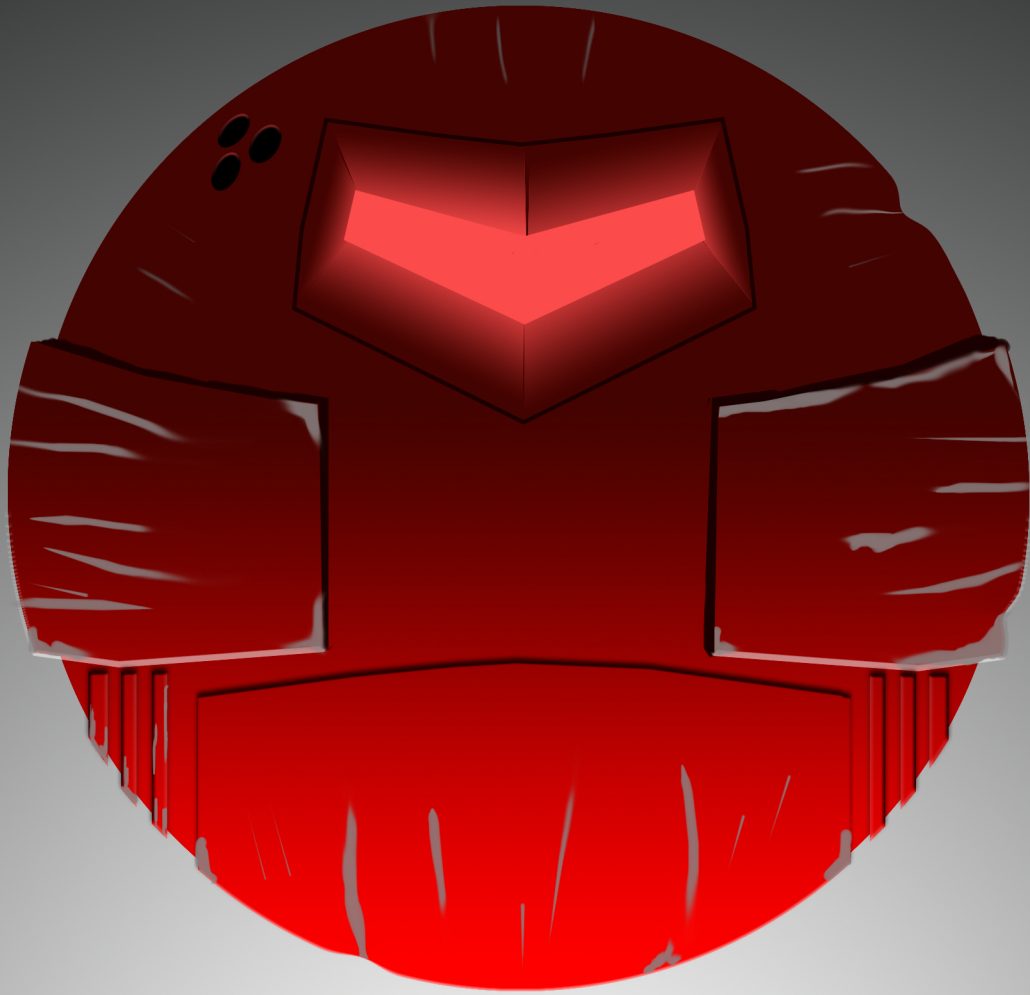


The Artifact RPG

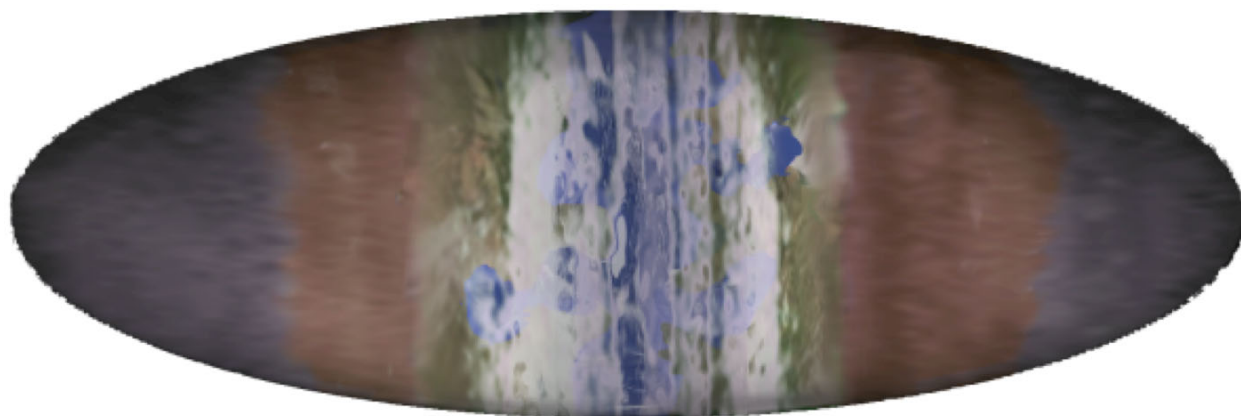
THE WARP



Quickstart Guide

Introduction

The Artifact 1



This quickstart, some dice, a few pens and pencils and paper is all you need to start playing The Artifact RPG. The core rule book includes lots more to expand your play with but just starting out you don't need all that detail yet. As you get used to the basic setting and system you may want to add more elements to your play.

This quickstart will begin with the basic setting, move on to some rules, take you into an adventure called The Warp and give some pregenerated characters for players to pick.

It's assumed in this quickstart that you know how an RPG works. If not, download the core rule book and read the introduction section at the beginning and the Game Master's Section Basics to get a grounding in playing as the GM.

This quickstart adventure is much more verbose than most, the intent is not to lock the GM down to any specific text but to give a starting GM as much backup as possible. Not every detail has to happen exactly, there is no need for reading the prescribed text as written, but it's there for you if it helps.

Setting Primer

The nice thing about The Artifact is that the players don't need to know much of a setting. They are from a near future earth of 2085, where a ballooning population and a steady erosion of the world they live in has made resources scarce and life difficult.

The characters will have watched media reports of governments building interstellar teleporters and early official press releases about humans or at least aliens indistinguishable from humans on the planet. Then shortly after, forming an alliance with a native group called the Scimrahn (shim-rah-n). There is a lot of rumor and hearsay so most people aren't sure what's really happening.

There are three main factions on the planetoid. The Scimrahn who are allies to earth forces. The Kelrath (kel-rath) the largest nation, and opposed to earth's colonization efforts. Finally the Chezbah (chez-bah), who are not specifically opposed to earth forces but are hostile to the Scimrahn.

The characters will have been told over and over that this planetoid is humankind's only hope for survival. Whether they believe that or not is up to the players.

In this quickstart they will be a group from the Artifact Study Organization commonly called the ASO, an organization that is formed under the guidance of the United Nations. They more than likely joined the military to get more than one meal a day from the bread lines but a good number also have joined because they really want to make a mark on this new world.

The important part isn't where the players are coming from but where they've come to.

