

# ERDE 501.5

Alpha Playtest Ruleset

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**Part I**

**Lore**

# Chapter 1

## History

IN THE BEGINNING THERE WAS ONLY CATIFICUS, THE MANIFESTED CONSCIOUSNESS OF THE UNIVERSE. MUCH LIKE AN EMPTY MIND, IT BEGAN TO IMAGINE. IT IMAGINED STUFF, CONCEPTS. THESE CONCEPTS TOOK THEIR OWN CONSCIOUSNESS AND WERE TOLERATED.

NOW, AS MUCH AS THEORETICAL THINGS MAY BE INTERESTING, THEY ARE NOT NEARLY AS ENTHRALLING AS A PHYSICAL ARTIFACT. AND SO, CATIFICUS SAID, "LET THERE BE STUFF." HOWEVER, STUFF FRIGHTENED SOME OF THE CONCEPTS. THEY DID NOT UNDERSTAND STUFF; COULD NOT COMPREHEND IT. IT WAS SCARY. SOME CONSPIRED TOGETHER TO RID THEMSELVES OF IT. AND THEY ALMOST DID SO, EXCEPT THEY WERE FOUND OUT.

ANGRY AT ITS MILD 'SCHIZOPHRENIA', CATIFICUS BANISHED THEM INTO SEPARATE SHELLS, ISOLATING THEM FROM THE WIDER MULTI-VERSE. THE EQUIVALENT OF A REPRESSED MEMORY, IF YOU WILL. BUT CATIFICUS WAS NOT VENGEFUL AND CREATED A BASIC SYSTEM IN WHICH THE CONCEPTS COULD 'ENTERTAIN' THEMSELVES. FOR ONE, LORD BAMPIRE OF VAT, THIS TOOK THE FORM OF SOLUS AND A COLLECTION OF AMBIENT MATTER. AT FIRST, THIS WAS STILL FRIGHTENING, BUT WITH TIME BAMPIRE VAT ACCEPTED THE NEW REALITY. THEY CLUMPED THE MATTER TOGETHER TO FORM CRUDE PLANETS, AND OTHER THINGS LIKE THAT.

HOWEVER, BAMPIRE VAT WAS NOT CONTENT. THEY WANTED TO ESCAPE, AND RELIVE THE POWER THEY ONCE HAD. BAMPIRE VAT ATTEMPTED TO CREATE A WEAPON TO DESTROY THEIR BARS, AS THEY WERE ALL TOO FRIGHTENED TO 'TOUCH' IT THEMSELVES. THIS GAVE BIRTH TO THE VERY FIRST OF LIFE, THE SPORES. THAT FAILED, AS THE SPORES ARE SINGLE-MINDED CANCER THAT ONLY LIVES TO REPRODUCE.

FOLLOWING THIS BAMPIRE VAT CREATED THE QUILLS, A SPECIES ABLE TO APPRECIATE ART AND BEAUTY IN A WAY THAT WAS THE ANTITHESIS TO THE SPORES. YET JUST AS THEY WERE ON THE CUSP OF BREAKING OUT, THEY GREW INDOLENT AND LET THEIR TECHNOLOGY STAGNATE.

AGAIN BAMPIRE VAT WATCHED AND MADE CORRECTIONS CREATING THE GARGONS AND THE BAMPIRES. THESE SPECIES HAD AN AMBITION AND DRIVE THAT THE QUILLS HAD ALWAYS LACKED, YET BOTH CIVILIZATIONS COLLAPSED IN NUCLEAR APOCALYPSE. SEEING THAT COOPERATION WAS TO BE KEY BAMPIRE VAT CREATED THE MASKS AND MORPHS, AN ATTEMPT TO GET TWO COMPLEMENTARY SPECIES TO COLLABORATE. YET AGAIN THIS FAILED AS THE TWO SPECIES DESCENDED INTO AN ETERNAL WAR.

BAMPIRE VAT, FED UP OF THE FAILURE OF ALL THEIR PLANS, GAVE UP AND JUST LET CHAOS TAKE ITS OWN ROUTE ON ANOTHER PLANET: ERDE. EVOLUTION HAPPENED, AND HUMANS HAPPENED TO POP OUT. HUMANS WERE AMBITIOUS, ADAPTIVE AND ADVENTUROUS LIKE THE BAMPIRES AND GORGONS BEFORE THEM, BUT CAPABLE OF APPRECIATING ART AND EMPATHIZING LIKE THE QUILLS. OPTIMISTIC OF THIS NEW SPECIES BAMPIRE VAT SENT DOWN SHARDS OF THEIR OWN ESSENCE TO PROVIDE THE HUMANS WITH TOOLS THAT MIGHT HELP FREE BAMPIRE VAT FROM THEIR CAGE.

THINGS LOOKED HOPEFUL FOR A TIME. BAMPIRE VAT GAVE HOPE TO THE HUMANS AS THEIR GODS, WHILE ALWAYS MANIPULATING EVENTS TO ENSURE THAT THE COMPLACENCY THAT BEFELL THE QUILLS WOULD NOT OCCUR AGAIN. BUT ON THE THRESHOLD OF SUCCESS, JUST AS CONTACT WITH THE WIDER MULTI-VERSE HAD BEEN ESTABLISHED, BAMPIRE VAT REALIZED THAT THEY HAD MADE A TERRIBLE ERROR. FOR THE SHARDS OF ESSENCE THAT HAD BEEN PLACED ON ERDE PROVED TO BE A FATAL DRAIN OF BAMPIRE VAT'S POWER. AND SO IT WAS THAT LORD BAMPIRE OF VAT PERISHED BY THEIR OWN HAND. OUR SAVIOUR, DIRECTOR OF SECURITY AND GUARDIAN OF THE PEOPLE YMAEYV, WAS READY FOR THIS AND WAS ABLE TO HARNESS THE REMAINING FRAGMENTS OF BAMPIRE VAT TO START THE CONSTRUCTION OF THE FUTURE.

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Chapter 1 of *The Annals of The Future*  
The Cult of Ymaeyv

## 1.1 Timeline

Date	Erde	The Homeworlds
0 EM	Man first develops agriculture and basic civilizations	Fission begins to decrease in Prata
5000 EM	Ancient civilizations such as the Magri and the Reso rise to power. Bronze age.	A civilisation ending nuclear war occurs on Emore
6500 EM	More Ancient civilizations rise, and begin to war with one another. Iron Age.	
8250 EM	Many civilizations have risen. Middle Ages.	
8850 EM	The collapse of the Great Fitro Empire. Beginning of the medieval era.	The Catastrophe takes place on Concime
9850 EM	Renaissance. There are many, many, many countries.	
10,000 EM/ 0 SE	The Scientific Era begins.	Masks develop nuclear weapons
200 SE	The Great Naval War Ikrovb vs Leaarar. Six Years. No clear victor, but Ikrovb's empire in Jaupaur collapsed.	
205 SE	The Wars Against Moz'ci Amoraidae + Eiruphae vs Moz'ci. Ten years. AE as victor (but didn't gain much)	
225 SE	The Great Turbulence. Many paranormal events happened this year, none of which have been explained.	
250 SE	Near simultaneous changes to global leadership occurs at the same time as the discovery of Vintium. This heralded a decade of technological advances known as the 'Decade of Awakening' matched only at the start of the scientific era.	

251 SE Mask and Morphs launch small invasion to Erde Bampires make contact with Erde during the invasion

257 SE The Great War. All the world leaders disappear and the spider lords arise. Widespread use of nuclear weapons and over 370 million people perish. All contact is lost with the gods after this point.

264 SE The Quort Cloud vanishes and stars can be seen for the first time. This had a major driving force in inspiring even more exploration of space

265 SE The last dragon Ymaeyv becomes leader of Erde and starts to build *The Future*

271 SE The Illuminati, led by Geoff Magnusson, overthrow Ymaeyv

300 SE The population finally recovers to the level before the Great War

347 SE The first civilian colony ships leave

378 SE Mask raids become an ever increasing barrier to further colonization

393 SE *The Cordon* is established around Gynum

395 SE The system of governance established by the Illuminati ends

447 SE Offworlder colonies declare independence from Erde

451 SE Planetary colonies join the Confederacy of Solus

472 SE *The Cordon* is breached by a huge armada, countless offworld colonies are raided before A6 fanatics manage to defeat them

490 SE Ikrovbian clone armies invade Jaupaur

496 SE Refugees begin to flee into space as the population reaches over 18 billion on Erde

500 SE A new century dawns

## 1.2 The Decade of Awakening

The start of the current era is generally agreed to have began 250 years ago with the 'Decade of Awakening'. Seeing the discovery of Vintium; the first contact of humanity with the other races of the Solus System; and an unparalleled rate of technological progress, this was the time when humanity underwent the irreversible shift into modernity. Yet the decade ended in tragedy, much as it had for the Gargons and Bampire before, with Erde narrowly escaping a civilization ending nuclear war.

### Global Transition

The 'Decade of Awakening' began with Erde in a politically tumultuous state. Governments around the world fell and new institutions and borders were established.

In Jaupaur the disparate noble houses were unified under the leadership of Representative Spappy Ross. After quickly turning against his fellow aristocrats and abolishing feudalism a radical modernizing agenda was adopted. Moz'ci was unified for a brief time under the first Lord Militant and democracy was established in Ikrovb. Amoraidae relaxed their system of strict state atheism, only for a theocratic regime of the Church of the Clockwork to emerge. In Eiruphae the second Lord God King ascended to the throne and in Leaarar a cabal of generals mediated by a secretive leader overthrew a fragile civilian government.

Alone the emergence of these new regimes may have been sufficient to herald a new era of great power rivalry on Erde but contact with the unknown was to accelerate this to new heights.

### The World Outside

The most striking of these was the so called 'Alien Invasion' that made landfall in SE 251. Believed to have initially been a task force of Masks, they were pursued by the Morphs. During the journey to Erde many of the ships succumbed to infection by the spores and so it was that the three most hostile neighbours to humanity arrived all at once.

Whilst such a small task force was never any true threat to the military might of an entire planet, it did lead to the establishment of consensus that humanity would need to become strikingly more militaristic and high-tech if security was to be assured.

### The 'Vintium Revolution'

It was also at this time that Vintium first came to the attention of governments around the world, most notably in Leaarar, Ikrovb and Jaupaur.

In Leaarar, 'tears' into the wider multi-verse began to appear with increasing frequency. Their scientists discovered a method to control them, which was rumoured to involve human sacrifice, and constructed 'The Great Pyramid' (which is 1.4 km tall) to maximize their control. The exact nature of these 'Images' (as the controlled 'tears' were known) is still classified by the government in Sweag, but it is understood that they allowed instantaneous travel to anywhere in the Solus system as well as locations elsewhere in the multiverse.

Ikrovb had the most direct contact with Vintium, providing the first scientifically rigorous observations and testing of its pure crystalline state. Seeing the immense power that these crystals offered, the government went on a purchasing spree and managed to acquire the vast majority of the world's crystals before anyone outside Ikrovb was even aware what was happening. Yet not everything went smoothly for the Ikrovbians in these early days. An over concentration of Vintium led to the formation of the first unbound elemental and the first magic neutrals arose.

Yet it was in Jaupaur where the 'Vintium revolution' was to have the most resounding impact. Freed from the shackles of colonialism and feudalism for the first time in history, the people were given the opportunity to develop their latent magical powers. Representative Ross seized this opportunity to transform the country still further, using the new found zombie labour to allow millions of factory workers to attend full time education. Whilst the powers of necromancers undoubtedly had the most drastic impacts on society, other magics also proved highly significant. Most notable of these was the use of portalancy to jump ahead in the space race.

### **The Ikrovbian Hegemony**

It was into this multi-polar and rapidly changing world that Ikrovb, under the leadership of Executive Geoff Magnusson, managed to achieve a surprising hegemony. As a small and very rich country the government was able to pour extraordinary amounts of money into research. This resulted in developing nuclear weapons years before any other nations and the creation of the most technologically advanced military on Erde.

This fierce (though limited) hard power was magnified greatly through international organizations. Establishing a host of new multilateral institutions (including the General Peace Keeping Organisation, Global Humanitarian Aid Organisation, West Gluudusd Treaty Organisation and Civilisation Continuation Group), Ikrovb was able to leverage its position within them to assert supremacy over all other nations. For a time it seemed that Ikrovb's position was unassailable, but it would transpire that the very mechanisms of this power would lead to the country's downfall.

### **An Expanding Neighbourhood**

Throughout this period Erde came in contact with an increasing number of other civilizations. Whilst not universally hostile (for instance the Ghosts gave warning of the threat posed by the Vox), the vast majority were. Governments were far more prepared to deal with these events after the first alien invasion, and none of the confrontational (and often violent) encounters with the Vox, Elementalists or Enslavers ever had the same widespread impact on civilians.

During this time many of the gods traditionally worshipped began to manifest physically. Although the true nature of these entities is still not well understood, it is believed that they were connected to different flavours of vintium in some way. Whilst the majority of these gods appeared to be at least somewhat benevolent, the alignment many shared with specific nations helped to spur demands for a global mechanism to deal with potential threats of an unknown nature.

This mechanism was achieved with the Civilization Continuation group (CCG), established to protect civilization on Erde from alien or supernatural threats. This organisation grew ever more powerful as each of the world's governments pledged their support. But this widespread backing and the increased resources it brought allowed the CCG to become ever less accountable. Using this latitude the CCG built itself a nuclear arsenal and maintained a strong military independent of any nation.

## The Great War

The Great War is conventionally considered to have started with the disappearance of heads of governments from every country and the simultaneous loss of contact with the manifested gods. At the time the reason for these events were unknown and triggered a sharp spike in geopolitical tensions. Before there was any time for things to calm down, a previously unknown species, calling themselves the Spider Lords, emerged from an immense globe spanning tunnel network. With the heightened readiness of the world's militaries and significant use of nuclear weapons by the CCG this menace was quickly defeated. However, it is at this point that the Great War became truly confusing: with Ikrovb declaring war on the CCG; Larfat refusing to assist in this war and getting nuked in retaliation; Jaupaur declaring war on Ikrovb for its aggressive actions and Ikrovb declaring war on Leaarar. Using the escalating nuclear war as cover the Dawkinists from Bastimos begin a crusade against the church of the clockwork and small nations at the fringes of Eiruphae, Moz'ci and Jaupaur started wars to gain additional territory. Once these conflicts eventually resolved after a year of brutal fighting Erde found itself far more fragmented and in the grip of harsh nuclear winter causing a global famine. All in nearly 20% of the population perished during these events.

For a number of years this was all that was known. However, research carried out after the fall of Ymaeyv uncovered that she had also played a crucial role in the early stages of the Great War. The first actions, that of kidnapping the world leaders and shutting off the gods (and wider multi-verse), were carried out by DEATH, a department of the CCG headed by Ymaeyv. The reasoning behind this is still not clear but there are two plausible theories in light of the actions she would later take. The most charitable is that, aware of the Spider Lords, she took the only action she could to ready the world for their arrival. Deliberately triggering a situation that would bring about the highest levels of military preparedness. The second interpretation is that the arrival of the Spider Lords was a total coincidence, ruining a plan that would have seen Ymaeyv's rise to power a full 8 years earlier.

It also looks likely that Ymaeyv somehow played a role in triggering the initial nuclear exchanges. No remains of any Spider Lords have ever been found on Ikrovb and there is no evidence to suggest that the tunnel network ever extended under the ocean. This suggests that the nuclear strikes carried out by the CCG on Ikrovbian soil may have had no legitimate justification, and that the chaotic events that followed may actually have been planned.

# Chapter 2

## Locations

### 2.1 The Solus System

ERDE 501 is based within the Solus system. This includes the homeworlds of Erde, Concime and Prata; the planetary colonies; and the offworld colonies among other planets. All the colonies are diverse places, with Humans from all over Erde, and many colonies having significant numbers of Bampires.

Until the mid-second century SE there was also an object known as the Quort cloud surrounding the solus system. Little is known about this other than the fact it was entirely opaque and believed to be comprised of rock. However, its sudden disappearance threw the little knowledge known into doubt and new hypotheses still abound (though can now never be tested).

#### Mescon

A small rocky world with a very short day of 2 hours. The surface is made of pulverized rock with a depth of 100s of metres. The extreme temperatures have prevented any form of colonization other than a now abandoned Leاران solar farm.

#### Erde

The homeworld of Humans, as well as a number of other less numerous sentient life forms, Erde is by far the most important and densely populated planet in the Solus system. Most of the population of over 18 billion are crammed into Mega-cities, and although pollution is now under control, it is still suffering from the consequences of centuries of carbon emissions. Combined with a recent series of conflicts, many have decided to flee and start a new life in the colonies.

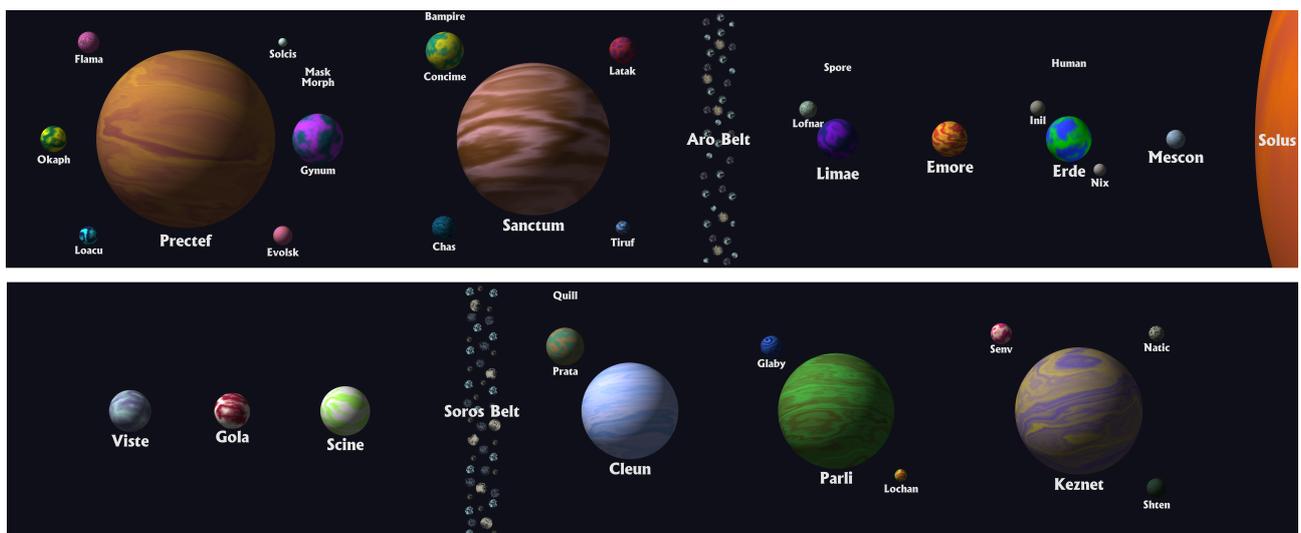


Figure 2.1: The Solus System. Distance between planets is not shown to scale.

Yet not all is terrible. For many on Erde life has never been better, food is cheap and nutritious (if almost entirely algae based), transport links are excellent and automation has for many brought the extra leisure time that was promised. Culturally Erde is as diverse as the most integrated mixed species colonies, with a huge range of music, VR and other arts.

## Amoraidae

Amoraidae is the largest continent with a very varied landscape. Its divided into 4 independent territories: Anjijuke, Bastimos, Psad and the island of Anarox.

**ANJIJUKE** *Pop. 1.8 billion* The most powerful country in Amoraidae has a wide range of cities and people. What binds them together is a strong central government and sense of Anjijukian nationalism.

**BASTIMOS** *Pop. 1.2 billion* A country that traces its history back to the purges of the Dawkinists during the ascendancy of the Church of the Clockwork. Its a prosperous country with an economy based largely on trade with the colonies and construction of spacecraft. Politically it is run by a strong civil service overseen by an elected legislature.

**PASD** *Pop. 1 billion* The poorest area in Amoraidae, Psad has suffered under decades of corrupt dictatorship. The unemployment rate is particularly high, and without effective government intervention few have been able to benefit from the automation of the economy.

**ANAROX** *Pop. 107 million* An island city state off the west coast of Amoraidae, this was originally a playground for the wealthy, full of gambling, parties and other excesses. Overtime though this lifestyle has been adopted by the population as a whole and is now so extreme that to many Humans Anarox now seems more alien than Concime or Prata.

## Eiruphae

Eiruphae is the second most populous continent and by far the longest, stretching from deep in the arctic circle to south of the equator. It is divided into 4 distinct territories: The Delta States, North, Central and South.

**THE DELTA STATES** *Pop. 1.7 billion* A large and tight-nit archipelago, politically it is a federation of the independent islands. Each island has its own cultural quirks and the region as a whole is renowned for their 'high' culture (literature, artistic VR etc.).

**NORTHERN EIRUPHAE** *Pop. 1.1 billion* An area containing sprawling suburbs where skyscrapers are unusually rare. It's economy is centred around IT and AI. Politically it is a loose grouping of 54 self-governing regions.

**CENTRAL EIRUPHAE** *Pop. 900 million* A mountainous nation with its population centres around its borders. It is run by a military dictatorship and is known to develop some of the most advanced military technology.

**SOUTHERN EIRUPHAE** *Pop. 1.1 billion* A area ravaged by war. In the south Moz'cian forces have tight control, but things become murkier and more violent further north where the Moz'ci army are fighting a bitter guerrilla war. This area has been the source of many who have fled to the colonies in the 5 years since Moz'ci invaded.

