5d12	43	80	Segments 1, 2, 3, 4, 5, 6
81–84	2d20	4d12	47	88	
85–88	3d20	3d12	51	96	
89–92	4d20	2d12	55	104	
93–96	5d20	1d12	59	112	
97–100	6d20	-	63	120	

Figure 7-1—Continued

List of Effect DR Factors

	Factor												
		Range to Target											
1	RtT	Touch	< 3	< 5	< 10	< 20	< 30	< 50	< 100	< 200	< 500	< 1k	< 2k	< 5k
	DR Adj	+2	+4	+6	+8	+10	+12	+14	+16	+18	+20	+22	+24	+26
	Number of Targets or Area of Effect													
2	NoT or AoE	Self	< 3	< 5	< 10	< 20	< 30	< 50	< 100	< 200	< 500	< 1k	< 2k	< 5k
	DR Adj	+2	+4	+6	+8	+10	+12	+14	+16	+18	+20	+22	+24	+26
	Damage, Healing or Weight Manipulation Modifier, Amount of Resistance													
3	Damage/ Healing	Base	1d4	2d4	2d4 × 2	3d4 × 2	4d4 × 2	5d4 × 2	6d4 × 2	6d4 × 4	6d4 × 8	6d6 × 10	6d10 × 25	6d20 × 25
4	Strl Integ	< 10	< 20	< 50	< 100	< 200	< 500	< 1,000	< 2,000	< 5,000	< 10,000	< 20,000	< 40,000	< 80,000
5	Wt (lb)													
	DR Adj	+2	+4	+8	+12	+16	+20	+24	+28	+32	+40	+50	+62	+80
	Duration (Combat) (Combat cycles)													
6	Dur	1	2	3	4	5	6	7	8	9	10	11–12	13–14	15–20
	DR Adj	+1	+3	+5	+7	+9	+11	+13	+15	+17	+19	+21	+23	+25
	Duration (Non-Combat) (minutes)													
6	Dur	1	< 5	< 10	< 20	< 40	< 60	< 90	< 120	< 180	< 240	< 360	< 540	< 780
	DR Adj	0	+1	+2	+3	+4	+5	+6	+8	+10	+12	+15	+20	+25
	Increase/Decrease Modifier													
7	Major Mod					1		2		3		4		5
7	Minor Mod	1	2	3	4	5	6	7	8	9	10	11	12	13
	DR Adj	+2	+4	+6	+8	+10	+12	+14	+16	+18	+20	+22	+24	+26
	Wielding Time in Segments based on total DR of other factors													
	DR	< 4	< 10	< 20	< 30	< 40	< 50	< 60	< 70	< 80	< 110	< 130	< 150	< 180
	WT	1	2	3	4	5	6	7	8	9	10	11	12	13
	Advanced Rule—Time on Target													
	ToT	Base	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
	DR Adj	0	+2	+4	+6	+8	+10	+12	+14	+16	+18	+20	+22	+24

Figure 7-28

It is 2280. The world has been reclaimed by primal forces, savage and deadly. Humanity is evolving, its ingenuity unchained. It fights to reach out from beyond the protection of its great cities and reestablish global order. However, ancient war returns—fought by legendary enemies of incredible power threatening all that has been rebuilt.

Alpha Omega is a world of imagination and limitless possibility. It is home to endless adventures, epic heroes, vile villains, horrific monsters and unknown dangers. It is a world ready for you and your imagination.

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