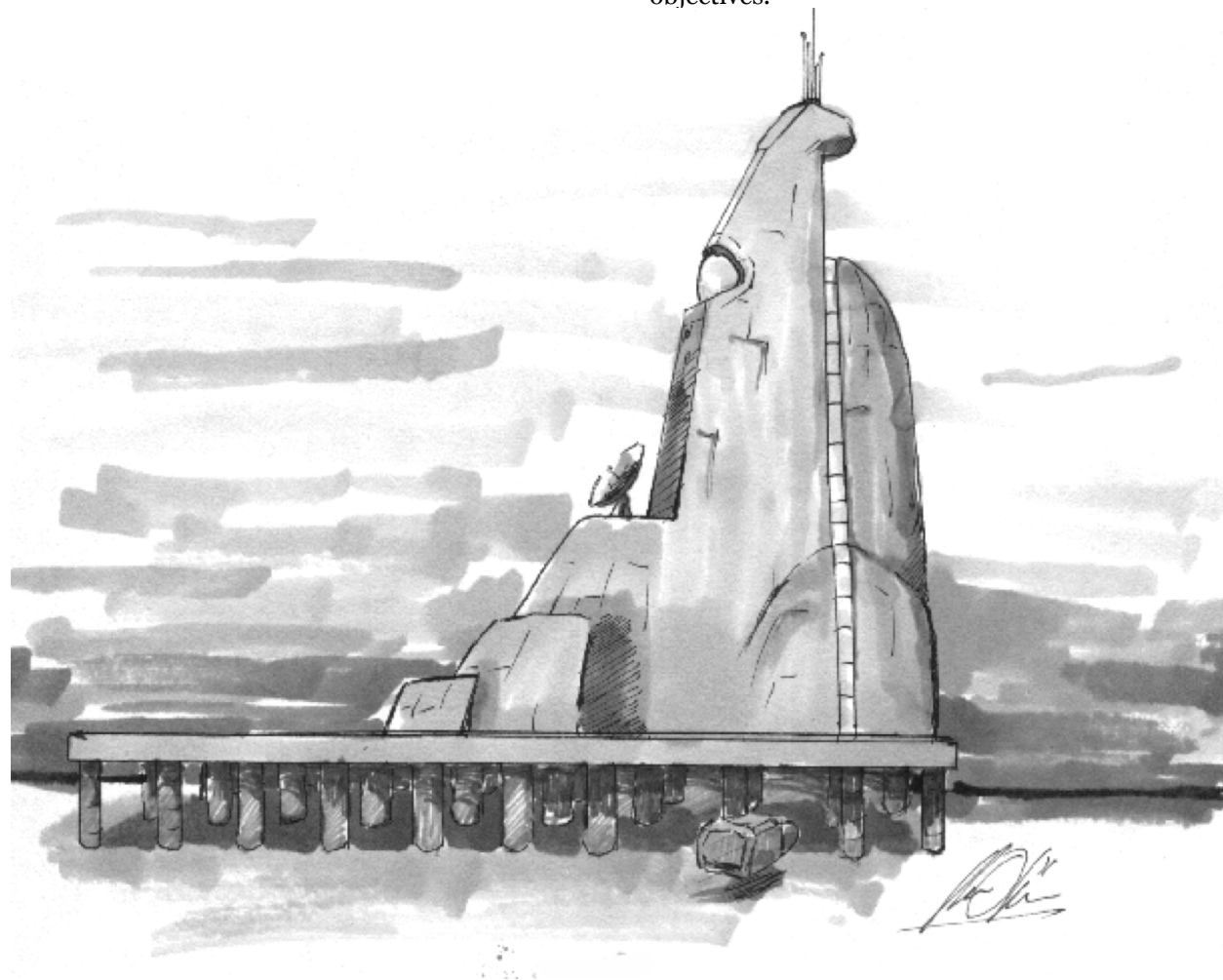
The ASO teleport hundreds of men and women each day in batches and they are assigned to various roles to accomplish tasks that will help to safely establish colonies on The Artifact. The PCs will be one of these batches.

The Artifact 2

The PCs arrive in the ASO camp just outside of the underground city of Gadios. Housed inside an immense subterranean structure called a Grier or a Hex the base consists of a command bunker, an embassy and a number of squad tents, maintenance yards and larger tents for a variety of purposes. The structure and layout of the base would be immediately recognizable to the PCs, only it's underground setting would seem anything out of the ordinary.

Exploring the structure of the hexes is important to understand the underground but for this quickstart it isn't needed. This scenario will explore a slightly more recognizable environment to ease the players into the game.

The PCs arrive and are immediately tagged for a special mission. This isn't too unusual as many commands try to grab available men as they arrive instead of redirecting forces that already have objectives.



The ASO Teleporter Facility

Rules

Attributes

There are ten main attributes, each describing a different aspect of a character's ability. They are grouped into three categories, Physical, Functional and Mental.

Physical

The Physical attributes are Constitution, Strength and Reflex.

Constitution - This is the character's toughness and their energy reserves. It is used in resisting fatigue, disease, stuns and stress.

Constitution is a deciding factor in determining a character's Hit Points.

Strength - This is the character's muscle power. It influences how well they can move heavy objects and exert brute force but also how fast they can move.

A character can lift off the ground 3.6 x their strength in Kilograms.

Reflex - This is the reaction time of the character. If a character is rushed or pressed for time Reflex is the attribute to test for how fast they can respond to events. Although it primarily describes a physical trait, reflex also refers to a character's mental reaction time.

Functional

The Functional attributes are Agility, Dexterity, Beauty and Charisma.

Agility - This attribute is the physical accuracy of the character. Agility describes a character's athletic ability like catching a ball or throwing it accurately. It is the character's ability to fire a gun and hit the target. It also describes the character's potential for acrobatics and tumbling.

Dexterity - This is how good a character is with their hands. It is the character's ability to play video games or drive a car. Dexterity is partly mental as it also represents the character's ability to repair equipment, use tools and computers.

Beauty - This is the physical charm of a character, how attractive they are. This plays a role in social conflict.

Charisma - This is a character's ability to be pleasant and persuasive. Charisma is the ability to give orders or persuade NPCs, to speak forcefully, and to stir emotion in listeners. This attribute is how likable the character's personality is. Charisma determines whether people like the character.

Mental

The Mental attributes are Intuition, IQ and Psyche.

Intuition - This is how aware the character is of their surroundings. They will use this attribute to notice details and be able to identify them.

Whenever the player wants the character to search for something Intuition is used. If the GM wants to test to see if the characters notice something that is fleeting or partly hidden they ask for an Intuition check.

IQ - This is the character's brain power. The ability to recall facts and figures along with the ability to perform mental calculations.

The higher a character's IQ, the faster they learn skills.

Psyche - This is the force of the character's personality, the strength of their identity. It is how strongly they adhere to their own code of conduct.

Hit Points - The damage capacity a character can endure before death. Hit Points is not a true attribute because there are no situations where it would be used to resolve a task. It's only use is a general measure of health.

Hit Points are based on a character's Constitution and Strength attributes. If the value of these attributes go up or down for any reason, the player should check to see if the character's Hit Points should also change.

Event Resolution



When a character tries to carry out a task that is not a simple thing like walking or seeing the general condition of a room, event resolution comes into play. This is a process to test the ability of the character against the task they are attempting. Any task that a normal human of the character's age can normally carry out without difficulty does not need to be tested under these rules.

Example: Under normal conditions, breathing, walking, speaking in Angie's native language, opening an unlocked door or observing general conditions in this environment do not challenge her, so no rules to accomplish tasks like these would be required. Angie can do them and should be considered successful. Under more challenging conditions such as severe injury, extreme fatigue or other conditions, some or all of these may require the use of event resolution rules. This is the option of the GM to judge when the rules are needed and when they are not.

When a character stands a reasonable chance of failure, event resolution is required to declare a success.

Fraction Columns

This is the core of the fraction column system. Attributes have four fraction column results. These are Full, Half, Quarter and Eighth (or Full, $1/2$, $1/4$ and $1/8$). When a player rolls for event resolution, they compare the roll result on a 1d100 to these columns. If the number rolled is equal or lower than the number in a column then the character has passed that column.

Fraction columns are used to gauge how well a character has accomplished a task. A Half result is better than a Full, a Quarter result is better than an Half and an Eighth is better than a Quarter.

Play Order

When a group of players have tasks to resolve they take turns. From the first player taking a turn to the last, is called a round. In game time, a combat round lasts 10 seconds. Non-combat turns can take varying amounts of time in game, from ten seconds to hours or weeks depending on what the GM feels is practical. The order characters take turns in is resolved by rolling for initiative.

Initiative

To determine the order characters will take action, players roll against their character's Reflex attribute. There is no skill that applies to this roll. Characters that fail their roll are grouped together and then the other characters are grouped into their fraction column results. Eighth rolls go first, then Quarter, then Half, then Full and then Failed rolls go last. If there are fraction column ties, they are considered to act at the same time.

Players can use the Extra Effort rules (See: Rules-Stress) to boost their initiative roll.

Actions

When a character must use the event resolution rolls to test for success in a task, they must use an Action for each roll they make. Tasks that do not require event resolution rules do not use an Action.

Players should consider using their first actions on defensive rolls so they are not caught without protection.

Characters start with one Action per turn but get bonuses when they roll for initiative. For each fraction column passed for the initiative roll, called a fractional success, the character gets one more action that turn.

Fail	Full	1/2	1/4	1/8
1	2	3	4	5

Untrained Ability

When a character attempts a task that they have no specific skill for, the player rolls a 1d100 and compares it against the attribute that best fits that task. The result of the roll is compared against the character's fraction columns and the column is declared.

Example: Angie is looking for signs that someone has used the road she is standing on. She does not have the Tracking skill so can only rely on her Intuition attribute which is a 40. Her player rolls a 1d100 and gets a 37. Angie has

passed her Full column and so is successful. The GM explains that she sees some kind of large animal footprints.

Most skills that cost one experience point to raise like Pilot Automobile can be used untrained (skill level +0) but skills that cost more than one experience point to raise like Surgery cannot be performed untrained.

Skill Check

Skills add to a character's attributes to improve their chance of success. When a character attempts a task that they have a skill for, they add the skill's value to the attribute's Full column it falls under, often greatly improving the character's base chance of success.

Fractional Successes

In many cases there are specific bonuses to passing fraction columns that are given under individual rules. Getting a Full column result means the character gets one success. Passing the Half column gives two success to the character's actions, a Quarter gives three and an Eighth gives four successes.