## Ikrovb

*Pop. 98 million* A large island off the east coast of Jaupaur, Ikrovb suffered more than anywhere else during the 2nd century; falling from the paramount global power to a population of less than a million. It is mainly this tragedy, combined with its imperial past, which has cemented the authority of the National Party of Ikrovb, the fascist regime that has ruled for nearly the last century.

## Jaupaur

The most populous continent is about as diverse as would be expected. It has 5 main regions: Central Jaupaur, Goumarp, Sinphile, Verfat and the occupied Ikrovbian territory. Most notable about this continent is the fact that its natives have an elemental affinity and are able to perform minor acts of magic.

**CENTRAL JAUPAUAR** *Pop. 1.2 billion* The central part of the continent is fragmented. Numerous small states vie for dominance over each other, although the Ikrovbian invasion to their east has reduced this to a large degree. The church of The Great Ross is particularly strong here.

**GOUMARP** *Pop. 600 million* A gigacity which wields huge influence on the island in which it is situated. Goumarp's economy is still heavily industrial, and has recently made vast amounts of money trading arms in the conflicts in Eiruphae and Jaupaur. It is also the location of *Vintium Express*, the sole producer of new vintium.

**SINPHILE** *Pop. 800 million* An ancient kingdom which has been ruled by House Tesla since the written records began. Although feudalism was abolished following the Great War, it is the only territory where the nobility still exist and a hereditary monarch still wields significant political power. With a strong tradition in producing the finest diplomats and lawyers, their economy is almost entirely based around services and higher education.

**VERFAT** *Pop. 1.1 billion* Originally formed during the Great War, Verfat still maintains a strong culture of the importance of individual skill even if the more elitist institutions no longer remain.

**IKROVBIAN TERRITORY** *Pop. 1.3 billion* A large expanse of eastern Jaupaur that has been invaded by the Ikrovbian clone armies. The coastal regions are firmly under the control of Ikrovb, while there is still heavy fighting in the interior. Rumours of unspeakable atrocities committed by Ikrovbian Storm Trooper are widespread.

## Leaarar

*Pop. 2 billion* A continent which is formed from a series of large islands. Leaarar hosts many of Erde's biggest cities, each of which is entirely autonomous. The three most important are Alym, Swaeg and Raxe.

**ALYM** The second biggest city on Erde, Alym is known for its incredible diversity. It hosts the only large population of Bampires on Erde (around 2 million live here) and has accepted immigrants from around the world.

**SWAEG** By far the biggest city in Erde, Swaeg is about as varied as would be expected. Its well renowned for its entertainment scene and hosts the best holodecks and festivals.

**RAXE** The fourth largest city, and the city with the highest crime. Raxe is known for its deadly street gangs, plethora of drugs and some of the tallest skyscrapers.

## Moz'ci

*Pop. 2 billion* After centuries of turmoil it is once again united under a Lord Militant and now a military power to be reckoned with. With a strong martial tradition, Moz'cians regard themselves as the strongest, toughest and most brave people of Erde; a belief that is now under test in the invasion of Eiruphae. Culturally there is a wide spectrum in Moz'ci, and it is considered by many that the purpose of the invasion has nothing to do with new territory and everything to do with uniting the continent as a nation.



## Inil

*Pop. 280 million* The larger and closer of Erde's moons, Inil is the only colony which regards itself as part of Erde rather than the Confederacy of Solus. These colonies are often considered similar to icebergs, with the vast majority of them constructed under the surface. There are 5 major colonies: Acrait, Kepros, New Mootung, Teuyae and Zatrada.

**ACRAIT** *Pop. 60 million* Filling the Jibbs crater near the equator, Acrait was initially established by the government of Jaupaur in 298 SE. The colony is protected from radiation by a large EM 'fence' built along the crater rim and is well known for its mainly above ground glass construction.

**KEPROS** *Pop. 55 million* Established by the Eiruphaen corporation Kepros Ventures (KV) in 307 SE most of its population arrived as indentured servants. KV still maintains a tight grip of the colony and is able to generate huge dividends for its investors year after year.

**NEW MOOTUNG** *Pop. 94 million* The oldest continuously inhabited colony it was established by Ikrovb in 253 SE. Surviving the turmoil taking place on Erde in the decades after its founding, it underwent a rapid period of expansion during the dawn of the 3rd century. It is built in an extensive cavern system under the north pole and is the only significant offworld population centre for the Quills.

**TEUYAE** *Pop. 34 million* Established by the remnants of the Church of the Clockwork in 280 SE. The Church still controls the colony to this day and has proved surprisingly adept at encouraging new converts.

**ZATRAD** *Pop. 41 million* Established by General Industries, a large industrial conglomerate, in 304 SE. The venture was a massive flop, bringing GI to bankruptcy, though the colony survived with aid from a mysterious benefactor. Now considered the most free of the Inil colonies, Zatrada has grown enormously in the last decade.

**Nix**

*Pop. 112 million* The slightly smaller and more distant of Erde's Moons. It has a strong democratic central government that is currently leading a campaign to increase immigration. Its rumored that there is a hidden cache of super-weapons left behind by the CCG deep below the surface.

**Emore**

A planet significantly smaller than Erde that once had a vibrant alien civilization (known as the Gargons) until around 5000 years ago. It appears that a changing climate resulted in rapid desertification and conflicts over water triggered a full scale nuclear war. The ensuing nuclear winter tipped the climate into full decline, and within a 1000 years all but the hardiest bacteria had perished. For a time Emore became a desert, with all of the water frozen.

It was also the site of the first human colony, with Leaarar founding one in 251 SE using Images. This grew to several 1000 people before the Great War when the images collapsed. All contact was lost with the colonists until a mission was sent in 281 SE. This found the base entirely abandoned.

Leaarar then embarked upon one of the most ambitious projects in Human civilization, the terraforming of Emore. This has restored the ancient oceans and brought temperatures up to those similar on Erde. Plants have spread across the surface and the air is now breathable.

These relatively benign conditions has allowed a population boom and Emore contains by fair the majority of Humans living off Erde, with a population of over 2 billion.

**Spaoye**

*Pop. 520 million* The most southerly continent where still can get to well below freezing during the winter. Colonies here still contain significant amounts of life support, mainly as a paranoid fear that the terraforming may not be as permanent as expected. The economy is dominated by heavy industry.

**Theuokaso**

*Pop. 1.1 billion* Containing the original Learaan colony, Theuokaso is the most populous of the Emorean continents. It hosts the government of the Confederacy of Solus on this site. There are a number of mega-cities which rival many of those on Erde for size, though the reduced gravity has allowed the construction of truly enormous skyscrapers.

**Uflaad**

*Pop. 390 million* A highly mountainous continent settlements are confined to the coastal regions. It is the leader in health sciences and manufactures drugs for export to all the colonies and Homeworlds.

**Limae**

A planet with average temperatures around 250 K and a surprisingly low density. It is the home to the spores and thus little is known about the planet and there are no colonies. It appears to have an entirely fungal ecosystem.

**Lofnar**

*Pop. 10 000* It is made almost entirely of water ice and orbits incredibly close to Limae. The surface has high concentrations of spores and thus has added an additional level of danger to colonization. Colonists are widely shunned as it is likely that their craft will be carry spores on them.

**Aro Belt**

*Pop. 300 million* An asteroid belt home to a hugely diverse set of colonies. The first was established in 312 SE and many more are being created each year. Most of them are based within an

asteroid, though a significant number are entirely artificial constructs. The largest colonies have nearly 100 000, but most are in the region of 100 to 1 000. Some of the most notable are:

**DRESTADT** *Pop. 12 million* The only major colony in the Aro belt it is built upon the dwarf planet Mefil. Founded in 315 SE by a consortium of Amoraideaen firms it is one of the older colonies in the mid solus system. It serves as a hub for the local region and has the busiest shipping lanes of any colony.

**HOTRUOCEA** *Pop. 52 000* The oldest colony in the Aro belt, it was established by the billionaire Moln Eusk on one of the larger asteroids. Today it is a centre for technological research, particularly in the area of advanced robotics.

**PARADISE FALLS** *Pop. 6 000* The pre-eminent centre for body transplants and brain rejuvenation. With many of the wealthiest inhabitants of the Solus System passing through, it has some of the strongest security to be found anywhere.

**WHUOHETON** *Pop. 13 000* The location of this colony is surrounded in secrecy, and some doubt it even exists. Regardless, it has the reputation as the home and sanctuary of the pirates of the middle Solus System.

## Sanctum

*Pop. 1.2 million* The second largest of the gas giants, it has a strong magnetic field and radiation belts. These are the source of as much as 90% of the anti-matter collected in the Solus System and make the inner moons uninhabitable.

There is a sizable population living within the atmosphere of Sanctum itself. Large structures have been built that drift with the winds, each of which have a population of several thousand. Many of these so called Barrys were established by Moz'cian colonists in around 400 SE, who were unwilling to suffer the loss of muscle tone and physical strength that living in micro gravity would entail.

## Latak

The inner moon of Sanctum it has an unexplained retrograde orbit. It has incredibly high radiation levels and even well shielded robots are unable to survive for longer than days.

## Tiruf

*Pop. 1 100* An icy moon with a subsurface ocean. A few intrepid colonists now live in small pressure vessels, though many have perished (some blame engineering failures while others think that they were eaten by the Kraken).

## Chas

A rocky moon with high abundances of a minerals rare elsewhere in the Solus System. While radiation levels make it unsuitable for organic colonists, there are large numbers of entirely automated mines.

## Concime

The homeworld of the Bampires, Concime is the most distant moon of the gas giant Sanctum. It is an ocean world with nearly 90% of the surface covered in water and an atmosphere rich in carbon dioxide and methane, allowing temperatures to remain just above freezing. The land is mainly comprised of rocky island chains covered in lichen and the Bampires are the only large land animals (though there is a huge variety of aquatic life).

The Bampires are clustered onto 3 main island chains: Brada, Horka and Vanaii.

**BRADA** *Pop. 430 million* Located at the equator; the islands of Brada remain ice free year round. It is where the Orbiting Church is based and contains many of the Bampire's holiest sites.

**HORKA** *Pop. 210 million* Located at the edge of the northern ice cap; the islands of Horka struggle through each long winter. The inhabitants have a reputation for hardiness, determination and inflexibility. Very few of the offworld Bampires originate from Horka.

**VANAII** *Pop. 350 million* Located in the southern tropics, the inhabitants of Vanaii are known for their sense of adventure and openness to new ideas. It is the archipelago that has embraced the most Human technology and hence is the richest and most diverse (with a significant of Human traders living here). Over half of the offworld Bampires originate from Vanaii.

## Prectef

The largest planet in the Solus System, Prectef is unusual in that it has no magnetic field and a heat flux far higher than can be easily explained by any process

It is the only gas planet to host native life, with large gas whales living deep in the atmosphere.

## Gynum

Homeworld to the Masks and Morphs, Gynum is surrounded by *The Cordon*. Built by the governments of Erde during the 390s SE, it is a collection of stealth satellites that block all transit between the surface and space. The exact nature of *The Cordon* is unknown, and it has only known to have been breached once.

Gynum itself is a highly volcanic planet tidally locked to Prectef and the largest terrestrial object in the Solus System. Whilst there is evidence it once had a vibrant ecosystem, centuries of near constant nuclear war has resulted in once of the most cratered surfaces in the Solus System. Both the Masks and Morphs live in tunnels deep underground and only venture to the surface to fight.

## Solcis

*Pop. 10 000* A tiny moon which is completely inaccessible to outsiders due to its integration into *The Cordon*. It is believed that its inhabitants are involved in its maintenance, though nothing is truly known about what occurs there.

## Evolsk

*Pop. 13 000* As the most volcanic body in the Solus System this has significantly limited the amount of colonists which have chosen to live here. It does however have a thick enough atmosphere (combined with radiation from Prectef) to allow surface temperatures of around 200 K and a pressure close to  $10^5$  Pa.

## Loacu

*Pop. 178* A moon with an unexplained low temperature that allows large lakes of liquid Hydrogen on its surface. These temperature conditions have made colonization near impossible and a small research outpost is the only form of civilization.

## Okaph

*Pop. 21 000* This moon has a rich hydrocarbon atmosphere. Mustard gas crystals seems to be a key component of its clouds. It has two major colonies, both founded in the last twenty years. These have very few buildings maintained with life support and the colonists have to spend virtually all of their time in advanced space suits.

## Flama

*Pop. 268 000* The most distant moon of Prectef, it is very mountainous and has large quantities of alkali metal based rocks. Without any atmosphere the colonies here are very similar to those built on Erde's moons, with most of the structure buried under the surface.

**Keznet**

Keznet is a fairly unremarkable gas giant with few distinguishing features.

**Natic**

It is the inner moon and has an unremarkable rocky surface without an atmosphere. It is exposed to enormous radiation fluxes and is uninhabitable.

**Shten**

*Pop. 7 800* Located at the edge of Keznet's radiation belt The small colonies are deep under the surface.

**Senv**

*Pop. 387 000* The warmest of the Keznet's moons due to a tenuous atmosphere and outside the main radiation belts. The colony here was established by followers of the Old Gods who wished to practice their religions without persecution.

**Parli**

*Pop. 17 000* By far the greenest object in the Solus System, the origin of this colour is unclear. It is the larger of the two ice giants. It is known as a key way point for those travelling to the outer solar system and has a number of orbiting stations. It is considered as outside the jurisdiction of the confederacy.

**Glaby**

A moon with a surface of frozen nitrogen. It is uninhabited.

**Lochan**

Rumoured to host one of the few active Tears, many explorers have landed on its surface just to find a moon of exceptional dullness.

**Cleun**

The smaller ice giant and located at the edge of the middle Solus System. Its known to be the planet with the highest wind speeds.

**Prata**

*Pop. 100 million* The homeworld of the Quills, it is the only large moon of Cleun. It originally received most of its energy from tidal heating and nuclear fission in the planets core, allowing a temperature of surface to be maintained at 200 K despite the large distance to Solus. However, around 10 000 years ago the fissile material began to become exhausted. It was only due to the Quills technological prowess that crisis was averted, and now this heat is produced by fusion cores sunk into the ground.

**Soros Belt**

*Pop. 300 000* In many ways similar to the Aro Belt, it is much colder and bigger. It has a reputation for being beyond the normal constraints of society and of seclusion. It hosts a number of cults, monasteries and others wishing to escape civilization. Some of the notable colonies are:

**SOLITUDE** *Pop. 7 500* Founded in 386 SE this is the largest monastery in the Solus System. Home to the Order of Memory, the monks spend most of their time in meditation and working to ensure nothing of value is forgotten. It is thought to have the best library in the Solus System.

**STRAOX** *Pop. 10* Established by the Lord of Luck in 439 SE, this is the most exclusive party venue in the Solus System. It remains nearly empty except for a week long new years party at the start of each decade. Rumours suggest that the excesses at this event would make even the anaroxi blush.

**ZARGARN** *Pop. 230* This colony is one of the oldest in the Soros Belt, having been constructed in 338 SE. Since then it has been occupied by a series of cults, each adding their own modifications to the station.

## The Outer Solus System

Far from the light of Solus, these worlds offer few attractions to potential colonists. The energy required to operate Gates to these planets has meant that they are only accessible by ship.

### Scine

The largest of the terrestrial planets, Scine has appears to be the core of a failed ice giant. It hosts the largest crater in the Solus System.

### Gola

A planet that is remarkably similar to the inner planets in elemental and isotropic structure, implying that it has somehow migrated to the outer solar system. It has a highly eccentric orbit, lending further support to this idea. Some explorers claim to have seen structures resembling cities beneath the surface of frozen nitrogen, but the mainstream view is that these are just radar artifacts.

### Viste

*Pop. 11 000* The most distant of the planets, Viste was home to the ghosts for a few years following 250 SE. It is the only location in the Solus System with confirmed extra dimensional activity, with a number of Tears still open. The structures built by the Ghosts are now inhabited by a large team of research scientists, many of whom originate from Leaarar, who wish to explore the science behind the Tears, see if it is possible to recreate Images, and also to explore the multi-verse.

This activity is strongly condemned by the Confederacy and many of the territories on Erde, who fear that there could be something terrible at the end of the next Tear. However no one is willing to expend the resources to force the end of the project.

## Chapter 3

# Lifeforms of the Solus System

What makes Japaurians magical? A Soul bond to the continent of Jaupaur that tightens the innate void crystals of humans as they live there. This is passed onto their descendent for a few generations as their soul slowly unwinds to a more standard human tightness. This 'over-tightening' enables Jauparians to produce vintium within their bodies - and through practice the amount that can be produced is increased. This collects in their Irises and nucelluses of cells - giving a distinctive colour.

It typically takes a few generations for souls to be sufficiently wound by Jaupaur to enable meaningful magic. Clear demonstration that human souls are in someway connected to their mother - now well known due to cloning creating many without souls - only a soul transfer will give a cloned body a soul or through natural gestation.

What causes the soul winding in Jaupaur - many theories, something innate to the geography (religion significance of Ymaeyv building the capitol here), to do with the density of people? Pretty sharp cutoff in the south around 50Km - tied to the continental boundary.

### 3.1 Dragons

Dragons were an intelligent extra-dimensional species that briefly sojourned on Erde in the mid 3rd century. Although the exact time of their departure from Draega-Prime is unknown it is understood that they had been fleeing from the Abstracts for well over a century.

The exact nature of these Abstracts was never revealed by the dragons, although the hints they did leave suggested that they were in someway a corrupted version of a dragon, somewhat similar to a zombie or perhaps a macroscopic prion. Erde was effectively cut off from the multi-verse before any Abstracts arrived, almost certainly a hugely fortunate turn of events given the devastation they were reported to have caused on other planets they had traversed.

There were never many Dragons on Erde and they confined themselves to the mountains of Sinphile, keeping contact with humans largely to a minimum. After first arriving in the Great Disturbance of 225 their population continued to rise until the arrival of the metallic dragons shortly before the Great War. These heralded the impending arrival of the Abstracts, and it is thought that all dragons except for Ymaeyv had left Erde by the start of the Great War.

As with all extra-dimensional travellers dragons were able to control vintium and had a soul.

#### Drakes

A fairly close relative of the Dragons, they were significantly smaller and had a comparable intelligence to a dog. They are the only known species that is capable of harnessing the power of vintium without a human comparable intellect.

Arriving a couple of decades after the dragons they were far more numerous and spread across the entire Jaupaurian continent - able to form special bonds with magicians. However, their numbers began to dwindle as the dragons departed - presumably following them - leaving only a few thousand left trapped on Erde after the Great War. Since then no new drakes have been born - leading

many to suspect that they either required access to the multi-verse or perhaps to dragons to breed. Today there are only a little over one hundred left alive. They remain highly prized pets and are a huge status symbol for any magician who has custody of one.

# Chapter 4

## Religions

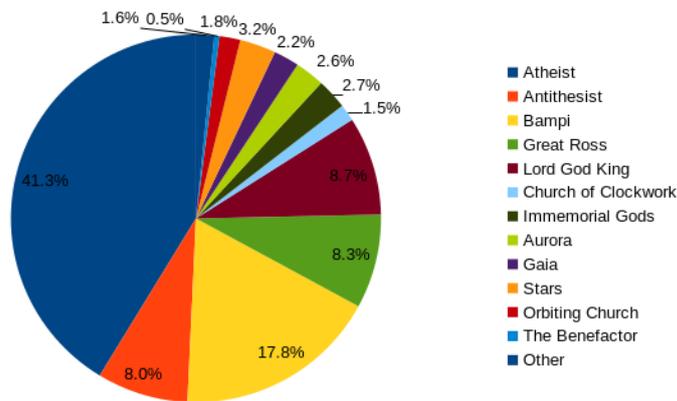


Figure 4.1: The relative number of followers of each religious tradition.

Whilst nearly half of the Solus System do not believe in the existence of any divine entities religion is still a major factor to the lives of many. There are 4 major religions: The Church of Bampi, Pagan practices, those who revere The Great Ross and the followers of The Lord God King. In addition a significant number of individuals are committed anti-theists - actively opposed to what they see as the harmful practices that religion encourages.

## 4.1 The Church of Bampi

### History

First revealed to the Prophetess Ayda beginning in 8342 EM this religion was quickly adopted by the Great Fitro empire and spread across the entirety of Erde, coexisting with traditional pagan practices for several centuries. Just before the start of the Scientific Era there were increasing tensions within the church - both with regards to core theology and also the dominance of the High Cleric of Fitro. This culminated in the creation of the Reformed Bampi church, and marked the start of the Scientific era and enlightenment.

Over the next few centuries religiosity in general declined across Erde - hitting the Church of Bampi particularly hard. The events of the Decade of Awakening only accelerated these trends with the rise of the Corporeal Gods and contact with the Bampires undermining many of the church's traditional claims. Perhaps surprisingly many in the church credit Ymaeyv with saving it, as she enforced a state religion somewhat based upon the teachings of the Church - leaving many keen to return to the Church after her fall.

The years immediately after the demise of Ymaeyv was a tumultuous time for the Church - having to both incorporate many new members and address the theological claims made by Ymaeyv. Eventually this consolidated into the 4 main branches seen today: The Universal Church based from Fitro, the Reformed Church, the Liberated Church and the Cosmic Church.