In many rules this is presented as a chart with results like the following.

Full	1/2	1/4	1/8
1	2	3	4

As the character passes more columns, the in game effects of the roll gets better. Common tasks often have rules to explain how to reward fraction successes. For attacks, the first success must be spent on successfully hitting the target. Additional successes can be spent on other effects that will be explained later. There's no way to cover every situation that the players may roll the dice for so the GM may have to find creative ways to reward fraction successes.

Players should state in what order they are spending their successes starting with their Full and ending at their Eighth if they rolled that low. In situations where a character is challenging another character's skill, the defender will try to reduce the number of successes with their own rolls. When they do this, the first success removed is the smallest fraction success moving up to the largest (Full).

Role Play

To encourage role play, when any player including the GM acts out (to the extent practical) what their character is doing, the Action they are rolling for gets a 20% Advantage roll (See: Rules Event Resolution-Advantages).

Bursts of Actions

In certain situations, a character may only take one roll, requiring only one Action but that action has multiple effects. The primary example of this is a weapon that fires more than once per turn designated as ROF (Rate Of Fire). When a character performs an action like this, a fraction success result means they will succeed one in five times. This is one way a player can spend fraction successes.

Example: Angie fired her M-240B at the pack of Seeter. She spends one Action to fire but the

For actions that would normally have very little to be acted out, a player must look for a way to role play the situation in a way that displays the character's personality. This can be by narrating what their thoughts will be in that situation, or performing the action in a way that is consistent with the character's attitude.

M-240B has a ROF of 30 and she has only one Action per turn. She rolled under her Eighth and so has four successes to spend on hitting the Seeter. The first success means one in five of the thirty bullets hit (which equals 6). The second spent success means that two in five hit which totals 12. The third success means three in five hit totaling 18. The fourth and last available success means that four out of five hit (24). So in the end Angie hit the group of Seeter 24 times with the M-240B.

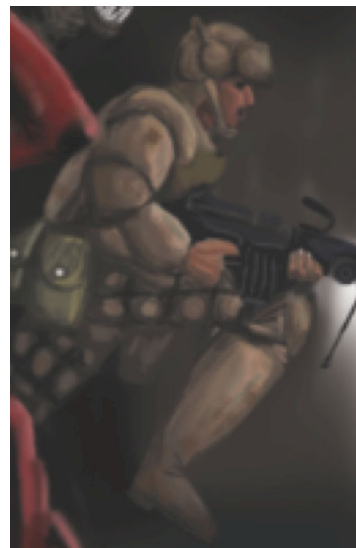
Defensive Rolls

When a character is attacked, they may immediately use one of their Actions to make a defensive roll even if it is not their turn yet.

When a character defends against attacks, their roll reduces the fraction successes made against them. If all fraction successes are removed then the attack was unsuccessful. Defensive rolls protect against all enemies for that turn so when a player rolls for their character's dodge skill and gets a Full result, it reduces all attacker's fractional successes for that turn by one. Players can roll for the same or different defensive skills as many times as they have Actions.

Example: Angie drives off the Seeter but encounters a hostile Geetin. She is attacked by the Geetin and the GM rolls under his Quarter column. The GM declares that the first success is to hit, the second is to move the hit from Angie's shoulder to her body and the last is to move the hit from her body to her head. Angie defends by dodging and rolls her Half column. She can reduce the Geetin's fraction successes from four to two. This removes the last two successes, the Geetin's attack hits but stays on Angie's shoulder.

Skills like Dodge, Parry and ECMs are defensive skills. How and when to use these skills is explained further under the Skills section of this book (See: Skills).



Running

Some actions have one use normally but can be use to defend with. Running is one example, the faster the character runs, the harder it is to hit them. Because of this running away can be used as a defensive roll. The runner moves erratically, making it more difficult to hit.

Doing this requires an Action be used to Run using the Sprinting skill. The number of fraction columns the roll is passed by applies to reducing all attacks made on that character for the turn.

Impairments

Impairments are conditions that can get in the way of a character carrying out their intended actions. These are things that can be persistent to a character like inebriation or may only be temporary effects that only apply to a single action like trying to use a weapon not using the character's dominant hand.

An impairment has the potential to reduce the number of fractional successes the player makes in a roll. The player rolls for their character's skill check first and the number of fractional successes are noted. Impairments are given a percent value. The GM rolls 1d100 and the die value is compared to the percentage. If the die roll is lower than the percentage, the impairment reduces the number of Fractional Successes by one.

The following are examples of impairment conditions. These are not the only impairments possible, some items will introduce specific impairments and the GM may create their own impairments.

Fast moving object	20% to 60%
Small target	20% to 60%
Darkness	20% to 60%
Line of sight obstructed	20%
Wrong handed	20%

Advantages

An advantage is the opposite of an impairment. When conditions are favorable to the character, the player rolls against an advantage percent, if the percent is rolled under on a 1d100 one fractional success is added to the skill check.

The player rolls for their character's skill check first and the number of fractional successes are noted. If a character passes a roll or fails a roll but it was possible for them to have passed the roll they may roll for Advantages. If no dice result would make it possible to pass the roll, the player cannot use advantages. Advantages are given a percent value. The player rolls 1d100 and the die value is compared to the percentage. If the die roll is lower than the percentage, the impairment adds to the number of Fractional Successes by one.

The following are examples of advantages, some items introduce specific advantages and when the situation warrants, the GM may create their own advantages.

Impairments do not add their values into one value. Each impairment is rolled for separately.

Example: Angie is trying to hunt a small fast flying animal. The GM determines that because this animal is hard to hit and gives Angie a 20% fast moving object impairment and a 40% small target impairment because the animal is very small.

Angie rolls her Full fraction column with her WS Gun so she has 1 Fractional Success.

The GM then rolls 1d100 and gets a 25. The fast moving object impairment has no effect because the die result was higher than the impairment percentage. Then the GM rolls for the 40% small target impairment and gets a 33. Because the die result is under the impairment percentage it reduces Angie's Fractional Successes by one.

The small target impairment of -1 means that Angie's 1 Fractional Success is reduced to zero (0) and she misses her quarry.

Impairment rolls do not cost additional Actions but the original skill check costs one Action as it normally does.

Point blank	20%
Large target	20% to 60%

Example: Angie is firing at an E-suit at the Point Blank range bracket. It is also large target to a human (20%).

Angie fails her WS Gun skill roll but she has the advantage rolls to make it up.

The player rolls against 20% for the Point Blank advantage and gets a 54, Angie doesn't get anything for that roll because it is higher than 20. She then rolls against the large target Advantage and gets a 04 on the dice.

Although she failed the initial skill check and the Point Blank roll, she got a fractional success from the large target advantage so she still hits her target.

Dynamics

Understanding motion and distance becomes very important in many situations. The rules here are to give a structure to movement and interactions at a distance.

Range Classes

Range classes describe the distance equipment can operate at. Ranged weapons as well as sensors use these classes to show how far they can reach. Range classes also describe a drop off in effectiveness over distance.

Range classes are listed alphabetically starting with A. As the effective range of a piece of equipment goes up the letter progresses by one place in the alphabet.

Range classes have distance brackets with numbers that define the longest distance in that bracket. The brackets are labeled as follows. PB=Point Blank Shrt=Short Med=Medium Long=Long Ex=Extreme

Range	PB	Shrt	Med	L	Ex
A	1	5	10	15	30
B	2	10	30	150	300
C	10	30	100	500	1K
D	100	500	1K	5K	10K
E	100	1K	5K	10K	30K
Mod.	20%		20%	40%	90%
Adv			Imp	Imp	Imp

The numbers here are in meters, a number with a "K" after it means thousands, (a 1 with a "K" means 1,000) or Kilometers.

The percentage values at the bottom of the table are Advantage and Impairments when using that range bracket.

Example: Angie is out hunting for food, she has a projectile rifle with a Range Class of C and a laser gun with a Range Class of D. She spots her quarry, a Gunthar at about 900 meters out. Using the projectile rifle, in Range Class C the target falls into the Extreme range bracket, with a 90% Impairment. With the laser gun, in Range Class D the target falls into the Medium range bracket, with a 20% Impairment to her WS Gun skill. She decides that the laser will more reliably put food on the table.

Blast Range Classes

Most area effects have a blast range class. These use the same range brackets and distances as normal range classes but effect everything in a radius equal to the range class and it's brackets.

If a character wearing armor is caught in a area effect, all of their armor's hit locations take damage but the character only takes normal damage if their armor is destroyed.

Stress

Stress has the effect of wearing down the character's ability. There are three kinds of stress, Physical, Functional and Mental. Each type effects different attributes that fall under them.