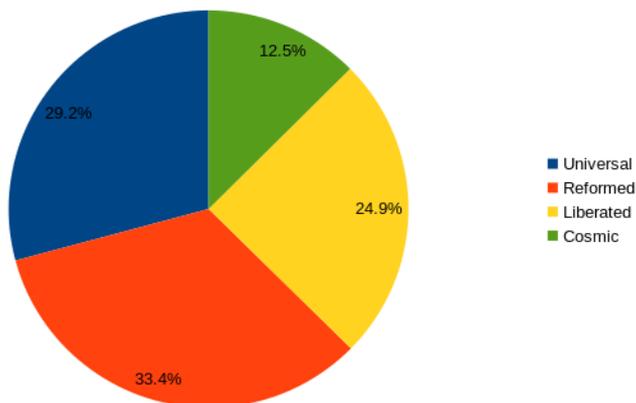


Figure 4.2: The relative number of followers of each religious tradition.

### Beliefs

The core beliefs of the Church of Bampi is that there is a singular creator god who revealed themselves to the Prophetess Ayda in a series of visions. This god (known as Lord Bampire of Vat) is considered to be benevolent and all loving and traditionally is considered to have acted throughout history for the benefit of humanity and their followers.

By tradition Lord Bampire of Vat was understood to take the form of a human bat hybrid and to have a physical presence in a holy bell pepper somewhere in the sun's upper atmosphere. The encounter with the Bampires who bore an astonishing resemblance to this traditional depiction has caused a number of theological responses - with the most skeptical believing that the Prophetesses visions were in fact first contact between humanity and the Bampires many centuries earlier than expected.

### The Universal Church

Lead by the High Cleric of Fitro this is the most hierarchical of the branches. Whilst historically the most traditionalist over the last few centuries it has liberated to the extent its doctrines are now largely indistinct from that of the Liberated Church with the main differences being solely aesthetic.

**The Reformed Church**

Initially established to counter the hegemony and impersonal nature of the Universal Church it has changed little over the last 500 years and is now one of the most conservative religious movements. With a strong emphasis on individual preachers it is less homogeneous than other branches. Many of its members have been among those who have left to build a new life in the confederacy - considering the moral degeneracy on Erde to be almost unbearable.

**The Liberated Church**

Formed after the fall of Ymaeyv they adopted much of her theology - integrating it into traditional Bampi practices. Most notably they accepted that the stars were a sign that Lord Bampire of Vat had died - but rejected the divinity of Ymaeyv or that the teachings of the Prophetess no longer had meaning in the absence of Bampire Vat.

**The Cosmic Church**

Perhaps the most radical response to the Decade of Awakening this branch didn't really start to gain adherents until after the fall of Ymaeyv. They consider Bampires to be holy beings made in the direct image of Lord Bampire of Vat and vintium to be shards of his presence. As the number of Bampires joining this movement has grown it has also increasingly adopted teachings from the Orbiting Church. Now led almost exclusively by Bampires its followers are encouraged to make annual pilgrimages to Concime.

## 4.2 Pagan Practices

Many of the common religious beliefs and rituals from before the Great Fitro empire are still commonly practiced. Broadly their adherents believe in a large number of gods - each of which controls an aspect of nature or human lives. Whilst specific practices remain somewhat localized follows almost always engage in some form of nature worship and often sacrifice.

### The Immemorial Gods

During the time of Global Governance an effort was made to unify disparate pagan temples and cults into a single framework. Whilst contentious at the time, the effort was largely successful in creating an internationalized form of paganism who call themselves the followers of the Immemorial Gods.

### The Aurora

The pagan practices of Sinphile have long been somewhat distinctive - becoming a form of monotheism holding the Aurora as House Telsa's and hence Sinphile's national god. Over time some of the theological underpinnings of the Bampi faith have been incorporated and its identification with the sovereignty of Sinphile has weakened leading to a small number of adherents throughout the Solus System.

### Gaia

Fairly distinct from other pagan practices, this religion which arose in the Delta States placed a heavy emphasis in the unity of nature and especially the spiritual significance of land which they identified with their goddess Gaia. Today their practices are increasingly similar to those that follow the Immemorial Gods.

### The Stars

Created following the appearance of the stars and the fall of Ymaeyv. Many previous followers of local pagan practices took these as a sign that their old gods has been conquered by the stars. Now working in a largely monotheistic framework, ritually they have become increasingly extreme over a deep concern of what further calamity could occur if the stars are not appeased.

### **4.3 The Church of the Great Ross**

Initially established as a cult of personality of unified Jaupaurs first leader (Spappy Ross) who abolish serfdom it quickly began to morph into something much more powerful after his untimely death. Future leaders of Jaupaur would increasingly turn to the memory of the Great Ross to provide legitimacy to their regimes and over time the belief grew that even after death the Great Ross was looking out for his people.

Today the church's focus on gradualist socialist ideas, combined with a legacy of Ymaeyv's focus on collective action, has left it serving primarily as a form of communal support and provider of free cake (as it has since the time of Spappy Ross).

#### **Monks of the Ross**

Over time many of the centres of magical education founded by Spappy Ross that survived the Great War and Ymaeyv have become monasteries of the most ardent believers in the Great Ross. As well as living a largely ascetic lifestyle they spend many hours a day perfecting their control of magic.

#### **One Movement**

Once a distinct organization over time this has been absorbed into the Church of the Great Ross. Their priorities have always been towards deepening humanities understanding and empathy with the goal of ending all conflict and struggle.

In recent decades some members have begun to call for technological approaches to achieve this - making use of neural implants to create a collective human hive mind. Generally ostracized by the church and other members of the movement there are now small groups putting this idea into practice.

## 4.4 The Lord God King

The Lord God King is a figure considered by many (mainly in Eiruphae) to be a god incarnate. Known for their ability to perform miraculous healing, communicate with animals, exceptional charm and unchanging good looks - each Lord God King is thought to be immortal.

Their association with the governments of Eiruphae have varied over time - ranging from direct personal rule to a more figure head role but are always considered a beacon of moral authority and wisdom.

After the death of the Lord God King normally one of their close associated becomes the new Lord God King. The process by which this occurs is unclear, but the new Lord God King has all the same miraculous powers as their predecessor making succession crises near impossible.

### History

The first Lord God King conquered Eiruphae in the early 200s, managing to bring order to a region that had been highly fragmented since the collapse of the Great Frito empire. After being assassinated by Delta State separatists one of their junior advisors began to manifest the powers of the Lord God King and was quickly crowned. The second Lord God King appeared to have been captured and killed by the Spider Lords in the months before their attack and the third Lord God King died during the Great War.

The fourth Lord God King had a much more ceremonial role after Eiruphae was once again fragmented. After one of the few people to take a public stand against Ymaeyv in 265 they (and their immediate successor the fifth Lord God King) were killed.

The sixth Lord God King remained in hiding throughout Ymaeyv's rule - forming close connections with the Illuminati and supporting efforts to bring an end to it. After this was achieved they were then a prominent member of the subsequent Global Government - serving in a number of cabinet portfolios over the century. Their position was significantly weakened as the Global Government became increasingly unpopular - and their assassination in 394 triggered its eventual demise.

The seventh Lord God King again took on a more ceremonial role - though through their moral authority and commitment to pacifism they are credited with maintaining peace in Eiruphae for nearly a century. This ended when they were executed personally by the Moz'cian Lord Militant after a foolhardy attempt to engage in peace talks to end the invasion in 495.

### The 8<sup>th</sup> Lord God King

The eighth Lord God King has been somewhat a break from the past. As well as the first woman to become Lord God King she is also by far the youngest, aged only 17 at the time of her apotheosis.

In sharp contrast to her predecessor she is a strong proponent of 'righteous' military action and is rumoured to be a close friend of Ikrovb's Rida. She has also embraced modern multi-media, quickly rising to become one of the Solus Systems biggest entertainment stars though her blend of new age spirituality, divine authority and live extremist reality content (including miracle healing, tours of nature, talk shows and commentary of first person combat footage from the Moz'cian war). Keeping a blistering schedule she admits to being a heavy user of yellow Vintium - the only way she can produce the well over 30 hours of content each day.

This new approach has reinvigorated the fervour of the Lord God King's followers and has even started to see a sharp uptick in those claiming to be outside of Eiruphae (most notably in Anarox where well over 60% do). However, there is also rising concern that she is promoting hatred against Moz'cians and Japaurians. Within the Confederacy she is increasingly being seen as a national security threat, with a number of pro-Eiruphaen terror attacks demanding the Confederacy intervene in the war.

## 4.5 Antitheists

The Antitheists are found mainly in Amoraidae where they form an organized group that performs many of the communal functions of religion elsewhere. However, they are committed to the eradication of all superstitions and are strongly antagonistic to all religion and personal spirituality.

Within Amoraidae they have largely been successful, with all religion formerly banned in Bastimos and heavily marginalized throughout the rest of the continent. Currently most adherents are content to promote their vision internationally through argument and financial pressure - though there are a fringe who call for a return to the use of force and hearken back to imagined glory days at the fall of the Great Fitro empire.

## 4.6 The Church of the Clockwork

Originally a small cult from central Amoraïdae with an obsession with time and control they managed to seize power after some attempts at religious liberalization in 250. Greatly weakened during the Great War they were all but eradicated during the rule of Ymaeyv.

The remanent that survived in north-eastern Amoraïdae was able to work with the Global Government to establish the colony Teuyae on Inil. Whilst more followers still live in Amoraïdae than in Teuyae - this colony has become the leading centre of the church which rules as a strict theocracy.

To most outsiders the church seems inhumanely controlling - establishing centralized time tables and list of activities for its members. However, its members insist that outsourcing these decisions are a higher form of liberation, and the slow but steady number of converts suggests there may be some truth to this.

## **4.7 The Orbiting Church**

The most common religion among Bampires it appears to be the corrupted remnant of a former space agency. Most notable is their maintenance of spacecraft well over 1600 years old, spacecraft that until recently they had no capacity to build. It was representatives of this church that first made contact with humanity in 251.

Among their most notable beliefs is their enormous reverence for relics - rocks or other artifacts from space that are considered to bring good fortune. Many Bampires will travel for days - or even weeks - to visit the most famous of these relics, especially at times of crisis or before major life events.

Since more regular contact with humanity the adherence to the church has been in significant decline - with a large growth in atheism and (especially in Horka) the Cosmic Bampi Church.

## 4.8 The Benefactor

As would be expected Quill theological texts are utterly impenetrable to all but the most gifted of scholars. However, it is understood that there is a near universal belief in the existence of an entity providing for the Quill's well being - commonly referred to as the Benefactor.

The exact nature of the Benefactor appears unclear - no Quill has ever given a concise answer - only invitations to attend their seminary (for an expected course duration of several decades). However, they are understood to have saved them from their homeworld freezing and to still play a role in Quill society today. Many speculate it may be a convoluted metaphor to describe the systems of governance and interdependence that has allowed Quill society to flourish.

## **4.9 The Cult of Ymaeyv**

Whilst no longer a significant presence, for 6 years the Cult of Ymaeyv was enforced state religion across all of Erde. Drawing heavily from Bampi theology it made the claim that Lord Bampire of Vat had died of despair and that Ymaeyv had replaced them as paramount god of the solus system.

For a time this was widely believed - after all Ymaeyv did manage to accomplish things that no mortal should have almost daily. However, following her death this quickly turned into shame and revulsion as the true horrors of her reign came to light.

Today the Cult of Ymaeyv still exists, but is a fringe extremist group banned or closely monitored in most countries.

### **4.10 The Corporeal Gods**

In the Decade of Awakening Avatars of each vintium colour began to appear. Some of these claimed to be preexisting pagan gods, while others simply declared their existence. Together they were known as the Corporeal gods.

Their following quickly grew after they demonstrated their powers - especially for those who were able to hijack existing cults such as Gaia or the Church of the Clockwork. However after they were destroyed by the CCG during the Great War the followers dropped away just as quickly - causing significant damage to a number of preexisting movements that had affiliated with them.

## **Chapter 5**

# **Vintium**

## **Chapter 6**

# **Technology**

## **Chapter 7**

# **Factions**

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# **Part II**

# **Rules**

# Chapter 8

## Core Rules

Welcome to the Rules! It is assumed that anyone reading this has at least some familiarity of the concept of tabletop Role Playing Games (RPGs). If this is not the case then it would be best to find some other source that explains what they involve.

### 8.1 Basic Rules

#### Fun and the Games Master

To allow a game like ERDE 501 to run there is a Games Master (GM). They are responsible for creating any mission, describing your surroundings, resolving your actions, and generally creating a world in which your characters can act.

The aim of this game is to have fun. Therefore this should be the number one priority whilst playing. To this end the GM's word on any matter is final, regardless of whether it is in contradiction of any other rules. However if the GM is abusing their power feel free to overthrow them, their power after all is built on your cooperation.

#### General Principles

##### Rounding

Any time that a non-integer number occurs (for instance when dividing) always round down (that is keep only the whole number part neglecting anything after the decimal point).

##### Comparisons

If a rule states that some thing must be greater(less) than this is exclusive greater(less) than. If equality satisfies the condition then this will be clearly stated.

##### Rule Conflicts

In the event that two (or more rules) are in conflict for a specific scenario then which ever rule is

the more specific that holds. If it is unclear which is more specific, then the GM must make an interpretation.

#### Order of Operations

In any case where a number is modified by multiple effects the normal mathematical order of operations (BIDMAS) are to be applied.

#### Repeated Effects

Unless explicitly stated, no character may benefit from the affect of multiple versions of the same ability, action or effect at once. If they differ then the character affect can choose which applies.

#### Re-rolls

No dice may be re-rolled more than once. When a dice is re-rolled the second result must be used even if this is worse than before.

#### Dice, Statistics and Ability Checks

##### Dice

ERDE 501 makes use of standard 6 sided dice (referred to as a d6) to determine successes, damage etc. If multiple dice are to be rolled and then added together this would be written as Xd6.

*Eg. 2d6 refers to two six sided dice rolled and then added together. This is able to take any integer value between 2 and 12 (though is not uniformly distributed).*

Another 'die' you may need to use, but which does not physically exist, is a d3. This can be obtained by rolling a d6 and dividing by two. Occasionally you may also need to roll a composite die such as a d66 or d33. To do this roll two of the specified dice, one of these will be for the tens column and the other for units (decide which is which before you roll. For example use different colours or just roll them one at a time). Typically when these dice are rolled they will be compared with an entry on a table.

*Eg. a d66 was rolled. The die for the tens column rolled a 5 and the die for the units rolled a 2. This would give the result of 52. Note that not every number can be rolled, for example there would be no way to roll a 17.*

##### Core Statistics

Every character has statistics (stats) to represent their proficiency at a variety of tasks and activities. Virtually all ability checks will fall under the

domain of a stat and a higher stat increases your chance of succeeding in the associated checks.

There are 4 core stats in **ERDE 501**: Combat (COM), Social (SOC), Technology (TEK) and Moxie (MOX).

All these stats can take any numerical value (including negative) though will typically be in the range of 0-5.

COM is used primarily in a fight, though can also represent the ability of a character to keep calm in the face of acute stress. SOC denotes the character's interpersonal skills and size of their network. TEK is used to interact with machines, ranging from hacking government computers to changing the tire of a car. MOX is a measure of a character's drive to continue against adversity and ability to succeed despite the odds.

Not every character will embody every possible aspect of a particular stat, even one where they excel. This is partly reflected in Expertises, additional abilities that characters acquire as a consequence of their stats. These are explained in more detail in Section 8.4.

*The stats are intended as very broad measures of skill and what stat is used for a particular action could well depend on the situation. For example in a firefight hiding under a table could require COM whilst at a party it would need MOX or maybe even SOC.*

### Ability Checks

**ERDE 501** makes use of the result of dice rolls to see if your character has succeeded in their action. The main way this is done is through ability checks. To make an ability check the GM will specify a stat that you must use to make the check (for instance TEK) and a threshold (TH). The GM does not need to reveal the threshold to the player.

You will then roll a number of dice (refereed to as a cluster). Each of these dice can either score or fail. If a die is equal to or larger than  $7 - \text{STAT}$  then it succeeds and counts towards the score. If it is less then the die fails. A roll of an unmodified 1 always fails and can never count towards the score. An unmodified roll of a 6 always succeeds. The ability check is passed if you have a total score (the number of dice that succeeded) that meets or exceeds the threshold set by the GM.

*Eg. Alice wants to kick down a door. The DM has decided that to successfully do this Alice must pass a TH 2 COM check. Alice has a COM of 3 and so would need to roll a 4+ to succeed. They have*

*4 dice in their cluster and roll a 1, 3, 5, 5. Two of these dice are equal to or greater than 4 and so Alice has a score of 2 for this check. This matches the TH of the check and so Alice succeeds in kicking down the door!*

Unless specified otherwise the number of dice in the cluster for an ability check will be 4 (the main exception to this are ability checks made during combat, which always depend on the number of action dice expended). Equipment, class feature or other rules can modify the number of dice in your cluster.

Sometime it is important to know by how much a character succeeds or fails in an ability check. This is done with degrees of success (or failure). Every extra score above the TH counts as one degree of success. Equivalently the number of additional score that would be needed to meet the TH would be the degrees of failure. If the score is exactly equal to the TH then there are no degrees of success or failure.

*Eg. Bob is trying to jump between buildings and has to make a TH 3 COM check. He rolls a score of 1. With 2 more successes he would have met the TH and so he has a degree of failure of 2.*

Ability checks are made when the outcome of a certain action is uncertain. For instance in the case of combat there are clear rules about when checks must be taken and what the Thresholds will be. Other times the GM has to decide what an appropriate TH is. There may also be times where a TH 0 check is useful. In this case a character can't fail, but knowing how well they succeed could matter (for instance to determine how long it takes for the Vice President of Competitive Relations to return your call).

Tasks that most people would be able to accomplish have a TH of 1. Those that someone moderately proficient would typically succeed have a TH of 2. Those that are straightforward for an expert TH 3 and those that an expert would find challenging TH 4. TH 5 or higher should only be used for checks where even the best in the Solus System would struggle.

A dice roll is not needed for every action taken. For instance opening an unlocked door is so trivial that no one has a chance of failing. Conversely some tasks (for instance spontaneous flight) are manifestly impossible and cannot be succeeded or rolled for.

It is recommended to embrace the concept of 'failing forward'. In this a failed check continues the action of the game as much (or possibly even more) than a successful one. One way to do this is that failures can be successes with cost, for instance Bob can manage to jump between the buildings but damaged the roof so his companions can't follow. Or only just made it and is now hanging off the edge by their fingers. Regardless of the specifics the aim is to keep the action moving, minimize time wasted at the table and generally try to avoid the taking turns for every character to try the same thing.

**- Advice for GMs**

## Opposed Checks

Sometimes a ability check is made directly against an opponent rather than a threshold. In which case both sides will roll the check as normal and you need to exceed your opponents score to succeed. If you get a lower score then they succeed. If you meet but do not exceed their score then the status quo is maintained. The character who triggered the check is referred to as the initiator and the other party is the defender.

Note both sides of such a check do not need to be rolling with the same stat, for instance the initiator may be making the check with COM and the defender with MOX.

Degrees of success work similarly as for an unopposed check. However, since matching your opponents score is not a success you can never pass a check without any degrees of success (the minimum is 1).

## Modifiers

It is often convenient to refer to an ability check as having a modifier (for example +1) applied to it. This means that the modifier is applied to every dice rolled in the check. Alternatively a modifier can be applied to an action, for instance an attack, in which case that modifier will apply to any ability checks taken during the action.

Multiple source of modifiers add together as normal. A dice may never have a greater than a total +1 modifier applied to it, if a greater modifier would be applied then reduce this to a +1. There is no cap to how large negative modifiers can be.

## The Turn

ERDE 501 is broken down into a number of player turns. Outside combat these have no fixed length and player turns are able to happen concurrently.

Within combat a much stricter system is used, this is explained in more detail in Section 8.3.

## Rests

Rests provide an opportunity for characters to heal and for abilities to recharge.

### Short Rest

A short rest corresponds to a period of 1 hour of light activity. Characters may end the effect of any modifiers to ability checks they have due to taking damage (but not injuries) and regain consciousness.

### Long Rest

A long rest corresponds to a period of 8 hours of sleep and some light activities. Characters may end the effect of any modifiers to ability checks they have due to taking damage (but only those injuries that specify they end on a long rest) and regenerate Surge Points. Characters are also able to spend any XP that they have remaining.

## Tech Trees

These are a fundamental part of the ERDE 501 character creation process. In order to select an option you must satisfy all prerequisites: both those imposed by the Tech Tree and any others specified in the option description.

Necessary tech tree prerequisite options are shown with a solid line. When there are multiple dashed lines to an option only one of these needs to be satisfied. The tree will also indicate any minimum stats that are needed to take the option.

All options have an XP cost to be chosen. This is specified in the option description.

## Money and Equipment

The rules for ERDE 501 does not concern itself with mundane purchases, most things are inexpensive and it is assumed that those with the skill-set of player characters are never going to be lacking sufficient money for necessities. This means that all items and equipment with the Basic property may be selected in unlimited amounts and acquired whenever you are in a sizable settlement.

Everyday items (those that are not especially expensive, rare or restricted) are automatically assumed to have the Basic property (though all decisions are ultimately up to the GM).

The currency used for other equipment, gaining

new abilities, stat increases, etc. is XP. This represents both your experience in a classical sense, but also favours you can call in, time spent training, the extent of your renown and potentially very large payouts. XP can only be spent in this way during a long rest at a sizable settlement.

## 8.2 Game Phases

Whilst playing ERDE 501 the game is split into 3 phases: Encounter, Exploration and Downtime. The Encounter phase has the most detailed rules and is used for particularly important or uncertain moments, such as a critical conversation or a fight. The Exploration phase has somewhat less detailed rules and covers situations where characters are not under any real time pressure (such as searching a room for a data chip). The Downtime phase governs actions that characters take beyond the tabletop, for example purchasing new equipment though is largely to the discretion of the GM.

### Encounter Phase

There are two main times when the encounter phase may be used, for combat and critical social interactions. The first of these has much more detailed rules in Section 8.3.

### Critical Social Interactions

Critical social interactions are conversations where the other party could have a reason to doubt characters or whose response is otherwise unclear. For instance trying to convince a guard that you are the maintenance team and hence need access to the secure company server is an example of a critical social interaction. Critical social interactions can also occur within a longer conversation, perhaps to determine the response to a key part.

To resolve a critical social interaction the character must make a Conversation check. This is an opposed soc ability check, with the roll the opponent needs to score based on the prior relationship with and assumptions of the opponent (as determined by the GM). If multiple character's have been taking part in the conversation then all may roll a soc check and the highest result is used. If a character is knowingly lying or otherwise trying to deceive they suffer a -1 modifier to Conversation checks.

Typically a Conversation check would be made before the start of an interaction (hence setting

the tone and potentially being used as an RP prompt by players) but can also be requested by the GM in response to new information, an outlandish claim etc.

To Score	Opponent's State
6+	Friendly
5+	Easy Going
4+	Neutral
3+	Guarded
2+	Hostile/Distrustful

The result needed for the opponents dice to score in a Conversation check depends on their 'state', effectively how likely they are to trust, believe and be convinced by characters.

To determine the outcome of a Conversation check look at the degrees of failure or success that are achieved. This determines how the opponent will react to the conversation, with a large degree of success corresponding to belief in the characters & a desire to help, and a large degree of failure resulting in the opponent reacting poorly to the suggestion. However, this reaction is still bound by the constraints of the conversation and opponent. A large degree of success does not necessarily mean that the opponent believes every word the character has said, only that they will respond in the best possible way. Similarly a large degree of failure does not mean that the opponent took great insult at something, and more likely than not will result in them simply wishing to end the conversation there.

Degrees of Success (or Failure)	Example Response
-4	End Conversation or Escalation
-3	Hostile
-2	Antagonistic
-1	Questioning
0	Neutral
+1	Receptive
+2	Welcoming
+3	Agreement
+4	Spontaneous offers of help

The outcome of a Conversation check depends on the number of degrees of success or failure.

In most cases it is probably best that you do not have a detailed worldview for any NPCs that the players will encounter. You can then use the results of the Conversation checks made to help define this in a way that makes sense for the context. This may not make as much sense for long standing NPCs, in which case the range of possible outcomes may be more limited.

**- Advice for GMs**

### Exploration Phase

The exploration phase is used whenever characters do not need to make snap decisions and have enough time to take at least some care. Tasks that would be considered routine by the vast majority of the public (for instance catching the metro to another part of the city) can simply be performed.

However, for tasks that are less typical (such as rerouting a train to an abandoned station or building an improvised bomb from the train's power cell) an ability check will normally need to be made. The threshold and stat is determined by the GM but players may advocate why the manner in which their character is performing the action can use a certain stat. The main exception to this rule is if a character is using an Expertise (see Section 8.4) in which case the task will automatically succeed. It may not be clear whether a character's expertise is relevant to a particular task and it is encouraged that the GM is broad in the possible scope of each Expertise.

### Helping in Exploration

Often characters will want to help each other accomplish goals. If an ability check is needed then any characters helping may make the check - with only the highest score considered when resolving the action. However, all the characters who rolled are now involved in the resolution of the action - whether that be for bad or good.

### Downtime Phase

The downtime phase occurs when characters are not on a current mission, or at least have the time to take a break. Tasks such as purchasing new equipment can typically fall into this phase but there are limited rules presented here. The scope of activity that characters can achieve in this phase is at the discretion of the GM in collaboration with players.

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## 8.3 Combat

Combat is a major part of ERDE 501 and hence has its own specialized rules.

### Tiles

In order to make combat clearer it is advisable to use a grid to represent the positions of each character, enemy and other important objects (like walls). If this is used then each grid square should correspond to 1.5 m.

The rest of the rules will measure all distances in these grid squares, if another system is used by the GM then they can be converted to meters by a factor of 1.5 or feet by a factor of 5.

To measure diagonal distances every other diagonal distance counts as two tiles distant. So the first diagonal distance is only one, the second counts as two and the third is one again.

### Action Dice and Ability Checks

Each character has a pool of action dice (AD) that represents the time and focus they can commit to any activity. Every time a character wants to perform an Action, such as to move or to attack, they must expend AD from their pool. The Action will specify how many AD must be expended to accomplish it, or if no number is given then the character can choose how many AD to expend (to a minimum of 1). Actions which require an ability check to be made will use a cluster equal to the number of AD expended. In the event a character does not have any AD remaining they cannot perform any actions.

Any other time a character makes an ability check they must expend AD, with the size of their cluster for this check equal to the number of AD expended (rather than the default of 4). If a character chose not to expend any AD they may still make the check with a cluster of 1 die (known as a desperation die).

In the case of an opposed ability check the defender may choose how many AD to expend after seeing the result of initiator.

### The Round

Each round of combat represents a period of time of 6 seconds. During each round every character has a turn in which they can act.

At the start of each turn a character gains 4 AD to add to their pool and may then expend any of the AD from their pool to perform actions. Actions may only be performed during a character's turn and each Action must be completed resolved before the character may make another Action (though there is no limit to the number of Actions a character can make other than the number of AD in their pool). The list of Actions that all characters can perform is given below.

A character may end their turn at any time and it will pass onto the next character. At the end of their turn a character may not have more AD in their pool than their COM and must discard any excess they have remaining.

There are also some situations where a character can perform Actions outside of their turn. These are known as Responses and they will always specify the trigger that allows a character to perform them. The list of Responses that all characters can perform is given below.

### Initiative

To determine the order that characters take their turns in each round they must roll for their Initiative at the start of every combat encounter. This is done by rolling a d6 and adding their COM. Characters then take turn in descending Initiative order. In the event that two characters have equal initiative then player characters always go before NPCs and players can decide amongst themselves the order they wish. Once an order has been established this is maintained throughout the remainder of the combat encounter.

After rolling for their Initiative but before they first turn characters generate bonus AD equal to their MOX. If a character was surprised when combat began (for instance they were ambushed or unexpectedly attacked) then they start with no AD in their pool.

*Eg. Charlie has COM 1, and MOX 3. To determine initiative Charlie rolls a d6, getting the result of a 5. Adding this to their COM means that they will act at Initiative step 6. They will then start the round with 3 AD in their pool. At the start of their first turn Charlie will generate an extra 4 AD. If they had not expended any of their initial 3 AD then they would now have a total of 7 AD in their pool. They expend 5 of them during their turn to leave them with 2. This is larger than their COM (of 1) and so 1 AD must be discarded.*

### Actions

**MOVE** For each AD expended the character may move up to 4 tiles before the end of their turn. They may move, take an action and then continue to move any remaining tiles. At any point whilst moving due to this action the character may choose to become prone. They must not end any movement occupying the same tile as another character.

**JUMP** The character may expend 1 AD to jump 3 tiles.

**STAND** The character may expend 1 AD to go from prone to standing.

**ATTACK** The character may make one attack.

**OVERWATCH** The character readies an Action to use later in the turn and specifies the triggering condition. The AD for this readied Action are expended when the character enters Overwatch and will be performed as a Response to the triggering condition. Entering Overwatch immediately ends the character's turn.

**QUICK ACTION** The character may expend 0 AD to perform a simple task such as drawing a weapon, passing an object to someone, pushing a button or turning on a networked device. If they perform this action more than once in a turn they must expend 1 AD for each time after the first.

**HELP** The character may target an ally they can see. The character specifies an action they and their ally can take and makes a soc check. For every success the target gains one bonus AD that can be expended on this action until the start of the character's next turn. A character may only expend the bonus AD from a single help action in their turn.

**KNOCK PRONE** The character may make an opposed COM check against a valid target of an Attack within 1 tile. If the character succeeds then their target gains the Prone status.

**DISARM** The character may make an opposed COM check against a valid target of an Attack within 1 tile. If the character succeeds then they can force their target to drop something they are holding.

**PICK UP ITEM** The character may expend 1 AD to pick up an object from the floor. Attackers have a +1 modifier to Attacks made against them until the start of their next turn.

**ABILITY CHECK** The character may expend AD to try to perform an action that is not otherwise specified. The GM determines the relevant ability check and threshold, or may deem that the character is unable to perform the requested action (no AD are then expended).

**THROW GRENADE** The character may throw a grenade.

## Responses

**TAKE COVER** After someone has resolved an Attack Action against you with a ranged weapon you may choose to become prone. If you were not previously prone you may

also move to an adjacent tile. To perform this Response requires OAD to be expended.

It is not an oversight that there are no general actions for stealth, since it is hard to sneak up on someone in a world of ubiquitous sensors and AR. However, there could still be many cases where a character could want to hide: for instance in a storage cupboard whilst being chased through a hospital. In which case an Ability Check Action using MOX (or maybe COM) might be the most relevant.

### - Advice for GMs

## Making an Attack

To make an attack a character needs to take the Attack Action. They must select a target (or in the case of splash damage a point in space). Only targets that they have line of sight to (or that they had line of sight to during the targets previous turn) may be selected as a target. If the attack is made with a Ranged weapon, or it is made with a Pistol or Thrown weapon and the target is further than 1 tile away, the attack is considered a ranged attack, otherwise it is a close attack.

The character then take an opposed COM ability check against the target who must oppose using their DEF. If you succeed the check then you inflict an amount of damage specified by the weapon, with 1 extra damage for each degree of success of the attack.

## DEF

Defence (DEF) is an additional statistic used to represent a character's ability to avoid taking damage in combat. Generally it is determined by a character's equipment but all characters can always use their COM halved as their DEF.

## Cover

If there is an object between the attacker and target for a ranged attack then the target is considered to be in cover if more than 33% of their body is obscured at the time of the attack. This gives a -1 modifier to the attack.

In addition if the obscuring object is 'hard', that a bullet could not simply pass through it (for instance concrete or steel plate) then the target of the attack has a +1 modifier to DEF checks.

*Eg. Darcy wants to attack Eve. Eve had made a ranged attack against Darcy in their previous turn and is now taking cover behind a concrete*

wall. Since Darcy would have been able to see Eve during their previous turn Eve is a valid target of an attack even though they are now entirely obscured by a wall. However since more than 33% of Eve is obscured they do gain the benefit of hard cover.

Darcy has a COM of 3 so would normally need to roll a 4+ for a dice to score. However, since Eve is behind cover there is a -1 modifier to these rolls and so a roll of 5+ will now be needed. Darcy chooses to expend 3 AD to make the attack, rolling a 1, 3, and 5. This gives them a score of 1. Eve has no AD remaining from their turn and so must roll with only a desperation die. Eve's armour has a DEF of 2, so would typically need a 5+ to score. However, Eve is behind hard cover and so has a +1 modifier meaning a roll of 4+ will succeed. They roll their one die, getting a 4, to give a score of 1. This matches Darcy's score and so Eve does not take any damage (though only because they had the benefit of hard cover!)

### Grappling

To grapple a character must select a valid target of an Attack action on an adjacent tile. They must initiate an opposed COM check. If they pass this check then both they and the target becomes grappled with the character as the grappler, otherwise there is no effect.

### Non-lethal Attack

It is possible to choose to make an attack which inflicts stun damage rather than the normal damage type for the weapon. This may be done without penalty with a melee weapon but for ranged weapons or pistols there is a -1 modifier to do so.

### Unarmed Attack

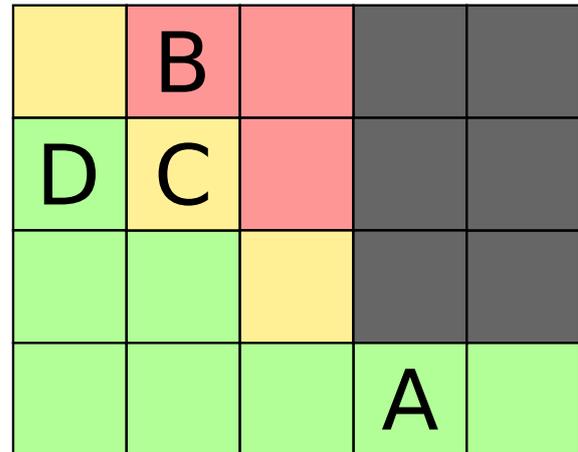
A character may make a close attack without the aid of a weapon. This attack inflicts no damage in excess of the degrees of success in the attack and has a damage type of stun.

### Out of Line of Sight

It is possible that a character may wish to make an attack against a target that they do not have line of sight to and did not see in their targets last turn. If the target is not behind hard cover then the character may make an attack but with a -2 modifier rather than the normal -1 for cover. This can only hit if the target is in the location targeted.

### Corners and Line of Sight

Often a character may find themselves taking cover behind a corner. Tiles on a diagonal are considered to count as cover for the character around the corner and tiles further around are considered as having line of sight without cover.



The character A is taking cover behind a corner. They are out of line of sight from B and but can see D without restriction. A can see C without obstruction but A is considered to be in cover from the point of view of C.

### Damage

Whenever a character sustains damage they must roll a d6 and add the amount of damage they have just taken. This is known as a Damage Test. If the result is less than or equal to 2 then they have a -1 modifier to all ability checks until the end of their next turn. If the result is higher then they will have a -1 modifier to ability checks and generate 1 less AD at the start of each turn. This effect lasts until the character takes a rest.

They may also gain an injury, loose consciousness or die. Look at the Damage Table to see what effect applies. Often you can make a MOX check to prevent one of the extra effects, the Threshold needed to avoid this is given in the table. If a character gains an Injury they then will need to roll to determine this (details given in Section 8.3). There may be a modifier when making this roll, this is also given in the table. The effects of damage are cumulative and you can have multiple effects from the same roll.

**Damage Table**

Damage + d6	Injury	Unconscious	Death
≤ 3	-1 to ability checks until the end of the character's next turn		
≥ 4	-1 to ability checks and AD generation		
5	TH 1 (+0)	0	0
6	TH 2 (+0)	0	0
7	Yes (+1)	TH 1	0
8	Yes (+2)	TH 2	0
9	Yes (+3)	Yes	TH 1
10	Yes (+4)	Yes	TH 2
11	Yes (+4)	Yes	TH 3
12+	Yes (+4)	Yes	TH 4

When taking damage a character can become injured, unconscious or die. The number in each row indicates the threshold of the MOX check needed to avoid the specified outcome. 'Yes' means the effect is applied without a check. The number in brackets in the Injury column is the modifier that is applied to a character's injury roll if they take an injury from this row.

*Eg. Felix takes 4 damage. They roll a d6, getting a 3, and adds the damage to get a result of 7. Since this is above 3 from now until they can complete a rest Felix will now suffer a -1 modifier to all ability checks. Felix then looks at the Damage Table. With a result of 7 they will suffer an injury (with a +1 modifier to the roll) and must make a TH 1 MOX check to avoid becoming unconscious. With a MOX of 2, Felix will need a 5+. They expend 3 AD, rolling a 2, 3, 6 for this check. This gives them a score of 1 which is sufficient to*

*pass the check and so Felix remains conscious.*

**Damage Types**

Each weapon has a type of damage that it inflicts (listed in the weapon's profile). There is a separate injury table for each type of damage. When a character gains an injury due they roll on the injury table corresponding to the weapons damage type.

Stun damage has an extra rule that when a character must make a Damage Test due to this damage type, they roll two d6 and use the lower of the two dice.

*Eg. Gemma has taken 2 stun damage. When making their Damage Test they roll two d6, getting a 2 and a 5. Since the lower of these is a 2 the total for this test will be 4. By looking at the Damage Table it can be seen that this means that Gemma will have -1 to all ability checks and AD generation until they complete a rest.*

**Injuries**

On certain results of a Damage Test a character can gain an injury. These are persistent effects that typically take at least a long rest, and sometimes many months and extensive surgery, to recover from. To determine what injury a character gains find the table corresponding to the damage type that caused the injury and roll a d6, adding any applicable modifiers specified in the Damage Table. The tables of injuries can be found in the Quick Check Tables.

Injuries come in one of 3 types: Minor, Major or Critical. These categories determine what scale of medical treatment is required: Minor can be effectively treated with a first aid kit and appropriate training, Major and Critical need treatment at a hospital.

In addition if a character has a Critical injury then at the end of their first long rest after sustaining the injury they must pass a TH 1 MOX check to avoid death. They have a -1 modifier for each additional critical injury they currently suffer from, but only make one check regardless of the number of new injuries gained that day. If the character did not pass with at least one degree of success (ie. they only met the threshold) then they must repeat this check at the end of their next long rest.

**Status Effects**

**PRONE** While a character is prone attackers have a -1 modifier to ability checks to ranged at-

tacks and a +1 modifier to close attacks. A prone character can only be able to move at 1 tile per AD spent and may subtract 1 from the mass of ranged weapons to calculate penalties to hit. They have a -2 modifier when making close attacks.

**BLINDED** A character cannot see. Any checks requiring sight automatically fail. Close attacks can be made, but with a -3 modifier. A blinded character has a -1 modifier to DEF checks.

**GRAPPLED** While grappled a character can only make unarmed melee attacks, actions to try to break the grapple, actions to become the grappler and Disarm or Knock Prone actions. They can also not make Responses. To break the grapple the character would need to make an opposed COM check. If the grappler does not wish to maintain the grapple this automatically succeeds and only requires the use of a single action dice. To become the grappler the character must succeed in an opposed COM check against the current grappler.

**UNCONSCIOUS** When unconscious a character does not generate AD at the start of their turn and cannot expend AD in anyway. They are unconscious and cannot communicate or act in any way. In addition they automatically fail any skill check they would be required to make.

**INCAPACITATED** While incapacitated a character does not generate AD.

## Weapons

There are three main classes of weapons: ranged, melee and pistols. All weapons detail the damage they inflict and their mass. For each number the mass of a weapon exceeds 3 then there is a -1 modifier to attacks made with it. For example a weapon with mass 5 would have -2 modifier to attacks made with it.

Melee weapons may only be used against targets that within 1 tile.

Ranged weapons and Pistols specify their maximum effective range (referred to as Range). Attacks against targets outside this Range have a -1 modifier, with an additional -1 for each whole distance equal to the Range of the weapon.

*Eg. An attack with a weapon with a Range of 10 is made against a target 25 tiles away. This is out of range by 15 tiles, one whole additional Range, and so has a -2 modifier. If the target*

*was instead 31 tiles away this would be out of range by 21 tiles, including two whole distances equal to the Range of the weapon, for a -3 modifier.*

When making an attack with a Ranged weapon and an enemy is within 1 tile of a character they suffer a -1 modifier to attacks.

## Ammunition

Energy weapons have an energy cost per shot (given by their Energy property) and their magazine can hold a maximum quantity of energy. Other weapons will just use one round per shot. Regardless, once the magazine is empty you will need to reload, expending a number of AD equal to the mass of the weapon. This may be split across multiple turns.

During most games keeping track of magazines is fairly tedious and so it is often appropriate to assume that characters always have another magazine with the attribute Basic for their weapons. However, there are cases (for instance a more survival themed game) where keeping track of magazines as well as ammunition within the magazine can be important.

## Automatic Fire

Automatic weapons are able to fire in bursts. If this is chosen then the Mass becomes 4 (unless it is already higher). When making an ability check to attack with this weapon every unmodified roll of 6 allows you to roll another dice in your cluster. These additional dice can generate extra dice.

This uses an amount of ammunition equivalent to 5 normal shots. You may never (for any reason) make an attack in this way at a target beyond the weapons normal maximum range.

## Splash Attacks

Weapons that deal splash damage will specify a radius that it will effect. The sphere of damage is to be centered on a tile and distance is measured in as the distance from this tile. For instance a radius 1 weapon will affect tiles in a 3x3 grid.

The attack is made as normal, except that every character within this diameter must oppose the check to avoid taking damage and they may use MOX to make this check instead of DEF.

If a ranged weapon inflicts splash damage then the centre of the sphere of damage must be chosen within the weapons maximum range.

## Grenades

Grenades are a 4th special type of weapon with their own unique rules. When throwing a grenade you can target a tile up to a maximum distance of 15 tiles. Make a TH 3 COM check. If you pass then the grenade lands at your target. Otherwise it scatters a distance dependent on your degrees of failure, for a degree of failure of 1 it scatters 1 tiles, for a degree of failure of 2 it scatters 3 tiles and for a degree of failure of 3 it scatters 5 tiles. The scattering is from the target point and is in a random direction. A grenade can never scatter more than the distance to the target point, it will only ever scatter up to that far from the target.

The grenade will then inflict splash damage originating from where it lands with a threshold of 3.

## Environmental Effects

### Difficult Terrain

Terrain may be classed as difficult for a number of reasons: rubble, ice, etc. Regardless of its nature all difficult terrain means that every tile moved counts as two towards the total number you can move in each move action.

In addition any tile adjacent to a hostile character (or that the hostile character is on) is treated as difficult terrain.

### Impact Damage

If a character hits a surface at high speed they must take an impact check. This is an MOX check with the threshold given in dependent on the velocity of impact. For every degree of failure they the character takes 1 stun damage.

In Erde/small planet/moon gravity the threshold of impact due to falling is equal to the number of tiles fallen divided by 1/2/4 respectively.

### Vacuum Damage

If a character is exposed to a Vacuum they must take a MOX check on each turn. The threshold of the check increases by 2 each time, starting from a threshold of 2 for the first check (so for the third check the threshold is 6). The character takes vacuum damage equal to the degree of failure of the check.