Physical stress effects Strength, Constitution and Reflex. This stress is a drain on the the character's reserves of energy that allow them to keep going.

Functional stress effects Agility, Dexterity, Charisma and Beauty. This is a drain on the character's ability to move and take immediate action. This is often brought on by pain or cold.

Mental stress effects Intuition, IQ and Psyche. This is a tax on the characters mind and could be thought of as stress as it is used most commonly. E.g. "I'm stressed out from a long day's work."

Stress points add on to the rolls that the player makes for their character. Physical stress adds onto the dice roll value for Strength, Constitution and Reflex. Functional stress adds onto rolls for Agility, Dexterity, Charisma and Beauty. Mental stress adds onto rolls for Intuition, IQ and Psyche.

Example: Angie has taken 10 points of physical stress so far this game. She tries to lift her backpack that has a mass of 50 Kg, because her Strength attribute is 45 she has to roll against Strength to lift the backpack. The player rolls a 38 but must add 10 to the roll because of the 10 points of Stress making the roll a 48. Angie strains to lift the backpack but is not able to. The strain also causes her to take another Physical stress point, now She has 11 Physical stress.

If a character's stress of any type is higher than one of the attributes it effects, the character is effectively unable to pass a roll with that attribute. Skills may partly offset this.

Stress effects are rated in stress points per hour. Sometimes a stress effect is less than one point per hour. These effects are written as 1 in 6 per hour or 1 in 10 per hour. For a 1 in 6, roll 1d6, on the roll of a 1 the character gets a stress point. For a 1 in 10, roll 1d10, on the roll of a 1 the character gets a stress point.

Some rules stipulate when a character receives stress and what kind. Wounds and survival situations are examples of situations where the characters will receive stress. There are also general situations when a character receives stress. Any time the GM deems a situation that would wear down a character, they may declare that the character gets stress points and of what kind. The following are some suggested situations.

Mental Stress

Combat	5
Dangerous situation	1
Failing an important roll	1
Abnormal Occurrence	2
Long term pain	3 per day
Facing difficult odds	3
Death of a friend	10

Sleep

Each hour of sleep relieves one point of each kind of stress. After the stress from sleep have been reduced, the player rolls once for the character's Constitution. For each fractional success, one more point of each kind of stress is relived for that rest period.

Resting

Resting to relieve Physical and Functional Stress is another way of recovering. While resting, the player rolls for the character's Con. A Full result means 1 point of Physical and Functional Stress is relieved. A 1/2 result means that 2 points of each are relieved. A 1/4 result means 3 points of each and a 1/8 result means 4 points of each are relieved.

Strenuous Effort

With an important roll, a character can put out extra effort to try to make sure a roll is successful. The character can choose to boost their effort for a roll and take stress points that apply to that attribute after the roll is completed. For each

stress point taken, the character reduces their roll by 5 points. The player can choose to apply extra effort after the roll has been made.

The type of stress the character takes corresponds with the attribute the effort boosts.

Damage

Hit Points

Physical objects have an amount of damage they can take. In this game this is called Hit Points (or HP). When a person or object is damaged, their Hit Points are reduced. When the Hit Points are reduced to zero (0) a person dies or an object is considered destroyed. This gives a simple way to represent damage.

Armor

Some materials are especially hard or have exceptional tensile strength which makes them resistant to damage. Things made with these

materials are referred to as armored and are given an Armor Rating (or AR).

Armor Rating is the material's threshold before it will take damage. Any number of hit points less than Armor Rating does not damage the material. Armor Rating also absorbs any damage up to its value, so even when the rating is exceeded, the total damage is reduced by the rating.

Armor Rating is never reduced until the object is destroyed. If an Armor Rating is 10, it remains 10 until the Hit Points of the object is brought to zero (0).

Because there are almost always weak points in armor, Fractional Successes can be spent to

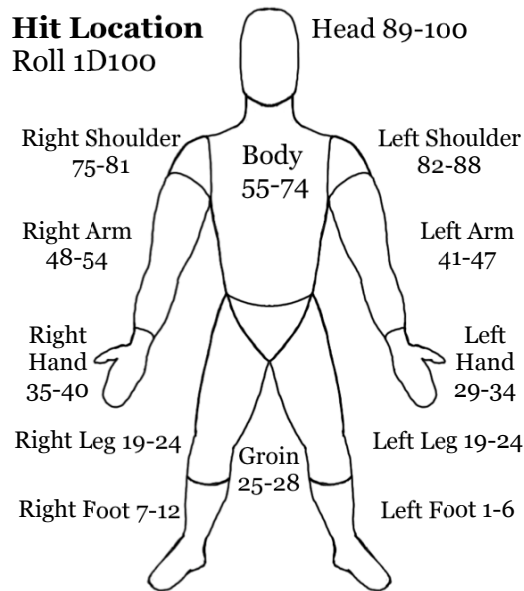
reduce the effect of armor (See: Rules-Damage-Avoiding Armor).

Hit Location

Eight distinct areas divide the body into hit locations. Each area can have an effect on the damage done and has stress effects. When a character attacks the hit location chart is rolled on. These areas and their effects are listed below.

Hit Location

Roll 1D100



Hit Location	Stress	Damage
Head	10 Physical 10 Mental	Damage x2
Body	10 Physical	Standard Damage
Shoulder	5 Physical 5 Functional	Standard Damage
Arm	5 Physical 10 Functional	Half Damage
Hand	10 Functional	Quarter Damage
Groin	10 Physical	Standard Damage
Leg	5 Physical 3 Functional	Half Damage
Foot	5 Physical	Quarter Damage

When a character attacks another character it is assumed the attack is aimed at the center mass of the target. By spending fraction successes the attacker can move one hit location per success spent. By spending a fraction success the following moves can be made.

Head to	Body
Body to	Head, Shoulder or Groin
Shoulder to	Body or Arm
Arm to	Shoulder or Hand
Hand to	Arm
Groin to	Body or Leg
Leg to	Groin or Foot
Foot to	Leg

Example: Angie only wants to deter the Geetin from attacking. She uses her pistol and rolls under her Half column. She rolls for the hit location and gets L Arm. She decides to move the hit location to the L Hand. The attack does less damage but inflicts 10 Functional stress making it harder for the Geetin to successfully attack her.

Avoiding Armor

Armor almost always has weak spots or places that cannot be armored. These weaker spots are

generally small but a skillful attack can find them. To simulate this a player may spend a fraction

success on avoiding armor.

For each success spent on this, the Armor Rating (AR) is reduced by one half the damage of the weapon rounded down. If two successes are spent, the Armor Rating is reduced by the full damage of the weapon. If a third is spent the Armor Rating is reduced one and a half times the weapon damage. This is the maximum successes that can be spent as the first success must be spent to hit the target.

Example: Angie is attacked by the Geetin and the GM rolls under his Half column. The GM

declares that the first success is to hit, the second is to avoid armor. The Geetin is using a laser staff which does 11 points of damage at this range. Half of that is 5 (rounded down). Now, when the laser hits the first 5 points of AR are ignored, the 11 points of damage are reduced by any remaining armor and then damage is done. ASO Troop armor has an AR of 9 on the shoulder which is reduced to 4 by the avoid armor attempt. The damage left over is 7 points. The shoulder armor then absorbs 3 HP bringing the damage down to 4 points to Angie.

Stuns and Incapacitation

Stun

Every time a character takes damage, the trauma can stun them. The stress effect of the hit is applied and then the character's Constitution is rolled against. If the roll is failed the character has their Actions reduced by 2 for their next turn.

Incapacitation

If a character has lost more than half their HP they no longer are stunned by damage, if they fail their Constitution roll, they are incapacitated.

If a character is incapacitated, they cannot take any action for 2d10 turns.

The Warp

This scenario is designed for two to four players. Suitable pregenerated characters are available for this game. (See: Characters)

Immediately after arrival the Player Characters are given notification that they will be sent to the core on a scientific expedition. Scientist characters are very useful and if there are no PC scientists then an NPC scientist is assigned to the group.

If the players ask about the nature of the mission their commanding officer replies "All I have is the when, the where and to expect 'science' to be happening. They didn't give me any more information than that. Bring a book and a deck of cards, this sounds like a boring one. There isn't another base for 2200 kilometers."

Transmission

Report by: Major Jacob Kibler

Position: 4th Special Sciences Division Commander

Assigned Objective: Investigate Space Time Warp

Purpose of Mission: Evaluate the connection between Array structures and space time distortions

Progress Report: I have been assigned to oversee the effort to investigate the warped region of time and space found at the point where the Array structures come in contact with the core of the planet.

Our first few attempts at exploring the warp were a disaster. Although we now have proof that the warp is inhabited, our men were lost when investigating the area. We were not able to penetrate the effects of the warp in earlier attempts because of the unpredictable nature of the space and time distortions

Doctor Larrrs' warp gauges have proven effective when used in connection with an autonomous probe the engineer's call Maximilian. We believe that we can now navigate the warp with the assistance of the probe and by equipping the explorers with their own hand held gauges. Because of these developments, we are requesting a specially equipped squad for immediate resumption of manned missions.

NPCs

Major Jacob Kibler

The major is a no nonsense commander that expects results. He is frustrated by the problems this mission has encountered and is eager to put past failures behind him.

His greying hair is cut short in a brush cut. He is always clean shaven and has a deep scar in the middle of his forehead.

Doctor Evan Larrrs

The doctor is an eccentric but brilliant corporate scientist. He is clearly excited about the research he has been able to carry out here. He can quickly lose all but the most intelligent in his theories and jargon, unaware that these are things the average person cannot understand. He frequently brings up the holographic universe theory.

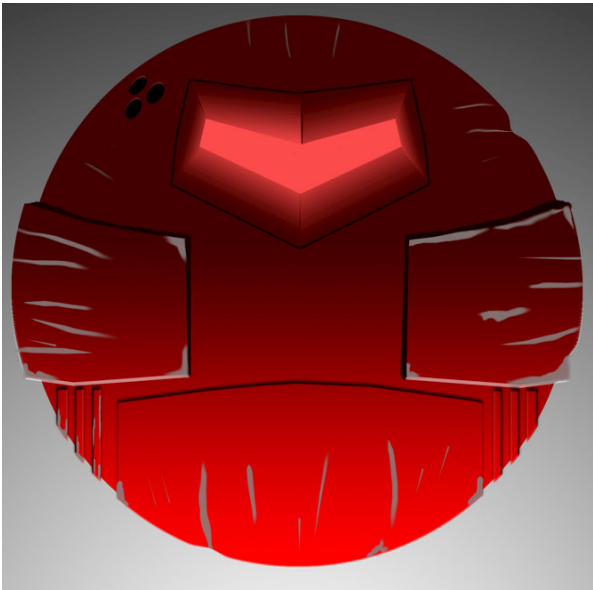
Evan wears a v-neck sweater and a button down shirt at all times. His hair is combed over a bald spot on his head.

Chief Warrant Officer Mark Gibbons

Officer Gibbons is responsible for the construction and programming of the Maximilian probe. He is frustrated by the binary logic of the probe but all attempts to produce a more sophisticated probe have not made it through the warp.

Gibbons is disheveled and his work bench is full of tools and parts. His hands and keyboard are permanently stained with oils.

Maximilian



The Maximilian probe is a 500 Kg armored sphere

1.8 meters tall that moves around via an anti-grav engine. Maximilian can only communicate in binary code or by answering yes or no. All other probes, even ones that have been built off Maximilian’s logic in an attempt to make it more sophisticated have been lost in the warp.

Maximilian is painted bright red. It’s outer hull is battered and scarred.

	Full	1/2	1/4	1/8
Str	80	40	20	10
Ref	20	10	5	3
Agi	20	10	5	3
Int	90	45	23	12
IQ	20	10	5	3
Psy	100	50	25	13
AR	80			
HP	200			

Top Speed 30 Km/h

Travel Speed 5 Km/h

The Setup

The Warp is a space time distortion.

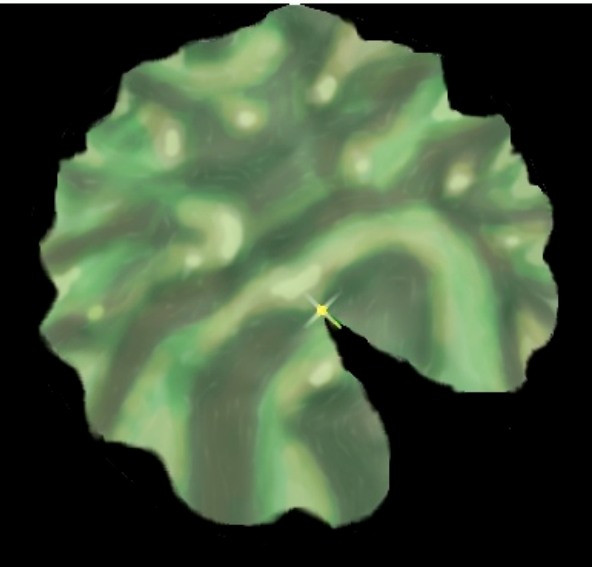
The “lamp” is a hill that reaches up into the most distorted space where matter falls apart and becomes heat and light.

The cavern has become overgrown with plant life over thousands of years.

The warps were once normal patches of ground each measuring a mere ten meters across directly underneath each of the Array structures. It is the opinion of most that they are some kind of after effect of the Arrays being activated at some point in ancient history.

Now the warps appear like a hole in the ground ten meters across with a bright light shining from within the hole. The inside of the hole open into a large cavern 100 kilometers in diameter. Gravity inside the cavern holds objects to the interior walls. Walking into the warp, a person is drawn down onto the interior walls and walks along them.

A peak inside the cavern reaches into the severely distorted core of the warp. The spacetime at the core is so badly warped that matter breaks down and is released as light and radiation. This has been called “the lamp”.



Over a period of approximately one year, the matter being broken down and turned into energy should be mostly used up. Something has been relighting the lamp every two months.

The cavern has collected dust, soil and seeds from plants for thousands of years and the lamp’s light is suitable for plants to grow so patches of the terrain are full of plant growth while others are barren.

The reason things stick to the inside walls is that gravity also follows along the space time warp.

This makes the walls down and the interior of the cavern up.

The ASO and a group of corporate backers are looking to unravel the science behind the warps. Only the Maximilian probe has been able to enter the warp and return intact. The probe has taken pictures and readings that need investigating. The intent of this mission is to send the characters in following the lead of the probe and gather more information.

The facility is in a structural member tunnel resting on top of the core. The tunnel is dark aside

from a few high intensity lamps on 50 meter poles that light up the camp area. There is only one permanent structure in the camp, a sprawling single story building covering half a hectare (or 5000 square meters) made of thin carbon ceramic composite sheets (what most everything on planet is made of). The rest of the camp is a series of tents for barracks, mess and offices.

There are a large number of scientist and engineers in the camp. There are probably 200 personnel total and two thirds appear to be scientists and engineers.

Mission Briefing

The Game Master can read the following information or relate the general ideas expressed. This text is primarily for background information and to set the tone of the NPCs.

Main Objectives

Investigate three pictures taken by the Maximilian probe. One is of a wall with a Chezbah symbol on it. The second is a black lake of unknown nature. The third is a picture of a humanoid form relighting the lamp two months ago.

The last objective is the most important, if there are people living in this environment, the scientists want to know how they have learned to navigate inside.

When the player characters report for duty they are taken to a tent where briefings are held. A Corporal introduces Dr. Evan Larrs.

He starts off "You are here to help figure out what The Artifact was made for. We are directly underneath one of the chains of systems called 'the arrays'. The natives of The Artifact call them the 'world end machine'. Legends say that at one time the 'Old Gods' tried to turn on this big bad device. The Chezbah tell us that it's some kind of self destruct. If it is, it's the weirdest self destruct I can imagine."

At this point the Major pipes up "Doctor, if you could keep the briefing to the information that the team here needs to know. . ."

Dr. Larrs's face twists. "They kinda need to know why the Warp Hole is there or they won't understand what they're looking for."

The Major replies, "Just stick to the facts that are relevant to what they will be doing."

The doctor rolls his eyes. "Ok then, what you need to know is that the arrays were warmed up at one point and they punched holes in the planet. Not through the planet but in the matter of the planet. The actual atoms are distorted in a way that changes space and time in a localized area."

Dr. Larrs brings up a projection of a perfectly circular 10 meter wide hole in the ground. Bright light pours from the hole.

"This is what we call the 'Warp' there are thirty two of them total on The Artifact each one under an array. We have sent autonomous probes into this hole to take measurements. Only one probe has been able to make multiple trips into and out of the hole."

Another projection shows a red spherical machine. Scientists and Engineers can take IQ rolls to identify that it likely has some kind of AG engine for propulsion based on the design.

"This is Maximilian. 'He' will be your guide through the hole. Stick close to him; he's the only thing that can regularly navigate the Warp Hole. Be careful with Maximilian, his AI was hastily modified and his communication skills are poor. He is extremely literal and can only answer you with 'Yes' and 'No' responses but be very careful he may not always mean yes an no literally. His yes generally equates to 'positive' and no equates to 'negative'."

Dr. Larrs brings out a hand held device.

"This is how Maximilian navigates the hole. This is a 'Warp Gauge' it passes a low power laser through a vacuum. The light from the laser should not be interfered with by anything along the way

in normal space and will read green. If the gauge reads anything other than green, then spacetime is distorted. The 'warp' can make the gauge read anything from red to violet. The danger increases whenever you move further from green in any direction."