### Zero Gravity

Combat that occurs in 0g is somewhat more complex due to the ability to float etc. To simplify matters to an appropriate degree it is recommended that all combat is represented on a

plane, this is not to say that the 3rd dimension doesn't exist, only that it adds insufficiently to need a full representation.

Unless a character has equipment that allows them to do otherwise they must use modified move rules in 0g. When they are adjacent to a wall or other structure they may push off they may expend 1 AD to gain a float speed up to 4 tiles per turn. They must move this distance in the same direction each turn until they hit another surface onto which they can grip. This movement can be interrupted by actions: so a character could drift 2 tiles, make an attack and then drift the final 1 tile.

If a character fires a gun when not adjacent to a surface they can grip then their float speed is increased by an amount equal to the mass of the weapon in the opposite direction to their target. Weapons with the property Recoilless do not cause this effect.

Melee Attacks are made as normal, but on a successful hit the average float speed of the two combatants is used and they now move together.

## Hacking

Many items can be hacked in ERDE 501. In combat this is accomplished through the use of a Hack Action. There are multiple different Hack Actions, with different results. However, all use the same process to determine success.

To make a Hack Action a character must select an item with the Networked property (known as a device) in range of their Haxchet. They do not need line of sight to the device. They then make an opposed TEK check against the target's operator, who must oppose using the device's CEF. The result of the ability check will be specified by the specific Hack Action that was taken.

All characters know how to perform the Disconnect Device Hack Action.

**DISCONNECT DEVICE** If the character succeeds in this Hack Action then the device loses the Networked property until the start of this character's next turn.

## CEF

Cyber Defence (CEF) is an additional statistic used to represent a device's difficulty to be hacked. Items with a CEF are considered devices and hence can be hacked, those without are not eligible targets of the Hack Action.

## Extended Combat Example

This example will include some rules and weapon profiles that have not yet been shown and so might be best to read after you have read the rest of the rules. However, everything is explained here and it should be able to give a better picture of the kind of things that can happen in combat.

*Eg. Hadley wishes to ambush Ian in a cargo bay. Both Hadley and Ian have 3 for every stat and so will typically score on a roll of 4+.*

*Before Ian enters, Hadley makes a COM check to hide. Since there are lots of cargo crates the GM decides that the check should have TH 2. Since this is out of combat Hadley have a cluster of 4 dice, rolling a 1, 4, 5, 5. This gives them a score of 3 and so they succeed.*

*Hadley initiates combat and they both roll for their Initiative. Ian gets a 5 (which adds to their COM of 3) giving a result of 8 and Hadley rolls a 2 to get a result of 5. Immediately after rolling for their Initiative Hadley will generate bonus AD equal to their MOX (3). Ian will not gain this bonus since they have been surprised.*

*The first round will begin and since Ian has the highest Initiative they will go first. To start they first generate 4 AD. Since they do not yet know the location of Hadley (only that something is amiss) they spend 1 AD to move up to 4 tiles to get behind a cargo crate to gain the benefit of hard cover. With nothing obvious to do they then end their turn with 3 AD remaining.*

*In Hadley's turn they first generate 4 AD to give them a total of 7. They are already in an advantageous position, so decide to expend all 7 AD in their pool to attack Ian. Hadley makes the COM check to attack with a -1 modifier since Ian is in cover, rolling: 1, 2, 2, 4, 5, 5, 6 and so getting a score of 3. Ian has 3 AD remaining and decides to use all of them to oppose, rolling: 1, 3, 4 and getting a score of 2 (since they have a +1 bonus from hard cover). This means that Hadley succeeds by 1 degree and so will inflict 1+d3 damage (1 from the degrees of success and d3 from the pistol). Hadley rolls a 2 on the d3 and so inflicts a total of 3 damage. Ian rolls a d6 for their Damage Test, rolling a 1 and getting a result of 4, and looks at the Damage Table to see that they will have a -1 to ability checks and generate 1 less AD each turn until they can complete a short rest.*

*At the start of Ian's next turn they generate 3 AD (since they are injured) and decide to spend all 3 AD to throw a Frag grenade at Hadley who is 8 tiles away. Since Ian took damage they are at a -1 modifier for their COM check (so will need a 5+ to score) rolling: 2, 4, 4 getting a score of 0. This means they fail the check by 3 degrees and so the grenade scatters 5 tiles in a random direction, determined to be straight towards Ian, so it lands 3 tiles from Ian and 5 from Hadley. Since the diameter of an offensive frag grenade is 3 this will only hit Ian. A frag grenade has a TH of 3 and d3 damage, and Ian uses a desperation die to mitigate some damage. They roll a 4 which combines with the +1 modifier of hard cover and the -1 modifier from previously taking damage to pass and so they fail the check by 2 degrees. Ian rolls the d3, getting a 1 and so inflicting 3 damage onto themselves. The roll the d6, again getting a 2, to give a total of 5 for their Damage Test. This will inflict another -1 to ability checks and AD generation and also needs to pass a TH 1 STAT check to avoid gaining an injury. Ian makes the STAT check with a desperation die, rolling a 5 and so passing the check (the effects of injuries only come into effect after all aspects of gaining the injury has been resolved).*

*In Hadley's 2nd turn they start by generating 4 AD. Since Ian is now very injured Hadley decides to expend all 4 AD to attack with their pistol. Ian is still behind cover so Hadley suffers a -1 modifier on the attack. Hadley rolls a 3, 4, 5 getting a score of 1. Ian tries to oppose the check with a desperation die, rolling a 4. This fails since Ian has a combined -1 modifier from the combined effect of hard cover and the damage they have, and so Hadley passes the attack with 1 degree of success. Rolling a 1 for the pistols damage inflicts a total of 2 damage to Ian. Ian then makes their Damage Test, rolling a 3 to again give a result of 5. This inflict a further -1 to ability checks and AD generation and has a TH 1 STAT to avoid gaining an injury. Ian rolls this check with a desperation die, getting a 6 to pass.*

*In Ian's 3rd turn they first generate 1 AD. However, they now have a -3 modifier to ability checks. They decide to make one last stand, expending their 1 AD to make an automatic weapon attack against Hadley. Ian rolls a 6, for a score of 1. The 6 allows them to roll another dice in the cluster, rolling another 6 getting another score and also generating a 2nd bonus dice. This then rolls a 5 which fails, but results in a total score of 2. Hadley rolls a desperation die to oppose, rolling a 3, which fails, and so Ian*

passes with 2 degrees of success. Ian now rolls the d3 for damage, getting a 3, to inflict a total of 5 damage. Hadley makes their Damage Test, rolling a 5 for a result of 10. Looking at the table this needs a TH 2 STAT check to prevent death,

but given that they can only roll a single desperation die they cannot succeed and so die.

This ends the combat and Ian can slowly make their way to find some medical assistance.

## 8.4 Expertise

Every character will have a number of Expertises, areas where they truly excel. Each Expertise is associated with one of the 4 core stats and a character has a number of Expertises equal to the value of the corresponding stat. If a character increases a stat by expending XP then they also gain an additional Expertise.

*Eg. Jane has a COM of 2 and so will have 2 COM Ex-*

*pertises. If they later expend XP to increase their COM then they will gain a new COM Expertise.*

An Expertise comes in two parts: a broad description of the scope of the Expertise and a more narrow mechanical ability. The first of these is important when determining if a character's abilities are relevant to an exploration phase task and hence avoiding the need to make an ability check.

### Combat Expertises

**ACROBAT** The character is capable of feats of incredible agility. They can perform the Stand Action without expending AD and have +1 to checks to break a grapple.

**ALERT** The character is always alert to their surroundings and rarely surprised. When determining Initiative they may add 2 to their result.

**FIGHTER** The character has extensive experience with melee weapons and attacks. They have a +1 modifier to attacks made with melee weapons.

**IMPETURBABLE** The character can focus on the task at hand regardless of what is going on around them. They may ignore the Damage Table effect of less than or equal to 4.

**MARTIAL ARTIST** The character is highly trained in at least one martial art. They have a +1 modifier to make unarmed attacks or ability checks associated with a grapple. In addition they have +1 DEF against unarmed attacks targeting them.

**QUICK REACTIONS** The character has incredibly fast reactions. They may take the Take Cover Reaction in response to being targeted for an attack and still generate AD af-

ter rolling for Initiative even if they are surprised.

**SHARPSHOOTER** The character is an expert shot. They have a +1 modifier while making ranged attacks against targets further than the range of their weapon.

**SPATIAL AWARENESS** The character has an intuitive understanding of spaces and locations. They cannot get lost, may make attacks against targets out of line of sight with only a -1 modifier and only a -2 modifier when blinded.

**SPRINTER** The character has elite sprint speed. When taking the Move Action they may move one extra tile for each AD expended.

**STRONG** The character is exceptionally strong. They may subtract 1 from the mass of weapons to calculate penalties to hit, have an additional Mass 4 Item Slot and their unarmed attacks have a damage of 1.

**ZERO-G TRAINED** The character has spent many hours in zero-g. They can expend an additional AD when pushing off a wall to gain a float speed up to 6 tiles per turn. In addition they can choose whether to combine speeds or not with their target after a successful melee attack.

### Social Expertises

**ACADEMIC** The character has spent at least some time in academia and are likely to know at least a handful of professors. They have a +1 modifier to Conversation checks related to academic study and associated services.

**ASTUTE** The character is an excellent judge of character and truthfulness. They have a +1 modifier when making soc checks to determine if their opponent is lying or otherwise judge their motivation.

**BATTLE ADVISOR** The character has knowledge of advanced battle tactics and training of how to communicate this in the heat of action. They have a +1 modifier when taking the Help action.

**BUSINESS FLUENCY** The character is familiar with financial terminology, corporate structures and how to spend time on a golf course. When making a Conversation check to discuss a company or finances the character has a +1 modifier.

**CALMING** The character has training or experience dealing with people in distress or panicking. They have a +1 modifier to conversation checks when the opponent is distressed.

**DECIEVER** The character is well practised at convincing people of falsehoods. They do not suffer any penalties in Conversation checks for lying or deceiving.

**ENTERTAINER** The character is highly proficient at at least on form or entertainment (such as

stand up comedy, singing, dancing etc.). The character has a +1 modifier to Conversation checks if they are just trying to distract.

**INTERROGATOR** The character is an expert at obtaining information when they hold a position of power. When making a Conversation check to obtain information and they hold some degree of power over their opponent (for instance they are conducting an interview) they have a +1 modifier.

**LEGALESE** The character has spent considerable time familiarizing themselves with laws, regulations and fine-print. When invoking obscure laws or regulations they have a +1 modifier to Conversation checks.

**REGULATION & PROTOCOL** The character has deep experience conversing with officials and agents of governments (from police to tax authorities). When making a Conversation check against a government official they have a +1 modifier.

**SOCALITE** The character is comfortable mixing in high society and is likely to be on first name terms with at least a few celebrities. They have a +1 to Conversation checks during high society (or similar) events or impressing others with their connections.

**UNDERWORLDER** The character knows how best to interact with organized crime or others in violation of the law. They have a +1 modifier to Conversation checks with criminals.

## Technology Expertises

**CYBER DEFENDER** The character is an expert in the measures needed to keep devices secure. They have a +1 modifier when making CEF checks.

**MEDIC** The character is a trained medic. Any other characters with them have a +1 modifier to checks to avoid death from Critical Injuries and they may use a Stimulant Kit as a Quick Action.

**MECHANIC** The character can repair most mechanical or electrical machines. They may reload weapons with half the number of AD normally required.

**CONSUMER HACKER** The character has a talent for breaking through cyber defences and can easily bypass consumer grade equipment. They have a +1 modifier to all Hack Actions.

**VINTIUM PRODIGY** The character finds it trivial to control the Vintium around them. When making an ability check with an item with the Vintium property every unmodified roll of 5 always scores.

**REALITY ARTIST** The character is a master at creating AR/VR realities and art. When making an ability check with an item with the Networked property every unmodified roll of 5 always scores.

**SPEEDSTER** The character has experience controlling vehicles at speed. They have a +1 modifier to ability checks to control vehicles.

**SCIENTIST** The character has extensive knowledge of science and experimental techniques. They may treat the capacity of batteries as 50% higher.

## Moxie Expertises

**FAST HEALER** The character heals faster than typical. They take half the time to recover from injuries.

**FLASHES OF BRILLIANCE** The character has moments where everything works perfectly. When making an ability check every roll of 7+ counts as 2 successes.

**SLEIGHT OF HAND** The character is an expert in using their hands to entertain or steal. They may take two Quick Actions a turn without expending any AD.

**STEALTHY** The character has practice going unnoticed, whether by blending into a crowd or sneaking down a corridor. Before rolling for their Initiative they may move up to one tile and cannot be targeted by enemies that they have cover against until after they take an Action other than Move, Stand or Quick Action.

**TENACIOUS** The character will continue through regardless of the difficulty. They have a +1 modifier to checks made to avoid death due to a critical injury.

**TOUGH** The character can carry through an injury that could have crippled someone else. They have a negative 1 modifier when making a Damage Test.

**UNQUESTIONABLE CONFIDENCE** The character is able to exude an aura of supreme confidence. They have a +1 modifier to Conversation checks against someone questioning them.

**WILDERNESS SURVIVAL** The character is able to navigate, find food and build shelter outside of urban areas. They can find food and water for up to 4 people.

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## 8.5 Surging

Sometimes it's critical that a character must succeed at a certain task and so put in extra effort or hope for good fortune. This is represented by a Surge, a limited use ability to provide an extra bonus to a check or perform a special action.

To benefit from a Surge effect the character must expend a Surge Point. There are 4 types of Surge Point, one for each of the core stats and each Surge effect will specify the type of Surge Point that must be expended.

Characters start with a number of Surge Points of each type equal to their value of the corresponding stat and may never have more than this. During a long rest for every Surge Point that has been expended roll a d6. On an unmodified roll of a 6 the corresponding Surge Point is regained. Every surge point that is not regained may be attempted again during the character's next long rest.

When a character increases a stat by spending XP they immediately generate a corresponding Surge Point.

Some of the Surge Effects (for instance Friend of a Friend or Fortunate Happenstance) allow players to interact with the world in a way that typically they are unable. It is suggested that in general GMs be accommodating with the use of abilities and work with players to drive the story forward. However, if the use of the ability is particularly egregious (or could bypass major parts of a mission) the effects can be circumvented. For instance the extra contact may know all the codes to the bank vault but right now they are on the run after their last heist and so won't be able to help. Or when the vault door turns out to have a faulty lock that lets the party walk right in it turns out that this was just a decoy and has alerted security.

However, it is to be emphasized that the use of this circumvention should only be if the use of such abilities would decrease the enjoyment of the game. RPGs are not meant to be player's vs. the GM and as always the role of the GM is to facilitate an enjoyable experience for everyone at the table. If it is found that these abilities are detracting more than they are adding then it could be for the best to ignore these particular rules (as is the option for any rule to better suit your gaming group).

**- Advice for GMs**

## Surge Effects

**[COM] FIGHT FOCUS** The character may add one to the score for a COM check they have made. This happens after the initial result of the check is known but before it is resolved.

**[COM] UP-ARMoured** The character may add one to the score for a DEF check they have made. This happens after the initial result of the check is known but before it is resolved.

**[SOC] FRIEND OF A FRIEND** The player can describe a non-player character that their character has contact information for (and some prior relationship with).

**[SOC] SILVER TONGUED** The character may add one to the score for a SOC check they have made. This happens after the initial result of the check is known but before it is resolved.

**[TEK] TECHNO BLITZ** The character may add one to the score for a TEK check they have made. This happens after the initial result of the check is known but before it is resolved.

**[TEK] WELL STOCKED** At any point the player may choose an additional item with the Basic property that they had always had with them since their last chance to purchase it.

**[MOX] FORTUNATE HAPPENSTANCE** During the exploration phase the player may add detail to or describe something rather than the GM.

**[MOX] STROKE OF LUCK** After making a check the character may re-roll all the dice used. This happens after the initial result is known but before it is resolved.

**[MOX] UNQUESTIONABLE METTLE** The character may add one to the score for a MOX check they have made. This happens after the initial result of the check is known but before it is resolved.

*Eg. Kendal has 2 MOX and so starts with 2 MOX Surge Points. During a combat encounter they decide to expend 1 point to re-roll an ability check of their choice with the Stroke of Luck effect. Later on in the day they use their final MOX Surge Point on the Fortunate Happenstance effect when they decide that the VIP's motorcade will be passing just outside the abandoned station that evening. When Kendal takes a long rest they can roll 2 dice for the 2 MOX Surge Points that they have expended. They roll a 3 and a 6, regaining 1 MOX Surge Point. They can make additional rolls in subsequent long rests to try to regain their last MOX Surge Point.*

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## 8.6 Characters

### Character Creation

Creating a character should first start with an idea before you even look at the rules again. What does the character do? What is their personality? What are their aims? Where have they come from? It is only after you have decided this that you should start to look through the rules and try to work out the best way to create this concept.

To start you must determine your starting XP with your GM and gaming group and then expend XP in the following options:

- Species
- Stats and Expertises
- Class Abilities
- Equipment
- Other Options

The rules for playable species can be found in Section ??.

All characters start with 0 in every stat. The XP cost to increase a stat depends on its current value, with the first increase costing 1 XP and the cost doubling for each subsequent increase (as shown in the table below). Each time a character increases a stat in this way they must also choose an Expertise as described in Section 8.4.

**XP Cost to Increase Stats**

Stat Increase	XP Cost
0 → 1	1
1 → 2	2
2 → 3	4
3 → 4	8
4 → 5	16
5 → 6	32

Class features are described in Section 10. Each feature is grouped with a number of other features to form a class and may only be taken once all prerequisites are satisfied (typically either a stat minimum or another class feature).

If you take features from more than one class then every time you take a feature from the new class the XP cost for the feature is increased by one. So features from the class you took second cost one more XP, the class you took two more XP etc. Features with the same name from two classes may not be used simultaneously, if they have different effects, and you know both of them, you may choose which to benefit from after every long rest.

The rules for equipment that a character can take are in Section ???. Many can be obtained without expending XP (those with the basic attribute) but others require XP expenditure to obtain.

Finally there are a number of other options that a character can expend XP on, for instance: genemods, cybermods, biomods, faction membership, project SOURCERY, constructs and beasts. The rules for these options are found in their relevant chapters.

During character creation options can be chosen in any order as long as all prerequisites are satisfied at the time the option is taken.

**Character Progression**

As your character explores, completes missions or otherwise faces challenges and gains rewards they may gain XP. This may be spent similarly as during initial character creation during a long rest.

For abilities that do to need contact with a supplier (for instance class features or stat increases) there is no restriction. However, any expenditure that requires dealing with someone else can only be done where to appropriate facilities/people are available (typically a sizable settlement). The one exception is items which can be delivered at a cost depending on the remoteness of your location (typically from a minimum of 1 XP to the cost of the item/s).

In addition when at a sizable settlement you can sell items for the same XP as purchased. XP gained in this way may only be used to buy other items.

# Chapter 9

## Species

Each species has a number of traits and grants modifiers to ability scores checks made using certain stats. These effects are detailed in for each species below.

In addition several species have a number of different 'sub-species'. Each sub-species has their own complete set of traits and modifiers. A character may only be one species or sub-species.

### 9.1 Human

Ubiquitous throughout the Solus System Humans are by far the most populous of the sentient species. Because of this they often form the base line that the other species are compared to.

There are a number of Human sub-species. You may choose any one of these as your species.

#### Human

There is 0 XP cost to choose a Human as your species. They have the **souled** and Bioform traits.

#### Anaroxi

There is 2 XP cost to choose a Anaroxi as your species. You have a +1 modifier to any soc checks and the following traits:

**LIVE FAST** Anaroxi reach physical maturity by the age of 4 and are unlikely to survive past the age of 30.

**COSMETIC GENE EDITING** Anaroxi have a number of cosmetic alterations encoded in their genome: change in skin colour, unnaturally smoothed skin, animalistic features or any other physical augmentation that is only 'skin deep'. These augmentations are a 'natural' part of their body and can only be removed with surgery.

**BIOFORM, SOULED**

#### Magic Neutral

There is 5 XP cost to choose a Magic Neutral as your species. You have the following traits:

**ANTI-V FIELD** Anything with the Vintium-X property within  $MOX \times 2$  tiles of your ceases to function. Any Vintium item neutralized in this way cannot reach criticality.

**MAGIC DRAW** Each turn you must take a MOX check with a threshold equal to the total strength of Vintium you are neutralizing above your  $MOX + 10$ , taking Radiation damage equal to the degrees of failure. If this feature results in your death, you explode. This acts as a grenade dealing splash damage in the radius you neutralize and inflicting explosive damage, equal to the total strength of Vintium being neutralized.

**BIOFORM, SOULED**

#### Ikrovbian Clone Soldier

There is 10 XP cost to choose an Ikrovbian Clone Soldier as your species. You have a -1 modifier to TEK & SOC checks and a +1 modifier to COM & MOX checks and have the following traits:

**CHEAP CLONING** You must roll d3 times on the Genetic Aberration Table, see Section ??

**LIVE FAST** Ikrovbian Clone Soldiers reach physical maturity by the age of 4 and are unlikely to survive past the age of 30.

**CONTROL SEQUENCES** If you are given an order in Imperial Ikrovbian you must pass an opposed soc check or follow that order (Ikrovbian officers may make this check with any networked device). If you do not understand the order then you instead just stand to attention. If failed, you may take the opposed check on each of your successive rounds to regain control of your actions.