"This is your main objective."

A projection comes up of the top of a hill that curves up to a very sharp point. At the top of the point is a bright light.

"This point is where the hole rubs up against matter. We've been calling it the 'lamp'. We think that the light is coming from atoms that are falling apart because of the severely distorted fabric of space. We need readings from near the top of this hill. Unfortunately Maximilian refuses to get close enough, he can't find a safe path. Normally I would assume that he was right and there is no path, however there is evidence that he is wrong."

The doctor pulls up a picture of a human form standing near the tip of the hill. The form looks distorted but recognizable.

"Maximilian took this picture two months ago. We don't know who this fellow is but he apparently knows how to get up there. We think that he's re-lighting the lamp. You see after a while the matter at the top of this hill will have completely fallen apart and the lamp will go out. Our computer models seem to match the rate that the light has been fading. In five days the light will reach the point it was at when this fellow was spotted. After he or she was seen, the light increased in

magnitude. It will take Max three days of travel to get you to the hill. You'll have around two days to either find your way up the hill yourselves or even better if you can find this guy and have him show you the way."

The Doctor continues, "there are some things we would like you to investigate on your trip. They're things that Maximilian has taken pictures of but we would like someone to take a closer look."

He brings up some pictures and flashes through them. There is a wall of CCC with a Chezbah symbol on it. There shouldn't be any CCC down there so that's odd, take a look at it and take picture and notes.

Then there is this black "pool" that we can't get much information on. We can't get a good look at what's going on from the pictures or video.

Be very careful when investigating, dangers are not always obvious.

Maximilian moves at 30 Km/h maximum but usually travels at 5 Km/h or at about human walking speed.

The party is equipped with a warp gauge for each member. The gauges are hand made and each one has a 10% chance of being faulty (may not show the correct warp level). The GM should roll for each character to see if their gauge is faulty.

The group is equipped with one warp test package that is to be placed near the lamp for at least 2 hours. Preferably more if time allows.

Meeting Maximilian

The PCs are then brought to a staging area that is more like a mechanic's garage. An engineer introduces himself as Mark Gibbons. He is the lead probe engineer on the project. He brings in Maximilian. The probe is heavily armored and moves quite slowly. It's red paint is battered and scarred.

"This is Maximilian, he'll be escorting you on your mission.

There are a number of things you have to know about him. Number one, don't call him Max, he won't know who you're talking about. I've tried to teach him to respond to Max and he either doesn't get it or doesn't want to.

Number two, only ask him yes or no questions. He can answer in binary if you want him to but that

takes forever. (Mathematics skill roll with 80% Impairment)

Three, if he suddenly turns and says "no" to you he may be telling you to stop. No is negative in his mind so it's the closest thing he can say to "stop moving". "Yes" may mean that he wants you to follow him.

You have to think in terms of positive and negative when he says yes and no. We've tried copying his AI to other probes and then fixing his speech glitch but it has more to do with his logic than the speech program. Whatever we fix in his logic messes up the probes survival rate. There's something important about looking at things as strictly true or false that keeps him running.

Okay Maximilian, take a look at these them and remember their faces. You're going to bring them as close to the lamp as you've been able to get.

You need to keep them safe too, you won't be alone this time. Do you understand?"

Maximilian responds in a low tone. "Yes."

Entering The Warp

The Game Master can read the following information or relate the general ideas expressed. This text is primarily for background information and to set the tone of the NPCs.

Once the characters are properly outfitted, they are taken from the staging area to the main structure by the Major, Dr. Larrrs, Warrant Officer Gibbons, and a platoon of MPs.

The group is escorted to the hole. It is in a large room with a gantry crane over the Warp Hole. The Hole is nearly surrounded by officers and scientists with an opening for the party to enter. Maximilian enters immediately. A Sergeant addresses them. "Entering the hole is easy. I'll demonstrate and you follow me in. Just don't look directly at the light, it's like looking at the Sun, bad for the eyes."

The Sergeant takes a step into the hole. He pauses for a moment to show that his body naturally follows the curve of the ground going down into the hole. The PCs notice that his body is slightly distorted as he enters, it curves slightly upwards and then straightens out as he enters the hole. Doctor Larrrs says "it's just light being bent around the hole, it doesn't hurt and it's safe."

On entering the hole the light from "the Lamp" is directly in view. It's hard to see anything until fully in the hole. As the ground curves into the hole, gravity curves to match the ground so standing on the edge of the hole is like standing on a hump on the ground.

If the players make an Int roll, they will notice their warp gauges go from green to blue.

The hole opens into what appears to be a huge (100 km radius) hollowed out sphere. Like a fishbowl with the hole being the mouth of the fishbowl. The characters are walking on the interior surface of the bowl. The interior of the bowl has meandering rows of hills all along the inside. The tallest is a spire with a bright light shining at it's apex. There are green plants growing everywhere. It looks like most of the valleys are blanketed in greenery.

"Welcome to the Warp Hole. That is the Lamp." The Sergeant says pointing at the bright light. "Maximilian do you understand your mission?"

Maximilian turns back toward the Sergeant "Yes" in a low voice.

"Good. As for the rest of you, Maximilian is going to wind you through those valleys until he gets up to the Lamp. He will occasionally travel over a hill. Only cross as he shows you. He's picked safe passages as only he can. As you get closer to the hills, the warp gets more and more dangerous. If you are separated from the group watch your gauge, which is currently showing what?" The Sergeant pauses for a response. At this point if the PCs haven't noticed they should now. "Blue! You are in a warp! Don't worry, it's a mild one. This is where the danger of a warp is fuzzy, some are safe, some aren't. If you follow the very center of the valleys you'll stay in this blue warp. It is not safe all the way through, do not follow the center of the valleys. Stay off to the side in the green. Any final questions before you are left in Maximilian's care?"

The Warp Survival Challenge

This portion of the game will follow the rules for Survival Challenges. In this kind of challenge the characters test their ability and equipment against the environment.

Environments have a certain amount of Challenge Points that the characters must overcome. These

points represent the amount of effort that must be expended to get through the environment. Players roll against the character's skills and attributes to reduce their share of the CP.

Each environment fights against the characters surviving by presenting them with randomly generated hazards.

Surmount Method: Observing changes in air temperature, changes in the way the characters feel, following the exact path Maximilian takes and the readings on their Warp Gages.

Each turn players roll against the surmounting attribute and compare the result to the chart below to see how many Challenge Points (CP) are reduced. Each character must make their own way through the challenge and reduce the CP of the challenge to zero before they have reached the end. A character can share up to half of their Fractional Successes with another character.

Surmounting Attribute: Intuition

Full	1/2	1/4	1/8
1	2	3	4

20 Challenge Points must be reduced to reach the furthest point Maximilian has reached.

When 13 CP are left the Chezbah Symbol objective is reached.

When 7 CP are left the Dark Pool objective is reached.

When 5 CP are left the String of Rocks objective is reached.

When 4 CP are left the Lean To objective is reached.

Hazards

Going Off Trail

Leaving the prescribed path is generally a bad thing. The GM should stress that it is very dangerous and Maximilian will protest anyone leaving it. If they persist, they can have any range of effects happen to them similar but far stronger than the random hazard effects below. Limbs may be frozen, burnt, shriveled up from passing through a small pocket of greatly accelerated time, stuck in a pocket of stopped time, or sliced off by a portal or sheared space.

In general these effects should do 4d10 points of damage.

Paranoia

The danger inside the warp is constant and changes frequently. This means players must be alert at all times. Each failed Intuition roll when trying to surmount the challenge, the character gets 1 Mental stress point.

Random Hazard

For every survival round the GM should roll once on the following table. The effects listed describe the changing conditions in the warp.

Roll 1D100

1-10	Cold and tired
11-20	Hot
21-30	Quiet and Dark
31-40	Heavy undergrowth
41-45	Time accelerates
46-50	Time accelerates
51-60	Inertia increased
61-70	Inertia decreased
71-75	Portal
76-80	The Lost Army
81-90	Attacked
91-95	Two random hazards at once
96-100	Three random hazards at once

Cold and Tired

The air becomes cool. Warp gauges show orange. Energy is being dampened down by this warp. Maximilian slows down to 3 Km/h but can make it through this warp. All characters must make a Constitution roll or a Psyche roll (player's choice) with a 1d6x10% Impairment. If a character fails this roll, they fall asleep because their brains are not transmitting signals as well as they normally do. They will have to be carried or dragged out

Hot

The temperature rises rapidly. Warp gauges show blue. The heat is oppressive if the characters do not pass a Constitution roll they take 1d10 Physical stress.