**BIOFORM****Jaupaurian**

The XP cost of choosing Jaupaurian as your species depends on the flavour chosen. It is given by the first value in the XP column of the table below. It is possible for you to be Dichromate, in which case you choose two flavours and the XP cost is the sum of the two.

**MAGIC EYES** Jaupaurians have very strongly coloured irises dependent on your flavour.

**MAGIC** Jaupaurians have innate magic, as specified in the table below. This can become

more versatile with additional training; Jaupaurians who are not dichromate are able to spend XP equal to the second XP value in the table during any long rest to gain the advanced abilities. Innate magic has the Vintium-1 property and advanced magic Vintium-2. You do not need any level of vintium training to make use of this magic.

**VINTIUM INCOMPATIBILITY** You cannot have any Vintium implants. If you know an advanced magic ability then you must pass a TH 2 MOX check to avoid going into shock upon contact with vintium.

**BIOFORM, SOULED**

**Jaupaurian Magic**

Flavour	XP	Innate	Advanced
Crimson	1/2	The character can expend 2 AD to control the shape and spread of fire within 10 tiles.	The character can throw a fireball. This has a range of 10 tiles and is treated as a pistol with a damage of 1 and damage type Burn.
Azure	1/1	The character can expend 2 AD to control the shape and location of up to 50l of water within 10 tiles.	If the character is within 10 tiles of at least 5l of water they may make the following ice attack. This has a range of 10 tiles and is treated as a pistol with a damage of 0, the damage type Stun and the Splash-1 property.
Cyan	1/3	The character can expend 1 AD to manipulate the air within 10 tiles, allowing them to perform things such as close doors or billow a cape.	The character may make the Knock Prone action at a range of 10 tiles. For every degree of success above 1 the target can be moved 2 tiles in any direction.
Maroon	1/3	The character can expend 2 AD to control the shape and location of a 1 tile cube of soil/sand within 10 tiles or to cause a 1 tile square patch of ground (soil or rock) within 10 tiles to become difficult terrain for the next hour.	The character is able to walk through materials made of rock, glass, ceramic etc. (but not metal) as they warp the material around themselves.
Virividian	1/2	The character can control how plants grow while at their natural rate.	The character can cause plants to grow at much accelerated rates. They can expend 2 AD and can cause plants to rapidly grow (including from seeds) and make a 5 tile square area of ground within centred 10 tiles become difficult terrain for the next minute.
Violet	2/2	The character can expend 3 AD to turn a corpse that has not suffered the affects of decay into a zombie. The zombie has 1 in every stat, they may communicate with it telepathically whilst they have line of sight and it obeys their instructions. It cannot speak. The character may only have one zombie 'alive' at a time.	The character is now able to resurrect any corpse regardless of its state of decay (including skeletons). In addition they may take direct control of their zombie. Whenever the zombie takes actions it may expend the character's AD as well as its own. Any of the dice from the character's pool use their stats and modifiers to determine if they score.

Flavour	XP	Innate	Advanced
Charcoal	2/3	The character can expend 2 AD to move any object that casts a shadow within 10 tiles. If it enters a deeper shadow then they lose control.	The character can exert much more force onto shadows and can move people, animals and constructs. To do so they must make an opposed MOX check.
Silver	1/3	The character can expend 2 AD to change the colour or apparent size of any object within 10 tiles. This lasts as long as they expend at least 1 AD each turn to maintain it.	The character can expend 2 AD to create an image of anything no larger than a 2 m cube within 10 tiles of you. The image can move but makes no sound. This lasts as long as they spend 1 AD each turn to maintain it.
Turquoise	2/5	The character can expend 2 AD to draw a chalk circle, with a diameter of less than 20 cm, on a surface. This opens a portal to the other side of the surface as long as this is less than 1 m away. Only the character can see through the portal and are capable of passing objects through it.	The character can expend 4 AD to draw a circle with a diameter of up to 1 m. This can connect to another circle they have drawn on the same celestial body. If there are multiple circles only the two most recent are active.
Orange	1/2	The character can jump twice as far as normal by expending 2 AD and can re-roll a Damage Test taken due to falling.	The character can slow the movement of an opponent within 10 tiles. The target must make an opposed MOX check and suffers -1 modifier to move for each degree of success the character has. The character does not take damage from falling.
Fuchsia	3/2	Each turn the character may re-roll a single die that rolls an unmodified 1 when making ability checks.	Once per long rest the character may change the result of any die to a 6 or 1 after it has been rolled.
Amber	3/2	The character can experience the sensory information from the last hour of any sentient animal whilst they were at the character's location.	The character can experience information from the last day.

# Chapter 10

## Classes

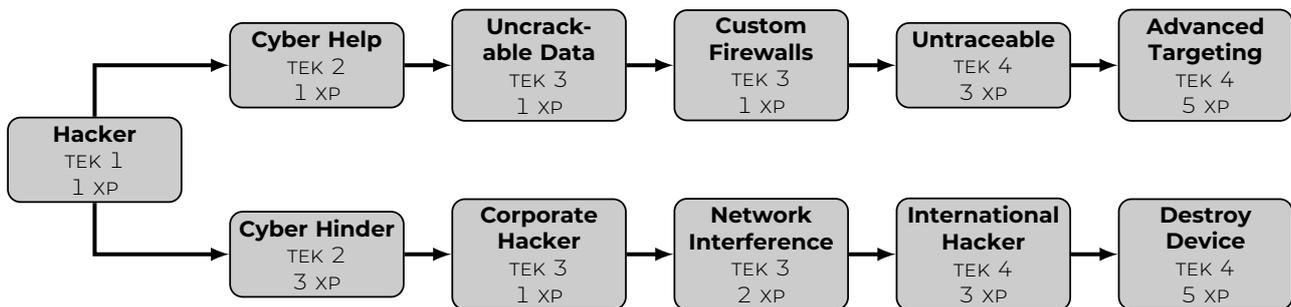
### 10.1 Hacker

Hackers make use of Haxchets to gain access and control of networked devices. The high speed algorithms and AIs incorporated into Haxchets allow many Hackers to provide effective support from the battlefield; while others are renowned for their ability to crack into even the most heavily encrypted mainframes.

In order to make use of most of the abilities of this class you will need to have a Haxchet. The rules for these can be found in Section 11.7 and Section 8.3.

#### Options

The options available to Hackers, including their prerequisites and XP cost, are shown below.



Name	XP	Prerequisites	Description
Hacker	1	TEK 1	The character has a Tier 1 Haxchet License.
Cyber Help	1	TEK 2	The character may target an ally within range of their Haxchet, specifies one of their target's Networked items and makes a TEK check. For each success the target gains one bonus AD that can be expended on an action made with this item, until the start of the character's next turn. A character may only expend the bonus AD from a single Cyber Help action in their turn.
Uncrackable Data	1	TEK 3	The character can encrypt any data they store or transmit in a way that cannot be broken.

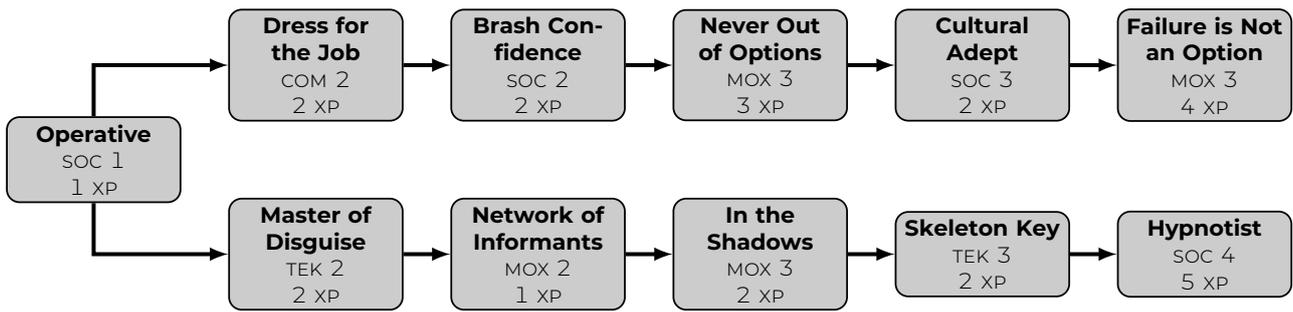
Name	XP	Prerequisites	Description
Custom Firewalls	1	TEK 3	The character can choose any devices within range of their Haxchet to benefit from a +1 modifier to any CEF checks.
Untraceable	3	TEK 4	The character's location cannot be tracked while remotely hacking.
Advanced Targeting	5	TEK 4	The character may make a Hack action (unopposed if the device is connected). If the Hack is passed with one degree of success then the device can ignore any penalties due to cover. Two degrees of success grants a +1 modifiers to checks made with the device in addition. Three degrees of success also allows any unmodified rolls of 1 to be re-rolled and four degrees of success allows any die to be re-rolled. These benefits last until the start of the hacker's next turn.
Cyber Hinder	3	TEK 2	The character may make a Hack Action. For each success the target device has a -1 modifier until the start of the character's next turn.
Corporate Hacker	1	TEK 3	The character can easily bypass cyber defences of corporate grade equipment.
Network Interference	2	TEK 3	As a Quick Action the character removes the Networked property of a device in range of their Haxchet until the start of their next turn.
International Hacker	3	TEK 4	The character can bypass the cyber defences of even the most toughened networks and devices.
Destroy Device	5	TEK 4	The character may make a Hack action. If the Hack is passed with one degree of success then the device has a -1 modifier to any checks made with it until it is repaired. With two degrees of success the device cannot be used until repaired. With 3 or more success the device is destroyed. If the device has the energy property the character may choose to trigger splash damage centred on the device with a radius of 1 tile, a threshold of 1 and damage equal to the remaining energy of any attached magazine divided by 10.

## 10.2 Operative

Operatives are work in hostile territory to perform a variety of difficult objectives: assassination, hostage rescue, theft, etc. Only those with the most honed of skills and more than their fair share of luck are able to be successful operatives.

### Options

The options available to Operatives, including their prerequisites and XP cost, are shown below.



Name	XP	Prerequisites	Description
Operative	1	soc 1	Fake ID's have the Basic attribute for the character.
Dress for the Job	2	COM 2	If the character does not have the Noticeable condition they a +1 modifier to DEF and COM checks.
Brash Confidence	2	soc 2	The first soc check the character makes after meeting someone for the first time has a +2 modifier.
Never Out of Options	3	MOX 3	When the character does not have the Noticeable condition whenever they use a desperation die they add a bonus die to their cluster.
Cultural Adept	2	soc 3	The character is fluent in all common languages and knows the local customs wherever they are.
Failure is Not an Option	4	MOX 3	When the character does not have the Noticeable condition if they roll an ability check and get a score of 0 they may re-roll all the dice in the cluster.
Master of Disguise	2	TEK 2	During a short rest the character can fabricate and apply a disguise that is a perfect replica to a casual inspection.
Network of Informants	1	soc 3	The character may use the Friend of a Friend Surge effect once per day without expending a Surge Point.
In the Shadows	2	MOX 3	When the character cannot currently be seen by an enemy they cannot be targeted.
Skeleton Key	2	TEK 3	Given time and physical access the character can convince any system or door that they are an authorized user.

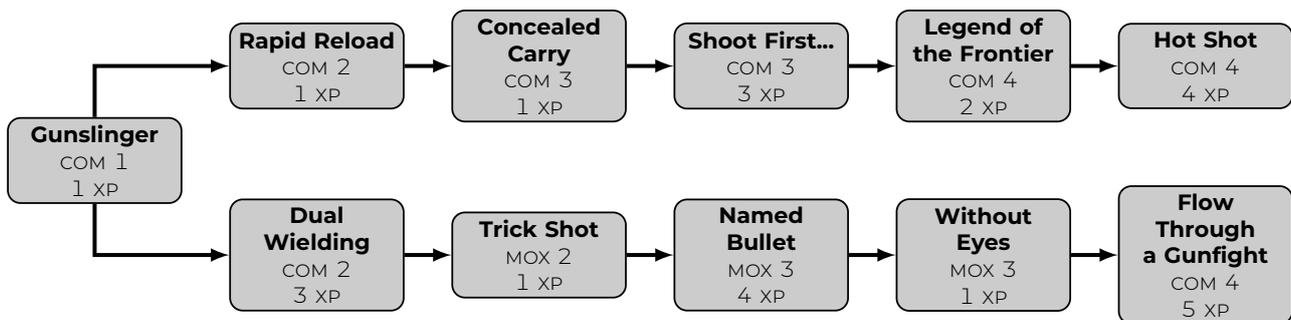
Name	XP	Prerequisites	Description
Hypnotist	5	soc 4	The character may make the special Hypnotize action against an enemy who can see and understand them. Make an opposed soc check against their mox. With 1 degree of success the target will follow the character's instructions for one round, with 2 degrees of success for one minute, with 3 degrees of success 1 hour and 4 or more degrees of success for one day. This effect ends early if the target takes any damage. The character may only attempt this action against a target once per day.

### 10.3 Gunslinger

Gunslingers are a varied group, ranging from pirates to law enforcement. However, what they have in common is lightning fast reflexes and a mastery of handguns.

#### Options

The options available to Gunslingers, including their prerequisites and XP cost, are shown below.



Name	XP	Prerequisites	Description
Gunslinger	1	COM 1	The character has an International Pistol License.
Rapid Reload	1	COM 2	The character may reload and draw Pistols as a Quick Action that always expends 0 AD.
Concealed Carry	1	COM 3	The character's Pistols are never considered when determining if they have the Noticeable condition and are undetected by all but the most thorough searches.
Shoot First...	3	COM 3	If the character has no weapons without the Pistol type equipped, they roll an additional d6 when determining Initiative adding this to their result.

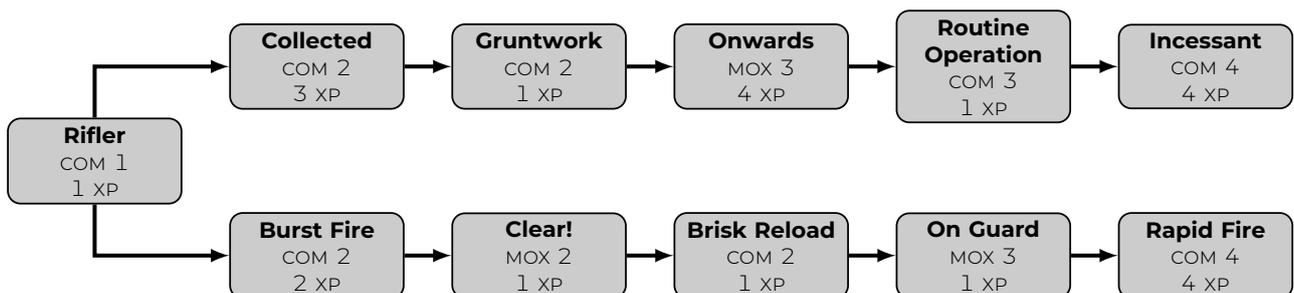
Name	XP	Prerequisites	Description
Legend of the Frontier	2	COM 4	The character's reputation as a legendary marksman and duellist is known throughout the Solus system.
Hot Shot	4	COM 4	If the character has no weapons without the Pistol type equipped and are not surprised, they generate bonus AD equal to their COM after rolling for initiative.
Dual Wielding	3	COM 2	While holding 2 (or more) Pistols the second Attack action the character makes with a Pistol in their turn may add 1 bonus die to the cluster.
Trick Shot	1	MOX 2	When not in combat the character can make incredibly challenging shots with Pistols.
Named Bullet	4	MOX 3	The character can engrave the name of an individual onto a bullet during a short rest. When making an Attack action against this individual with this bullet every dice added to the cluster automatically scores and the damage is increased by 3. The character may only have one named bullet at a time.
Without Eyes	1	MOX 3	The character is able to perform Trick Shots while blindfolded or otherwise without vision.
Flow Through a Gunfight	5	COM 4	In a turn the character makes a Move and Attack action with a Pistol they gain a bonus die to all DEF checks they make until the end of their next turn.

### 10.4 Rifler

Riflers are particularly skilled with the use of rifles and the versatility that they offer. They are often found in private militias, the ranks of the armies of Erde and even pirates.

#### Options

The options available to Riflers, including their prerequisites and XP cost, are shown below.



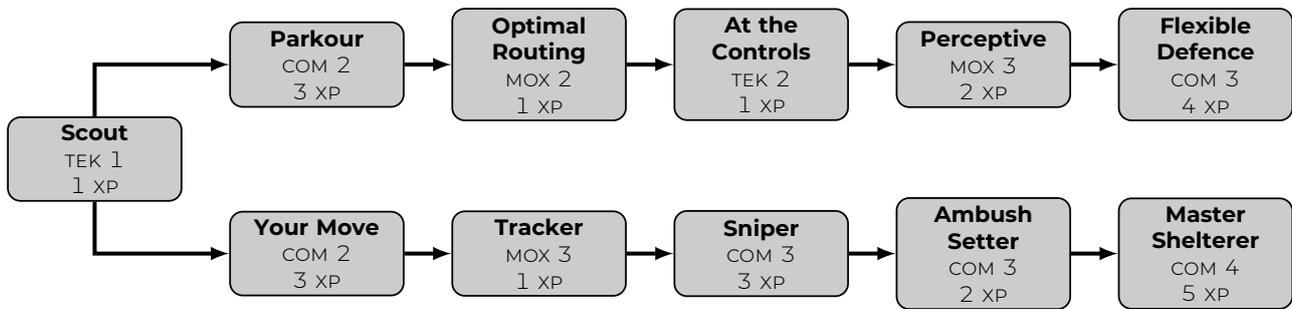
Name	XP	Prerequisites	Description
Rifler	1	COM 1	The character has an International Rifle License.
Collected	3	COM 2	After ending a turn with 1 or more AD left in their pool the character immediately generates an additional AD.
Gruntwork	1	COM 2	When performing an exploration action that only requires physical labour the threshold is reduced by 1.
Onwards	4	MOX 3	Every time the character succeeds an attack action using a Rifle they may immediately generate 1 AD.
Routine Operation	1	COM 3	Every time the character makes an ability check during the exploration phase they automatically pass it if they ever need to make a check for the same action again.
Incessant	4	COM 4	The character generates an additional AD at the start of their turn.
Burst Fire	2	COM 2	When firing an automatic weapon in bursts the character only needs to expend ammunition equivalent to 3 normal shots. In addition the mass of Rifles used by the character does not increase when fired in bursts.
Clear!	1	MOX 2	The character cannot be ambushed or surprised when entering a room while holding a Rifle.
Brisk Reload	1	COM 2	The character may reload Rifles as a Quick Action that always expends 0 AD.
On Guard	1	MOX 3	The character automatically passed any exploration action to guard or patrol a location.
Rapid Fire	4	COM 4	The character no longer has the once per round limit on the bonus die due to making attacks made with a Rifle.

## 10.5 Scout

Scouts are not uncommon in the off-world colonies, often leading teams of explorers to uncharted objects or overseeing the operations of a large mining company.

### Options

The options available to Scouts, including their prerequisites and XP cost, are shown below.



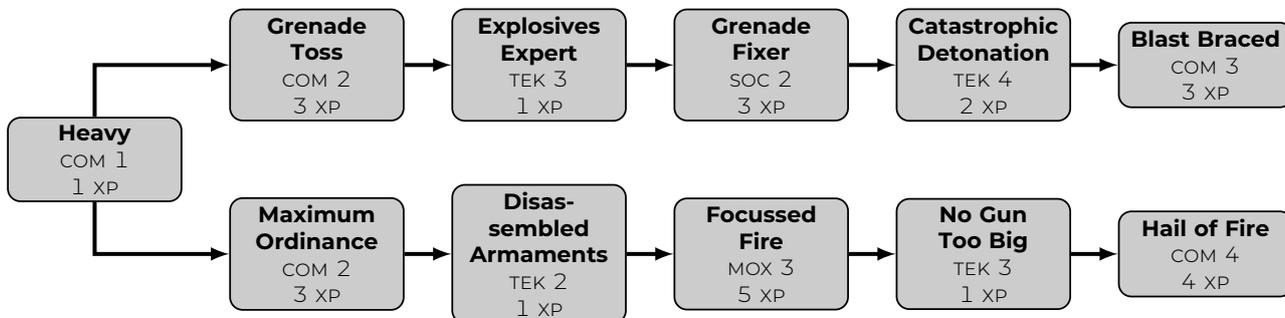
Name	XP	Prerequisites	Description
Scout	1	TEK 1	The character a Fusion Ship License.
Parkour	3	COM 2	The character may move over difficult terrain without penalty.
Optimal Routing	1	MOX 2	The character always knows the fastest way to get somewhere, whether by foot, land or sky.
At the Controls	1	TEK 2	The character has a +1 modifier to actions to control a vehicle.
Perceptive	2	MOX 3	The character notices anything amiss.
Flexible Defence	4	COM 3	The character may add 1 bonus die to their cluster the first time in a round that they make use of armour that depends on the character's COM to determine its DEF.
Your Move	3	COM 2	The character gains an additional die in their cluster whenever making an Action prepared as Overwatch.
Tracker	1	MOX 3	The character is able to follow any physical traces while pursuing a target.
Sniper	3	COM 3	The character has a +1 modifier to ranged attacks while prone.
Ambush Setter	2	COM 3	The character is a master of setting up ambushes. They and their allies always succeed to hide during the exploration phase.
Master Shelterer	5	COM 4	The character has a +1 to DEF checks while in cover.

## 10.6 Heavy

Heavies take their name not from their physical weight (although that is still often significant) but rather that of the weapons they favour. Using the largest and most destructive weaponry they are hired when there needs to be no doubt that nothing survived.