Quiet and Dark

Things get dark, sound and light are being dampened down. Warp gauges are hard to read but show violet. It is difficult to see anyone else or to hear their voices. Radio is also blocked. All characters must make an Intuition roll or become lost in the dark. Tying each party member to a rope or linking hands will prevent the need for this roll. Maximilian will proceed as if nothing is wrong.

Heavy Undergrowth

The trail is simply overgrown. Maximilian simply floats over the growth but characters on foot must chop through with machetes. Exertion hazard, characters must make a Constitution roll or take a Physical stress point.

Time Slows

Warp gages start to fluctuate wildly. A spinning warp eddy moves across the path the characters are traveling through. 1d6 characters including Maximilian are hit by a pocket of slowed time unless they make a Dodge skill roll or Sprinting skill roll with a 50% Impairment since they can't actually see where the warp is moving.

Characters stuck in the warp do not feel any ill effects but those outside the warp will perceive them as being frozen in place. Moving to touch the time frozen characters will cause characters or any other object moving into the warp to be frozen themselves.

The warp will continue to move and will eventually pass the characters leaving them back in normal time after 1d10x6 minutes.

Maximilian will not willingly enter a warp like this. Maximilian will also not leave any member of the party since he's been instructed to keep everyone safe. Although the PCs may figure out that moving into the slowed region means that the warp passing will appear instantaneous, Maximilian will run out of fuel in 4 days and the main objective of catching the person relighting the lamp will be much harder if too much time is lost.

Time Accelerates

Warp gauges flash violet for those in the lead of the group. A warp eddy causes time to accelerate to the point where characters in the back of the group appear frozen in time.

The solution is to keep moving, the characters in front will exit the warp after leaving the rear of the group behind by 1d10x100 meters. Once this happens, both groups are in normal time. The characters in back will perceive the lead characters speed away and if they keep moving will quickly catch up with them.

There's very little danger in this hazard other than the confusion that may be caused the first time the character's encounter the situation. If the players run into the Time Slows hazard it may also cause confusion. Describe only what the PCs see happening to enhance this effect.

Maximilian will suffer a conflict of programming because his survival programming will tell him to keep moving because of the violet warp while his orders to keep the group safe means he should not leave anyone behind. Fortunately the survival programming wins out and he will keep on moving until he exits the warp. He will keep turning back and repeat "Yes" in his low tone, trying to get the party to follow him.

Inertia Increased

Warp gauges show blue. Characters do not get any heavier but when they move their arms legs and bodies will build up large amounts of energy like they were extremely heavy.

Characters must take an Agility roll or they take 1d6 damage (body armor will not protect against this) as their feet strike the ground or arms brush against plants, packs or other characters.

Movements like jumping or running will result in large distances covered but if an Agility roll is not made, the character takes 1d10 damage.

Even small thrown objects quickly build up to huge energies and do damage equal to the character's STR/10. Firing weapons will do 10x the normal damage and knock the character backward doing 1d6 damage.

Inertia Decreased

Warp gauges show yellow. Characters will perceive that their limbs and body feel as if they are moving through water. This is because inertial energy that would normally carry them forward is instantly dissipated. All characters must make a Constitution roll or take a Physical stress point.

Thrown object and projectile weapons fired will fall to the ground almost instantly.

Portal

Warp gauges show red or purple. A three dimensional portal 1d10x20 cm across floats through the air. Through it, characters see a kaleidoscope of different locations and times inside and outside of the warp.

10% chance the characters briefly see another person looking like a Kelrath.

10% chance the characters briefly see themselves moving through the warp 1d6 hours in the past or future.

20% chance the characters see stars as if in deep space.

30% chance they are looking at one of the other warp holes that could be icy, full of harsh radiation or full of undergrowth like this one.

If any character attempts to pass through the portal, they have no way of controlling where or when they will emerge. Roll for the things the character's could see again and if one is successful, this is where the character emerges. Once on the other side there is a 50% chance the portal is one way.

The Lost Army

Centuries ago, an army of Kelrath soldiers disappeared in the warp, each individual sent to different times and locations inside the warp. They remain for a moment and then disappear a few seconds later to travel to another place in time

The PC's warp gauges go wild fluctuating rapidly. An armored figure appears a hundred meters in front of them for a moment and at the end of the turn, disappears.

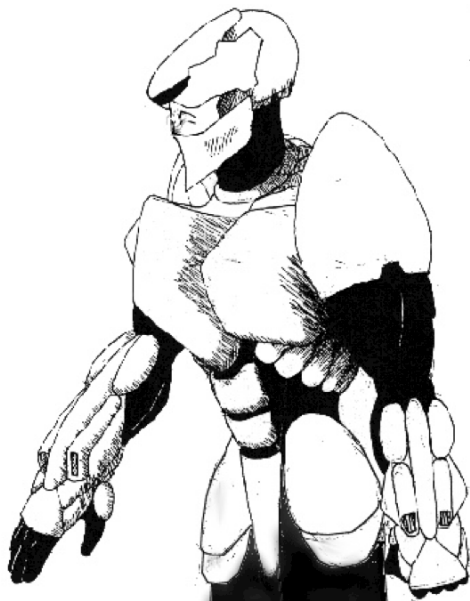
The Kelrath's reaction at seeing the PCs is determined with the following chart.

Roll 1d6	Reaction
1-2	Confusion
3-4	Hostile
5-6	Pleads for help

The PCs can do little to help the Kelrath, if they try to reach him, they risk being sucked into the warp themselves. If they attempt to cover the distance, warn them by stating their warp gauge is flashing red and violet.

The Kelrath has the following stats.

	Full	1/2	1/4	1/8
Con	50	25	13	7
Str	45	23	12	6
Ref	40	20	10	5
Agi	45	23	12	6
Dex	35	18	9	5
Int	30	15	8	4
IQ	20	10	5	3
Psy	20	10	5	3
HP	15			



Laser Staff

	PB	S	Med	L	Ex
Damage	12	11	5	3	1

Range Class: C

Rate of Fire: 1

Armor

Hit Location	Armor Rating	Hit Points
Head	8	4
Shoulder	5	3
Body	5	5
Arms	2	1
Hands	3	2
Groin	5	3
Legs	2	1
Feet	3	3

Attacked

Part 1 The Alarm

The first time this hazard is rolled have all PCs roll for Intuition with a 30% Impairment. If the roll is passed the characters discover a tripwire that is attached to a small catapult like device. In the basket of the catapult is a ball of tar like material. It is not pointed at the characters but points away from the path.

If the PCs do not see the trip wire, the first PC in the group will trigger it. The ball of tar is launched off the path and into a violet warp. The tar explodes with a loud bang sending flaming pitch everywhere doing 1d10 points of damage. Armor should absorb most or all of this damage.

This is not the devices intent, it's purpose is to alert the inhabitants that there are intruders.

Part 2 Arrows

The residents of the warp have found a portal that allows them to see several different places inside the warp. The portal is one way, so the PCs will not be able to see it from where they are but the inhabitants can see them walking along the path.

Once the alarm (the exploding tar ball) has been tripped the inhabitants will watch the portal and fire arrows at the PCs through the portal. This counts as an ambush.

The inhabitants are good shots but the arrows will not do much damage against modern armor unless they hit in just the right hit location.

	Full	1/2	1/4	1/8
Agi	60	30	15	8

Arrow Damage:5

Rate of Fire: 2 per turn

The PCs must make an Intuition roll to figure out where the arrows are coming from. Their first

fractional success will tell them where the arrows are coming from, they will see on their second fractional success that the arrows are coming out of seemingly nowhere.

Objectives

These are the objectives that characters were sent into the warp to discover. Some of the objectives listed are not in the official list the characters were given but they're clues to the ultimate objective of getting close to the warp.

The first two objectives are not intended to cause any major problems for the characters, they are there to allow the players to explore.

The Chezbah Symbol - 13 CP

This is a one way portal that leads to a Chezbah city.

The portal is blocked off by a large cube of armored material with a Chezbah symbol painted on it.



When all characters have reduced the challenge to 13 CP, the first objective is reached. This objective gives the characters something to explore and possibly get into a little trouble with.

Maximilian will stop and turn toward the PCs. He has no way of explaining why so just waits to be asked questions. He is stopping because the first optional objective is nearby. This is the CCC wall. The wall is partially obscured by plants so the characters will have to look around for it. Maximilian can tell them if they've gotten closer by saying yes and further by saying no if he is asked.

The wall is 3 meters across and 2.5 meters tall. In the center of it is the symbol that Loc's priests wear in yellow. With a successful Int roll the characters will notice that the edges of the wall seem to fade into the background of plants and that it seems like the wall is very thin because there are plants growing very closely behind it. When getting close to the wall the warp gauge starts to read yellow. What the players are in fact looking at is a worm hole to another place but it only allows objects with mass to pass through it in one direction while light can travel in both directions.