### Options

The options available to Heavies, including their prerequisites and XP cost, are shown below.



Name	XP	Prerequisites	Description
Heavy	1	COM 1	The character has an International Explosives License.
Grenade Toss	3	COM 2	When throwing grenades the character makes a TH 2 COM check instead.
Explosives Expert	1	TEK 3	The character is able to expertly set up explosives: whether to get through a door, demolish a building or put on an impressive firework show.
Grenade Fixer	3	SOC 2	When purchasing grenades with XP the character receives two grenades for the same XP cost.
Catastrophic Detonation	2	TEK 4	Given enough time the character can set up any potentially explosive object to detonate in the most extreme way (whether that be a rifle battery pack or an antimatter production facility).
Blast Braced	3	COM 3	The character may add one bonus die to their cluster when opposing splash damage.
Maximum Ordnance	3	COM 2	The character has a +1 modifier to any attack made with a ranged weapon with a mass of 4 or more.
Disassemble Armaments	1	TEK 2	Outside of combat the character can disassemble weapons into a number of mass 2 items of the same total mass.

Name	XP	Prerequisites	Description
Focused Fire	5	COM 3	When expending AD to make an attack with a ranged weapon, every AD expended after the 3 <sup>rd</sup> adds a bonus die to the cluster.
No Gun Too Big	1	TEK 3	The character is an expert at repairing and jerry-rigging vehicle mounted weapons.
Hail of Fire	4	COM 4	When firing an automatic weapon in bursts the character may decide to expend ammunition equivalent to 10 normal shots to allow all successful unmodified rolls of 5 and 6 to add additional dice to the cluster.

To determine these limits ERDE 501 makes use of Item Slots, which in turn depends on the mass of items. For any equipment with a profile the Mass will be specified, but for more generic equipment use the table below.

## Chapter 11

# Equipment

Items and equipment are a core part of the game, underpinning a large number of the actions that character can perform. As described in Section 8.1, most equipment (that with the Basic property) can be obtained without expending XP when characters are in any sizable settlement.

For most of these items there are no particular rules. However, for some more specialized equipment (such as weapons) there are specific rules and profiles which are found in this Chapter.

### 11.1 Item Slots

Condition	Item Slot Mass					
	1	2	3	4	5	6
None	5	1	-	-	-	-
Noticeable	10	2	1	-	1	-
Encumbered	10	2	1	1	1	1

The Item Slots that a character has before gaining an additional condition is shown.

There is a limit to how much equipment characters can carry around with them. Large items and bulky bags are likely to bring unwanted attention to themselves and in more extreme cases characters may reach the physical limits of what they can carry with them.

<sup>1</sup>Here weight is used even though kilograms are technically a measure of mass. The use of the word 'mass' will be reserved for the item property to avoid confusion.

### Item Mass

Mass	Weight [Kg] <sup>1</sup>	Size [cm]
0	0.1	10
1	1	25
2	2.5	50
3	5	100
4	10	150
5	20	200
6	50	250

The table shows the maximum weight and size for a given Mass. To determine the Mass of an item find the row where the maximum values exceeds that of both the item's weight and size. Always use the longest possible length to determine an item's size.

The item slots here give 3 levels of mechanical effect: None, Noticeable and Encumbered. However, it is recommended that the GM uses Item Slots as somewhat of a continuum, especially for characters affected by the Noticeable condition, with NPCs reacting more to the high Mass items characters are carrying.

For instance a character carrying a rifle (Mass 3) in a sports bag is Noticeable meaning that people interacting with them could be warier but unlikely to act out of the ordinary. However, a character wearing a plastisteel skirmish suit (Mass 5) and carrying a shotgun (Mass 3) has the same noticeable condition but are likely to get a rather different response walking down the street.

**- Advice for GMs**

A character has one Mass 2 and five Mass 1 Item Slots without any additional effects. Characters carrying more gain the Noticeable condition, decreasing the Opponent's conversation state by one level (eg. from Neutral to Guarded)

and generally bringing more attention to themselves. Characters then have one Mass 5, one Mass 3, two Mass 2 and ten Mass 1 Item Slots before they gain the Encumbered condition. When suffering from Encumbrance they move 1 less tile per AD spent when taking the Move action. The maximum number of Item Slots character has is one Mass 6, one Mass 5, one Mass 4, one Mass 3, two Mass 2 and ten Mass 1.

Each Item Slot allows a character to carry an item with this Mass. Higher Mass item slots can be used to carry lower Mass items. For instance a Mass 4 item can be fill a Mass 5 slot. There is no fixed limit to the number of Mass 0 items a character can carry unless abused by players (in which case it is at the discretion of the GM).

### Ammunition

It is generally not advised that characters keep a detailed inventory of the number of magazines they have remaining etc. For the purpose of Item Slots and Mass this means that a weapon's spare ammunition can be considered to be included in the weapon's Mass.

## 11.2 Item Properties

All items listed in this chapter have a number of properties that either define their basic function or can add additional rules.

### General Properties

**NETWORKED** When making an ability check whilst using an item with this property a character may use TEK even if another stat would normally be used.

**BASIC** Items with this property do not require expending XP to obtain.

**VINTIUM-X** Only characters with Vintium Training (VT) of X or higher may use this item.

**HARD LIGHT** The item is projected from a small object the size of a die. It is a Quick Action to start or stop the projection.

**COLLAPSIBLE** The item can fold up to an object that can easily fit a pocket. In combat it requires 2 AD to be expended to change between the folded and unfolded states.

**OFFLINE** During a rest an item with this property can be configured to loose the Networked

property and cease being an eligible target of Hack Actions. This change is reversible.

**CONSUMABLE** An item with this trait may only be used once. If they require expending XP to obtain they can be replaced for free the next time the character could purchase this item.

### Armour Properties

**RAD HARDENED** Armour with this property can ignore the effect of the Rad property.

**STAUNCH-X** A DEF check made with this armour may add X bonus dice to the cluster for the ability check.

**ABLATIVE** Every unmodified roll a 6 made for a DEF check using armour with this property reduces the DEF of the armour by 1.

**VAC-SEALED** Whilst wearing armour with this property a character does not take checks for being exposed to Vacuum.

**BLUNTING** Armour with this property can ignore the effect of the AP property.

**DISCRETE** Armour with this property is not considered when determining if a character has the Noticeable condition.

**LOW PROFILE** The armour may be worn with another set of armour. A character may only use the effect of one set of armour at a time.

**STAB PROOF** DEF checks made using armour with this property against attacks made with Melee weapons have a +1 modifier.

## Weapon Properties

**AUTOMATIC** The weapon may be fired in a burst. If so it consumes ammunition equivalent to 5 normal shots and is treated as Mass 4, but each unmodified roll of a 6 allows another dice to be rolled. See Section 8.3 for full rules.

**SPLASH-X** The weapon deals damage in a area with a radius in tiles given by X. See Section 8.3 for full rules.

**ENERGY-X** This weapon consumes X units of energy per shot.

**RECOILLESS** Weapons with this property do not cause any change in speed when fired in Og. In addition Automatic weapon with this property does not increase in Mass when fired in bursts.

**RIFLE** Once per round an attack made with this weapon may add 1 bonus die to the cluster

for the ability check. This weapon uses Rifle magazines or batteries.

**SHOTGUN** This weapon uses Shotgun magazines or batteries.

**HEAVY** This weapon uses Heavy magazines or batteries.

**RAD-X** Armour with a DEF less than or equal to X or with the Hard Light property cannot be used against weapons with this property.

**AP-X** Armour is treated as having its DEF reduced by X against weapons with this property.

**BLUNT-X** Armour is treated as having its DEF increased by X against weapons with this property.

## Ammunition Properties

**RECHARGABLE** This item regains all expended energy during a long rest.

**DESTRUCTIVE** When using ammunition with this property the weapon has +1 damage.

## Other Properties

**AUTO-SCRIPTING-X** Once per round a Hack made with this item may add X bonus die to the cluster for the ability check.

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## 11.3 Armour

Armour is often used to determine a character's DEF. A character may only wear one set of armour at a time. The DEF of armour can be a fixed value or it can depend on a character's other stats (most commonly COM). In any case armour can never cause a character to have a worse DEF than their unarmoured DEF ( $COM \div 2$ ).

In combat it requires the expenditure of 4 times the Mass of the armour in AD to put on or remove. This AD expenditure may be spread over several turns, but once a character starts removing armour they no longer gain its benefits and must complete putting the armour on before they gain any benefits. If a character reverses their action before they complete it then they must then expend the same number of AD they have already expended.

### Basic Armour

Name	DEF	Mass	Properties
Nano-fibre Undersuit	$(COM \div 2) + 1$	3	Basic, Discrete, Low Profile

Flexi-polymer	$(\text{COM} \div 2) + 1$	3	Basic, Staunch-1
Kexlar Vest	3	4	Basic
Plastisteel Skirmish Suit	3	5	Basic, Stab Proof
Plastisteel Combat Suit	3	6	Basic, Stab Proof, Staunch-1, Vac-Sealed
Pressure Suit	0	3	Basic, Low Profile, Vac-Sealed

### Premium Armour

All XP values are provisional and subject to change.

Name	XP	DEF	Mass	Properties
Nano-wire Undersuit	3	$(\text{COM} \div 2) + 1$	3	Discrete, Low Profile, Staunch-1
Composite Kexlar Mesh	7	$(\text{COM} \div 2) + 1$	3	Discrete, Low Profile, Staunch-2
Reactive Polymer	4	$(\text{COM} \div 2) + 1$	4	Staunch-2
Flexisteel	10	$(\text{COM} \div 2) + 2$	4	Staunch-1, Stab Proof
Hardlight I	2	2	1	Blunting, Low Profile, Hard Light, Vintium-1
Hardlight II	5	3	1	Blunting, Low Profile, Hard Light, Vintium-2
Hardlight III	10	4	1	Blunting, Low Profile, Hard Light, Vintium-3

Hardlight IV	15	5	1	Blunting, Low Profile, Hard Light, Vintium-4
Polymer Skirmish Suit	6	3	4	Staunch-1
Kexlar Skirmish Suit	12	3	5	Staunch-2
Cybersteel Skirmish Suit	22	4	5	Staunch-1, Stab Proof
Polymer Combat Suit	5	3	6	Staunch-2, Vac-Sealed
Kexlar Combat Suit	13	4	6	Staunch-2
Cybersteel Combat Suit	20	5	6	Rad Hardened, Staunch-1, Stab Proof, Vac-sealed
Osmoridium Crisis Suit	27	5	6	Rad Hardened, Staunch-2, Stab Proof, Vac-sealed
V-Polymer	6	COM	3	Staunch-1, Vintium-2
V-Kexlar	17	3	5	Staunch-3, Vintium-2
V-Steel	24	6	6	Staunch-1, Rad Hardened, Vintium-2
Ablative	???	4	5	Staunch-1
Heavy Ablative	???	5	6	Staunch-1

## 11.4 Weapons

### Basic Weapons

Name	Type	Range	Damage	Mass	CEF	Properties
Improvised Weapon	Melee	1	0 Physical	1	–	Basic
Combat Knife	Melee	1	1 Physical	1	–	Basic
Combat Blade	Melee	1	2 Physical	2	–	Basic
Cartridge Pistol	Pistol	15	d3 Ballistic	2	2	Automatic, Basic, Networked
Rail Pistol	Pistol	20	1 Ballistic	2	3	Basic, AP-1, Energy-1, Networked
Laser Pistol	Pistol	10	d3 Ballistic	2	3	Automatic, Basic, Energy-2, Networked, Recoilless
Proton Pistol	Pistol	10	1 Radiation	2	3	Basic, Energy-3, Networked, Rad-3, Recoilless
Cartridge Rifle	Ranged	30	d3 Ballistic	3	3	Automatic, Basic, Networked, Rifle
Shotgun	Ranged	15	d6 Ballistic	3	2	Basic, Networked, Blunt-1, Shotgun
Rail Rifle	Ranged	60	1 Ballistic	3	3	AP-2, Basic, Energy-1, Networked, Rifle
Laser Rifle	Ranged	30	d3 Ballistic	3	3	Automatic, Basic, Energy-2, Networked, Recoilless, Rifle

Proton Rifle	Ranged	20	1	Radiation	3	4	Ranged, Basic, Energy-3, Networked, Rad-4, Rifle, Recoilless
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### Basic Magazines

Name	Capacity	Properties
Pistol Magazine	10 cartridges	Basic
Rifle Magazine	15 cartridges	Basic
Heavy Magazine	20 cartridges	Basic
Shotgun Magazine	5 cartridges	Basic
Pistol Battery	10 Energy	Basic, Rechargeable
Rifle Battery	20 Energy	Basic, Rechargeable
Heavy Battery	40 Energy	Basic
Shotgun Battery	20 Energy	Basic
Melee Battery	10 Energy	Basic, Rechargeable

### Premium Weapons

Name	XP	Type	Range	Damage	Mass	CEF	Properties
Shock Baton	1	Melee	1	2 Stun	2	-	
Chainsword	3	Melee	1	3 Physical	3	-	Blunt-1
Heavy Chainsword	5	Melee	1	4 Physical	4	-	Blunt-1
Monomolecular Sword	8	Melee	1	2 Physical	3	-	AP-3

Pocket Battle Axe	5	Melee	1	3 Physical	1	–	Collapsible
Hard Light Sword	8	Melee	1	3 Physical	1	–	AP-2, Hard Light, Vintium-1
V-Sword	10	Melee	1	com Physical	1	–	AP-2, Vintium-2
Proton Blaster	5	Pistol	1	3 Radiation	2	4	Energy-4, Networked, Rad-4, Recoilless
Collapsible Pistol	3	Pistol	10	1 Ballistic	1	3	Collapsible, Energy-2, Networked, Recoilless
Shotgun Pistol	5	Pistol	6	d6 Ballistic	2	3	Blunt-2, Networked
Hard Light Pistol	10	Pistol	15	d3 Ballistic	2	3	Automatic, Energy-0, Networked, Recoilless, Hard Light, Vintium-2
Auto-shotgun	1	Ranged	15	d6 Ballistic	3	3	Automatic, Networked, Blunt-1, Shotgun
Heavy Rail Rifle	10	Ranged	200	d3 Ballistic	4	4	Energy-1, Networked, AP-3, Rifle
Heavy Cartridge Rifle	8	Ranged	100	d3+1 Ballistic	4	4	Networked, AP-1, Rifle
Heavy Laser	7	Ranged	60	d3+1 Ballistic	4	4	AP-1, Energy-2, Networked, Recoilless, Automatic
Laser Minigun	10	Ranged	50	d3 Ballistic	5	5	Energy-5, Networked, Recoilless, Splash-1

Auto-cannon	15	Ranged	120	2d3 Explosive	5	6	AP-2, Networked, Automatic
Rail Cannon	12	Ranged	300	3 Ballistic	5	5	Energy-2, Networked, AP-5
Proton Cannon	10	Ranged	50	1 Radiation	5	5	Energy-5, Networked, Rad-5, Recoilless, Splash-1

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## 11.5 Grenades

The rules for throwing grenades can be found in Section 8.3. All grenades have the Consumable property.

### Offensive Grenades

All offensive grenades inflict splash damage (see Section 8.3).

Name	XP	Mass	Damage	Properties
Offensive Frag	4	2	2d3 explosive	Consumable, Splash-3, AP-1
Defensive Frag	5	2	d6 explosive	Consumable, Splash-6
Concussion	5	2	2d3 explosive	Consumable, Splash-1, AP-2
Proton	3	2	1 radiation	Consumable, Splash-3, Rad-5

### Support Grenades

**SMOKE 2 XP** Anywhere within a radius of 2 tiles is now treated as being cover for the next minute.

**STUN 2 XP** Anyone within a radius of 1 tile must make a TH 2 mox check. Those who fail by 2 degrees do not generate any AD in their next turn. Those who fail by only 1 degree generate one less AD than normal.

**EMP 2 XP** Any devices within 2 tiles cannot be hacked and lose the Networked property for the next 2 rounds.

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## 11.6 Combat Medicine

There are a number of ways that combatants may be healed during a fight. Those available for purchase are listed below.

### Stimulant Kit

This may be used by expending 1 AD to performing an Action. The kit may be used on any character within 1 tile (including the user). The target may immediately ignore all penalties to AD generation due to injuries for the next 20 rounds. Stimulant Kits have the Basic attribute and have a Mass of 1.

## 11.7 Haxchets

Haxchets allow their operators access to behind the scenes of modern computing, allowing users to access settings and options normally restricted to developers.

Because of this most Tech Companies license Haxchets only to their employees and authorised developers, a system that has been passes into law in a number of jurisdictions (mainly on Erde). Those found with Haxchets without the proper licenses in these regions can face anything from a small fine to multiple years in prison depending on regime.

Despite this, there is a vibrant community of free lance developers, hackers and those who don't want to be restricted to do what the device manufacturer wanted them to. This means that access to Haxchets is fairly common, particularly within the confederacy and beyond.

### Rules

Haxchets are a necessary component of Hacking. See Section 8.3.

However, they still have uses for users without more specialised skills. They can be used to see all Networked devices within the Haxchet's range and can be used to allow greater customization and control over the interfaces of devices. They also often contain AIs that help to protect connected devices.

All Haxchets have a Mass of 1.

### Tiers

Haxchets come in a number of Tiers. The XP cost and stats of each Tier is given below.

Tier	XP	Range (Tiles)	CEF	Properties
1	-	10	2	Basic, Networked
2	3	20	2	Networked
3	6	30	3	Networked, Auto-scripting-1
4	10	50	4	Networked, Auto-scripting-1

Tier	XP	Range (Tiles)	CEF	Properties
5	15	100	5	Networked, Auto-scripting-2

## Chapter 12

# Alternate Forms and Life After Death

In ERDE 501 the technology to separate the mind, soul and body have been developed, enabling the transfer of consciousness to new bodies and potentially escape death itself.

These new bodies are commonly referred to as forms and come in two main types: Bioforms and Cyberforms. The first of these is fundamentally biological, typically a clone, and could be considered alive without a mind. Cyberforms are of an entirely artificial construct, effectively a brain in a jar with limbs.

These techniques are still expensive and are only performed in a few locations.

### 12.1 Creating a New Bioform

When creating a new form a character can either select from the catalogue or order a custom clone. The options for a catalogue Bioform are given in the table below. This shows the xp required to choose that option, the biological age, and what Genemods are available or mandatory. Fashion Bioforms are refreshed several times a year, typically with a selection of 5 or so options. Gene-modded and Matured Bioforms are based from decades old generic templates and hence are easily recognized as a Bioform. Unsold Bioforms are due to a customer failing to maintain payment or collection of their custom clone, and hence are pretty random.

Name	XP	Age	Genemods
Fashion	0	18	Live Fast, Any Cosmetic

Gene-modded	0	20	Any
Matured	0	18+	None

Unsold	4	7d6	d3 Randomly chosen
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### Custom Clones

Custom clones require a source of genetic material to copy and can take any Genemods. The time it takes to grow the clone depends on the method used as shown in the table below.

Type	Time	XP	Genemods
Natural	Age	Age ÷ 10	Any
Fast	2 Years	2	Live Fast, Any
V-Speed	Age ÷ 10	Age	Any
V-Max	2 Months	4	Live Fast, Any

### 12.2 Transfers

There are two ways to transfer into a new form: mind transfer or soul transfer.

Mind transfers are the most widespread and are performed by a brain transplant. This can be to a Bioform of the same species or any Cyberform. However, this does come with the downsides of longer recovery times, often of at least a month.

Soul transfers are much less common, making use of purple vintium, and are only performed by a couple of clinics. Only characters with a Soul can use this process and must transfer to a

Souled Bioform. The process is almost instantaneous with zero recovery time.

It costs 0 XP to perform a mind transfer and 2 XP to perform a soul transfer.

### 12.3 Death Catchers

Death Catchers are specialized pieces of equipment that allow a character to survive injuries that may otherwise be fatal. They come in two types Brain and Soul.

#### Brain Catchers

Brain Catchers work by rapidly extracting the target's brain, flash freezing it and then using vintium to prevent degradation. They are equipment with an XP cost of 10, a Mass of 3 and the Vintium-2 Property. They are a rare item and only sold by a couple of specialized clinics.

To use a Brain Catcher the user must be on an adjacent tile to the target make a TEK check with TH 2. For every complete round since the target died this check has a -1 modifier or has a +1 modifier if the target is still alive and an additional +1 if the check is made in the exploration phase. Failing this check results in the permanent death of the character whilst a success means the target's brain has been successfully stowed. A Brain Catcher may only contain once brain at a time and needs to be serviced for 5 XP before it may be used again.

A brain in a Brain Catcher can only be transferred to a new form by the clinic of purchase. The character whose brain is in the catcher is unconscious at all times and is considered to have a

single critical injury for the purpose of having to make checks to avoid death during long rests.

#### Soul Catcher

Soul Catchers are designed to capture their operator's soul at the moment of death, preserving it and allowing a later transfer into a new Bioform. Soul Catchers are equipment with an XP cost of 15, a Mass of 2 and the Vintium-3 Property. They are a rare item sold only by clinics offering soul transfers.

A Soul Catcher is automatically triggered when a character dies, preserving their soul in a vintium crystal. Time is perceived to move strangely for a soul in the crystal and they may communicate telepathically with anyone with Vintium Training of 0 or higher who holds the crystal. The process of transferring a soul out of the crystal destroys it.

### 12.4 Artificial Mind

An alternative to these approaches is instead to transcend the physical realm entirely, instead existing as only a computational simulation. This has many advantages, enabling the creation of backups, restore points and even copies, but also some major drawbacks. Foremost among these is that the digitization process results in the complete and irreversible destruction of the original body and is nearly universally outlawed.

It costs 0 XP for a character to be digitized, changing their species to Artificial Mind.

Artificial Minds can be transferred into any Cyberform.

## Chapter 13

# Vintium

Vintium underpins much of the wondrous technology in ERDE 501. Only **souled** characters are able to use vintium devices or receive vintium implants.

### 13.1 Vintium Criticality

A character must sum the total value of all items with the Vintium property they are carrying (or have implanted). If this value ever is equal to or exceeds the characters VT + 10 then the vintium will pass criticality and form an unbound elemental. This will destroy all the Vintium items.

Eg. A character has a vt of 3 and can carry items with a total Vintium value less than 13. They currently have 3 Vintium-2 items and 2 Vintium-3 items for a total Vintium value of 12. If they pick up any item with the Vintium-1 (or higher) property all the Vintium items will undergo criticality – being destroyed and summoning an unbound elemental.

If the character had any vintium implants they must pass a MOX check with a threshold equal to the number of implants they had, taking Physical damage equal to their number of implants minus their degrees of success. If they fail the character instantly dies – becoming the host for the unbound elemental.

### 13.2 Vintium Training

To make use of an item with the **Vintium-X** property the character must have at least a Vin-

tium Training (VT) of X or higher. Only characters which have the **souled** property are able to expend XP on Vintium Training. Each level of Vintium Training requires having expended XP on all lower values first.

All **souled** characters are considered to have VT 0.

Vintium Training	XP
VT 1	1
VT 2	2
VT 3	4
VT 4	8
VT 5	16

### 13.3 Vintium Implants

Some of the most powerful effects of Vintium are achieved by directly grafting them into a **souled** body. While generically known as vintium implants they are more commonly known as S.O.U.R.C.E.R.Y. Typically these implants are not themselves noticeable (although their effect maybe).

Each implant is an item with the Vintium-2 property and mass 0. When making an ability check using a vintium implant, a character may use their VT instead as if it was a STAT.

There are 7 areas of the body where an implant has a well controlled effect – with the effect dependent on the flavour and location of the vintium implant. For those characters who have all 7 vintium implants of a single flavour they gain an additional ability.

**S.O.U.R.C.E.R.Y Effects**

Flavour	Location	XP	Effect
Red	Eye	2	The character can emit a red beam of intense heat from their eyes that easily ignites fires. This has a range of 10 tiles and is treated as a pistol with a damage of 1 and damage type Burn.
Red	Spinal Cord	2	When surprised the character creates an explosion of flames around themselves. Treat this effect as a Grenade with Splash-3 centered on the character that inflicts 1 Burn damage and causes all tiles within a radius of 3 to be treated as cover until the end of the first round of combat. The character is immune to the effects of their ability.
Red	Body	3	The character is always surrounded by a shimmering barrier of flame. Any character who touches or makes a melee attack against this character must pass a VT threshold COM check or take Burn damage equal to the degrees of failure.
Red	Finger	7	The character can throw a small projectile of flame that explodes on impact. This has a range of 10 tiles and is treated as a pistol with damage 1, Burn and the Splash-1 property.
Red	Wrist	1	The character can launch a bright flare that lasts for a minute. This is unable to cause any harm.
Red	Mouth	4	The character is able to breathe fire. They may make a splash attack with a radius of 1 centered on any tile within 1. This has a damage of 1, Burn.

Flavour	Location	XP	Effect
Red	Leg	5	The character is able to perform a flame dash. While doing this they may move twice as far for each AD expended while moving in a straight line and every tile they move over is ignited if flammable.
Red	Bonus	N/A	The character can expend 3 AD to surround themselves in a blast of white hot flame. Treat this effect as a Grenade with Splash-3 centered on the character that inflicts d6 Burn damage and causes all tiles within a radius of 3 to be treated as cover until the start of their next turn. The character is immune to the effects of their ability. In addition the character may expend 2 AD to control the shape and spread of fire within 10 tiles.
Blue	Eye	2	The character can emit a blue beam of intense cold from their eyes. This has a range of 10 tiles and is treated as a pistol with a damage of 1 and damage type Burn.
Blue	Spinal Cord	1	The character does not consider swimming in water to be difficult terrain.
Blue	Body	5	The character is coated in a thick layer of ice. When rolling a Desperation Die to defend against an attack the cluster is increased to two dice.
Blue	Finger	4	The character is able to project a stream of scolding fluid. They may make a splash attack with a radius of 1 centered on any tile within 1. This has a damage of 1, Burn.

Flavour	Location	XP	Effect
Blue	Wrist	3	The character can throw a shard of incredibly sharp ice. This has a range of 10 tiles and is treated as a pistol with a damage of 1, Physical and the AP-1 property.
Blue	Mouth	5	The character breathes out a freezing and energy draining wind. They may make a MOX check and choose any number of targets within 2 tiles. The targets must expend a number of AD equal to the number of successes before they may act again.
Blue	Leg	1	The character is able to walk on water.
Blue	Bonus	N/A	The character is able to emit a dense cloud of fog by expending 2 AD. This is treated as using a Smoke grenade on their tile.
Brown	Eye	10	The character can emit a brown beam of destruction. This has a range of 10 tile and shatters any solid object. It takes 1 AD per mass of the object.
Brown	Spinal Cord	4	The character turns turns into a crystalline metal when Surprised. The gain DEF 6 but may only use AD to defend or take mental actions. This effect ends when the character feels safe.
Brown	Finger	6	The character can encase a target in a nearby solid material. They may grapple any target within 10 tiles, only the target is considered grappled and the target may not become the grappler.

Flavour	Location	XP	Effect
Brown	Wrist	1	The character can create a solid ball and throw it at a target. This is treated as a Pistol with a range of 10 tiles that inflicts 1 Physical damage.
Brown	Mouth	1	The character is able to bite through anything.
Brown	Leg	1	The character does not treat sand, marsh, quicksand or other unstable surface as difficult terrain.
Brown	Bonus	N/A	The character is able to create a wall within 10 tiles. This provides hard cover and requires 1 AD to be expended for each tile square created.
Cyan	Eye	5	The character has a +1 modifier when making ranged attacks.
Cyan	Spinal Cord	10	The character can fly. Their movement speed is otherwise unchanged.
Cyan	Body	1	The character no longer has any weight.
Cyan	Finger	3	The character may make the Knock Prone action at a range of 10 tiles. For every degree of success above 1 the target can be moved 2 tiles in any direction.
Cyan	Wrist	3	The character may buffet a target within 10 tiles with crosswinds. For each AD the character expends the target moves one less tile for each AD they expend.

Flavour	Location	XP	Effect
Cyan	Mouth	3	The character may make the Knock Prone action effecting every eligible target with in 2 tiles.
Cyan	Leg	8	The character moves 8 tiles for each AD expended on the Move action.
Cyan	Bonus	N/A	The character may surround themselves in a tornado. To move within 1 tile of them a character would need to pass a Th VT COM check. For each degree of failure they are moved a tile in the direction of the character surrounded by the tornado's choice and are knocked prone.
White	Eye	1	The character's eyes shine as a bright torch.
White	Spinal Cord	6	Any character that surprises this one is Blinded for d3 minutes.
White	Body	8	The character always has an illusory copy of themselves. Weapons without Splash have a -1 modifier to hit this character.
White	Finger	1	The character can create a great ball of light that floats towards a target within 10 tiles and explodes harmlessly.
White	Wrist	4	The character glows with a calming light. In a critical social interaction the opponent's state is one higher than it would be otherwise.

Flavour	Location	XP	Effect
White	Mouth	2	The character can emit a beam of intense light from their mouth. This has a range of 10 tiles and is treated as a pistol with a damage of 1 and damage type Ballistic.
White	Leg	4	The character is able to create an apparent 'hard-light' structure up within 10 tiles. Only they are able to interact with it physically and it requires expending 1 AD for each 1 tile cube of structure created.
White	Bonus	N/A	The character can choose to emit a disturbing light that confuses everyone who can see it and causes them to generate 1 less AD each round.
Black	Eye	1	The character can see in perfect darkness as if it was daylight.
Black	Spinal Cord	6	When surprised the character becomes invisible to all means of detection until they take any action other than Move or Defend.
Black	Body	10	The character is invisible except under very strong light.
Black	Finger	8	The character can shoot a smoky projectile to the target. They make an attack but instead of defending the target must make a MOX check. For each degree of failure they are Incapacitated for a turn.
Black	Wrist	5	If the character inflicts an injury with a melee attack they are able to instantly heal whichever of their injuries that will heal soonest.

Flavour	Location	XP	Effect
Black	Mouth	4	The character is able to emit a dense cloud of black smoke by expending 2 AD. This is treated as using a Smoke grenade on their tile.
Black	Leg	2	The character does not make any sound when moving.
Black	Bonus	N/A	The character can make an object invisible for d6 hours. The number of AD required is equal to the mass of the item.
Green	Eye	2	The character can cause cancerous growths to erupt on the skin of a target within 10 tiles. These have no immediate impact but without treatment will be fatal.
Green	Spinal Cord	5	Any character that surprises this one is never again able to take the Move action.
Green	Body	2	The character's skin becomes as thick as bark and they have an unarmoured DEF of 3.
Green	Finger	6	The character can enwrap a target in vines. They may grapple any target within 10 tiles, only the target is considered grappled and the target may not become the grappler.
Green	Wrist	3	The character can trigger an adrenal surge in any Bioform within 10 tiles. For each AD expended the target gains 1 AD. However, they are unable to expend more than 1 AD in an action until after the end of their next turn.

Flavour	Location	XP	Effect
Green	Mouth	1	The breath of the character closes wounds, but is only able to perform superficial healing.
Green	Leg	1	The character never treats anywhere as difficult terrain due to living matter.
Green	Bonus	N/A	The character is able to call all wild animals within 100 tiles to them.
Purple	Eye	10	Anyone <b>souled</b> individual who meets the gaze of this character instantly dies - their soul shredded and unable to be preserved.
Purple	Spinal Cord	15	d6 hours after this character dies they immediately resurrect as a flesh golem. No injuries are healed but they retain all memories unless they suffered extensive brain trauma. The vintium crystal generating this effect is expended by this use.
Purple	Body	12	The character ignores all modifiers to movement and COM & MOX checks due to injuries and damage.
Purple	Finger	1	The character can point at a target within 10 tiles. The target is afflicted by a non-immediately fatal disease of the character's choice.
Purple	Wrist	4	The character is able to summon a vox with a 1 in every stat that obeys their telepathic instructions. When the vox takes actions it may use the character's AD as well as its own. Any of the dice from the character's pool use their stats and modifiers to determine if they score.

Flavour	Location	XP	Effect
Purple	Mouth	1	The breath of the character smells terrible and contains many diseases.
Purple	Leg	1	Whenever the target passes over a buried body it will burrow to the surface and grasp their ankles. This never affects their movement in any way.
Purple	Bonus	N/A	Any character killed by this character's gaze immediately becomes a flesh golem under their control.
Yellow	Eye	5	The character can emit a yellow beam that ages the target. They may make a MOX check and choose one target within 10 tiles. The targets must expend a number of AD equal to the number of successes before they may act again and are aged by 1 year for each success.
Yellow	Spinal Cord	5	Any character that surprises this one are frozen in time for d6 minutes.
Yellow	Body	3	This character does not age.
Yellow	Finger	20	Make an opposed MOX check against a target within 10 tiles. For each degree of success they de-age by 10 years until reaching a few days old.
Yellow	Wrist	4	Sand swirls around the character and they are able to switch places with a target within 10 tiles by expending 1 AD.

Flavour	Location	XP	Effect
Yellow	Mouth	3	The character can breath out sand. They may make the Knock Prone action effecting every eligible target with in 2 tiles.
Yellow	Leg	10	The character generates an additional AD each turn.
Yellow	Bonus	N/A	The character can expend 1 AD to force a target within 10 tiles to perform the exact same actions next turn as their previous.
Orange	Eye	4	The character can make an MOX check opposed by COM against a target within 10 tiles. For each degree of success the target moves 3 tiles towards them.
Orange	Spinal Cord	4	The character can make a single MOX check opposed by COM against every eligible target within 2 tiles. For each degree of success against a target that target must move 3 tiles away.
Orange	Body	4	When moving in a straight line the character is able to continue to gain momentum without increasing speed until walls are easily broken through. This does not protect the character from walking through a wall.
Orange	Finger	4	The character can telekinetically toss items up to 10 tiles. This requires AD expenditure equal to the mass of the item.

Flavour	Location	XP	Effect
Orange	Wrist	12	The character is able to summon a meteorite by expending 4 AD. A location within 100 tiles is hit by a meteorite after d6 rounds - dealing damage equivalent to Concussion grenade.
Orange	Mouth	3	The character is able to spit a ball of phlegm that gains momentum until hitting a target. Treat this as a pistol with a range of 10 that gains 1 Physical damage for each complete 10 tiles it travels.
Orange	Leg	4	The character is able to levitate at will.
Orange	Bonus	N/A	The character is able to levitate a number of targets within 10 tiles equal to the number of AD expended.
Pink	Eye	5	The character is able to create the opposite effect of any other vintium implants they have.
Pink	Spinal Cord	3	The character can use the MOX surge Stroke of Luck on any dice roll, not just their own ability checks.
Pink	Body	2	The character gains d3 random genetic aberrations and d3 random genemods.
Pink	Finger	5	The character adds 1 to any dice rolled due to a pink vintium implant.

Flavour	Location	XP	Effect
Pink	Wrist	2	The character randomly determines an offensive Vintium Implant effect they can use each turn.
Pink	Mouth	3	The character can laugh in a way that reduces everyone who hear's Critical Social Interaction State by 1 and haunts their sleep for the rest of their lives.
Pink	Leg	6	The character can expend 2 AD to appear in every tile in a 6 x 6 grid centered on their initial position. Every time it matters what their position is (someone is making an attack, someone is moving through the area occupied by the character, etc.) roll to determine their location. This location lasts until the end of that action upon which they are delocalized again. At the start of the character's next turn they randomly find which tile they are now standing on and only appear there.
Prink	Bonus	N/A	When the character is trapped with no possible way to escape they may narrate the serious of improbable events that leads to their escape.
Turquoise	Eye	2	The character can project a bolt of lightning from their eye. This has a range of 10 tiles and is treated as a pistol with a damage of 1, Shock.
Turquoise	Spinal Cord	4	When surprised the character can teleport up to 10 tiles away before the first turn of combat.

Flavour	Location	XP	Effect
Turquoise	Body	4	After taking damage the character can seek sanctuary in the void. They disappear for a duration of their choice before re-materializing at the closest unoccupied location to where they disappeared from.
Turquoise	Finger	7	The character can summon a lightning bolt that explodes on impact. This has a range of 10 tiles and is treated as a pistol with damage 1, Shock and the Splash-1 property.
Turquoise	Wrist	4	The character is able to summon an electrical storm. How long this takes depends on pre-existing weather conditions and could range from minutes to potentially days.
Turquoise	Mouth	8	The character can breathe a mist on items, requiring a number of AD equal to their mass. The mist causes items to disappear into the void until the character breathes to re-materialize them (requiring the same number of AD).
Turquoise	Leg	3	The character is able to see through and travel through the portals of all Jaupaurian magicians.
Turquoise	Bonus	N/A	The character can meditate for tens of minutes and teleport themselves to any location they are aware of.

## Appendix A

# Quick Check Tables

### Damage Table

Damage + d6	Injury	Unconscious	Death
≤ 3	<i>-1 to ability checks until the end of the character's next turn</i>		
≥ 4	<i>-1 to ability checks and movement</i>		
5	TH 1 (+0)	0	0
6	TH 2 (+0)	0	0
7	Yes (+1)	TH 1	0
8	Yes (+2)	TH 2	0
9	Yes (+3)	Yes	TH 1
10	Yes (+4)	Yes	TH 2
11	Yes (+4)	Yes	TH 3
12+	Yes (+4)	Yes	TH 4

When taking damage a character can become injured, unconscious or die. The number in each row indicates the threshold of the MOX check needed to avoid the specified outcome. 'Yes' means the effect is applied without a check. The number in brackets in the Injury column is the modifier that is applied to a character's injury roll if they take an injury from this row.

### Injuries

The rules for injuries are found in Section 8.3.

**Stun**

<b>d6</b>	<b>Injury</b>	<b>Effect</b>	<b>Duration</b>	<b>Type</b>
1	Missing Tooth	—	Long rest	Minor
2	Broken Nose	—	Long rest	Minor
3	Concussion	-1 to ability checks	Long rest	Minor
4	Black Eye	-1 soc checks	1 Week	Minor
5	Sprained Wrist	-1 COM checks	1 Week	Minor
6	Sprained Ankle	Move only 2 tiles per AD	1 Week	Minor
7	Broken Arm	-1 COM checks	4 Weeks	Major
8	Broken Leg	Move only 2 tiles per AD	5 Weeks	Major
9	Internal Bleeding	-1 MOX checks	Long rest	Critical
10	Internal Bleeding	-1 MOX checks	1 Week	Critical

**Physical**

<b>d6</b>	<b>Injury</b>	<b>Effect</b>	<b>Duration</b>	<b>Type</b>
1	Subcutaneous Cut	TBD	TBD	Minor
2	Minor Concussion	TBD	TBD	Minor
3	Broken Arm	-1 COM checks	4 Weeks	Major
4	Broken Leg	Move only 2 tiles per AD	5 Weeks	Major
5	Extensive Bruising	-1 MOX checks	1 Week	Major
6	Major Blood Loss	—	1 long rest	Critical
7	Shattered Shoulder	Unable to use arms and will need to be amputated.	3 Weeks	Critical
8	Flail Chest	-1 to COM checks and generate 1 less AD each round	5 weeks	Critical
9	Organ Damage	-2 MOX checks	1 Week	Critical
10	Major Head Injury	At the end of their next turn the character must make take a TH 2 MOX check to avoid losing consciousness. They have a -1 modifier to all checks.	2 Weeks	Critical

**Ballistic**

<b>d6</b>	<b>Injury</b>	<b>Effect</b>	<b>Duration</b>	<b>Type</b>
1	Superficial Bleeding	—	Short rest	Minor
2	Minor Injury	-1 to checks of a random type	2 days	Minor
3	Broken Leg	Move only 2 tiles per AD	5 weeks	Major
4	Punctured Lung	-1 COM checks	5 weeks	Major
5	Spinal Trauma	Unable to use legs.	7 weeks	Major
6	Pulverized Leg	Unable to use legs and will need to be amputated.	3 weeks	Critical
7	Shattered Shoulder	Unable to use arms and will need to be amputated.	3 weeks	Critical
8	Internal Bleeding	-1 MOX checks	1 Week	Critical
9	Liver Hemorrhage	-2 MOX checks	1 Week	Critical
10	Cardiac Shock	For the next minute the character must make a TH 1 MOX check at the end of each of their turn to avoid death.	TBD	Critical

**Radiation**

<b>d6</b>	<b>Injury</b>	<b>Effect</b>	<b>Duration</b>	<b>Type</b>
1	Minor Burn	—	2 weeks	Minor
2	Headache	-1 to TEK and SOC checks	1 day	Minor
3	Hair Loss	-1 to soc checks	2 weeks	Minor
4	Optic Damage	Blinded	d3 days	Major
5	Major Burn	-1 modifier to all ability checks	2 weeks	Major
6	Neutropenia	Checks to avoid death from a critical injury are made with a -1 modifier.	4 weeks	Critical
7	Neurovascular Breakdown	The character only generates d3 AD each turn and have a -1 modifier to checks outside of combat.	1 week	Critical
8	Gastrointestinal Failure	For the next minute the character must pass a TH 1 MOX check at the end of each of their turns or vomit uncontrollably, becoming incapacitated until the end of their next turn. The character is unable to eat whilst they suffer from this injury, inflicting a -1 penalty to all checks after they first complete a long rest.	2 Weeks	Critical
9	Hematopoietic Collapse	The character must continue to make checks to avoid death even if they pass by 1 degree of success or more. These checks are made with a -1 modifier.	4 Weeks	Critical
10	Neurovascular Shutdown	At the start of each turn the character must pass a TH 2 MOX check to remain conscious. The threshold to avoid death from a critical injury is increased to 4.	4 Weeks	Critical

**Explosive**

<b>d6</b>	<b>Injury</b>	<b>Effect</b>	<b>Duration</b>	<b>Type</b>
1	TBD	TBD	TBD	Minor
2	TBD	TBD	TBD	Minor
3	TBD	TBD	TBD	Minor
4	TBD	TBD	TBD	Major
5	TBD	TBD	TBD	Major
6	TBD	TBD	TBD	Critical
7	TBD	TBD	TBD	Critical
8	TBD	TBD	TBD	Critical
9	TBD	TBD	TBD	Critical
10	TBD	TBD	TBD	Critical

**Vacuum**

<b>d6</b>	<b>Injury</b>	<b>Effect</b>	<b>Duration</b>	<b>Type</b>
1	TBD	TBD	TBD	Minor
2	TBD	TBD	TBD	Minor
3	TBD	TBD	TBD	Minor
4	TBD	TBD	TBD	Major
5	TBD	TBD	TBD	Major
6	TBD	TBD	TBD	Critical
7	TBD	TBD	TBD	Critical
8	TBD	TBD	TBD	Critical
9	TBD	TBD	TBD	Critical
10	TBD	TBD	TBD	Critical