The characters are very unlikely to find out why the wall is in this place but for the GM's information and in case the PCs somehow figure out a way to move or destroy the wall this history is included.

Hundreds of years ago, a group of Kelrath found this spot in the warp hole. At that time the wall did not exist and the wormhole opened up into a Chezbah city. The Kelrath used the wormhole to launch attacks on the city, at first not knowing there was no way back. Over time the Kelrath learned the location of the Chezbah city and lay siege to it and then broke into the city through the wormhole, trying to invade with a huge force.

Because of the earlier attacks, Loc instructed his priests how to be ready once they were able to find the wormhole's exit point. When the Kelrath started to pour into the city, a huge block of HDCCC was lowered in front of it thus stopping the invasion. The block is over ten meters thick. Although the Kelrath did attempt to destroy it, the Chezbah would simply remove it and replace it with another block. The side of the block that the PCs can observe is approachable in the Chezbah city and as a warning the symbol of Loc was painted on it and named the Stone of Ahier after the city it is in. The stone is legendary in it's region as a protection from evil.

There is a thin gap between the wormhole and the stone of only 1.5 mm. Any attempt to touch the CCC wall will result in a thin layer of the hand,

foot, arm, branch or rock being stuck on the other side of the wormhole. This means that anything that enters the 1.5 mm gap cannot be pulled back but also remains attached causing the object to appear stuck to the wall. If pulled with enough force, the thin layer will rip off and fall to the ground at the foot of the stone in the Chezbah city (2 points of damage). Lasers, plasma and paint can mark up the wall. The Chezbah will repair any damage and remove any markings later, but the characters are not intended to wait around long enough to see this happen.

Maximilian will wait up to two hours for the characters. Once the two hours have passed he will start repeating "Yes" until the players follow him.

The Dark Pool - 7 CP

The "Pool" is a super slick super hard surface.

After all characters have reduced the challenge to 7 CP, the second objective is reached. Maximilian will stop and face the characters again because they have reached the dark pool. The "pool" appears absolutely black. There is no reflection of light off it's surface. It appears as if it is a hole with no sides or bottom, just unending darkness.

The pool is not a liquid and is actually a hard surface. It reflects no light or sound, but objects thrown at it will bounce off it's surface. No weapon will damage this surface. The surface also has no friction.

If the PCs try to move around the "pool" they will find that it is wider than the safe path they need to travel along. Their gauges will show a warp of blue on one side and a warp of yellow on the other. If the PCs try to move around it anyway, roll a random warp effect on random hazards table. The only safe way across the "pool" is to go over it.

The surface is slippery and a push off of one side will send the player to the other end of the pool. However there is a slight curve to the center of the pool that is very difficult to detect because the lack of any reflections on it's surface. If the character does not push off with enough force (Str roll with a 60% Advantage), they will slow and then circle back to the center of the pool. Throwing dirt or stones into the pool will reveal the curve on a successful Int roll. Once stranded on the pool, the character will not be able to get any traction to get off and will have to be rescued by others using a rope or human chain. If the players make a

running jump to get across, then the Str roll is not needed and they will make it across.

Maximilian will proceed by flying over the pool.

The players should make Int rolls for their characters after crossing the pool. If made, they will notice there is a portion of the pool's surface where soil has eroded away and the edge of the surface.

The "pool's" surface is microscopically thin and will cut anything that it's edge touches almost effortlessly. This includes stones, CCC and metal. The edge of this surface will do 1D10x30 points of damage to anything it cuts.

Even though it is very thin, the surface is unbelievably tough and will not deform or break under any punishment the players can inflict. There is no hit point limit to the surface.

Maximilian will wait two hours for observations, but will leave earlier if the Characters show they are ready to go.

A String of Rocks - 5 CP

The string of rocks is a way for the inhabitants of this warp to signal the presence of a warp.

After all characters have reduced the challenge to 5 CP, have the PCs take Int rolls. If any are successful, they will notice a line of rocks that extend for 8 meters along the right hand side of the path.

If they investigate them they will find that their warp gauges go to indigo along the line of rocks, pushing past the line of rocks counts as going off the trail. The rocks themselves are not stuck where they are and appear to have been purposely left along this line to warn of the warp.

The Lean To - 4 CP

Rocks outline a path that lead to a small campsite once used by the inhabitants.

After all characters have reduced the challenge to 4 CP will bring the players to another set of rocks. This one is different, it consists of two curved lines that funnel into a path.

If the PCs attempt to follow this path, Maximilian will turn and repeat "No" over and over. Their

The Artifact 22

warp gauges will read yellow on this path but there is no detrimental effects noticed as long as the path is stuck to.

On the path, the characters can see a small lean-to overgrown with plants. It appears as it has not been used in a long time. The warp goes to orange or red around the perimeter of the lean-to site.

Maximilian will not enter the lean-to path and will repeat "No" until all members of the party have come back to the main path.

Several hundred meters down the main path, another set of rocks indicate another side path that Maximilian will object to the characters following. This path leads to "The Shelter" heading.

The Shelter

Rocks outline a path that lead to a larger shelter that has also been abandoned.

This encounter leads to finding the inhabitants of this warp.

A side path after the Lean To path will lead off the main path.

While walking down the path the gauge will show blue and sound will be distorted, voices will sound very high pitched but no other effects will be observed.

This path will lead to a larger shelter with an overgrown food garden next to it. With a successful tracking skill roll the characters can determine that this shelter hasn't been used in two months.

After passing an Intuition roll, the characters will notice another narrow path indicated by rocks. If they head down this path they will have to travel single file.

While moving away from the shelter they will feel the same effects as the inertia decrease hazard. but if they move toward the shelter they will feel the inertia increase hazard's effects.

After following the path 150 meters, they will see a clearing 20 meters up ahead. Two human figures will step into view and begin firing arrows at the characters. Because they are firing toward the shelter, the arrow's inertia is increased and do more damage. If the PCs try to fire back, their projectiles will drop to the ground.

	Full	1/2	1/4	1/8
Agi	60	30	15	8

Arrow Damage:15

Rate of Fire: 2 per turn



These are the inhabitants the PCs were sent to find. They are teen age and appear Kelrath in decent. They have been told that anyone from the outside is a danger to them and to defend themselves.

Things have not been going well for them lately. Displaying food or offering help by using the Speak Kelrath skill will persuade them to stop attacking. If someone speaks Kelrath they will explain that their mother needs help and drag them to the clearing.

Here a smaller shelter houses a women in her mid sixties. She is very ill. A medic will be able to examine her and determine there are large tumors all over her body most likely an effect of moving so close to the lamp hundreds of times in her life.

If the PCs are able to help the mother, even if it is to alleviate her pain (a medic will have the needed painkillers) with a General Medicine skill roll, she will explain in Kelrath that she and her husband fled to the warp and have been living here for many years, her husband died the same way she is about to and she asks if the PCs can take her children to a safer place.

If the PCs ask about relighting the lamp the children can show them the way and accomplish the main objective.

On returning to the main path, Maximilian will insist on carrying on to the closest point he has been able to get to the lamp even though it is unnecessary. Go to the "Maximilian's Goal - o CP" heading.

Maximilian's Goal - o CP

Maximilian has been ordered to take the PCs to the closest point to the lamp that he has been able to reach. To him it isn't important that the PCs have reached their goal.

Characters touching the ground start taking powerful electrical shocks inflicting 1d10 Physical and Functional stress. For each turn spent in the warp the shocks grow in strength 1d10 points. For every 10 points of stress, characters take 1 point of damage.

Maximilian has been given the goal of bringing the PCs to the furthest point he has been able to reach near the lamp. Because of his binary logic, to him there can be no alteration of this mission goal.

At first he will try to lead the PCs like he has been. If at any point they decide to turn back, such as after accomplishing the main mission objective, he will attempt to force them to continue on by physically pushing them. He will start off gently at first but the more they resist, the more aggressive he will become.

At the end of the trail that Maximilian is forcing the PCs down is a warp that only registers as blue. Anyone touching the ground starts to receive electrical shocks. The first turn these inflict 1d10 Physical and Functional stress and 1d10 is added each turn. For every ten points of stress the shocks do 1 point of damage regardless of armor.

At first, resisting Maximilian is a Strength contest. The GM rolls for Maximilian's Strength attribute and notes the number of fractional successes. A PC can try to reduce the number of Fractional successes with a Strength roll or an Agility roll.

If the PCs continue to resist Maximilian will start to ram them, trying to get them to travel in the direction he wants. His ramming inflicts 16 physical stress for each fractional success rolled under in the Strength roll. For every ten points of Physical stress, the hit does one point of damage. It's not Maximilian's intent to harm the PCs so if any are hurt badly, he will turn his attention to others.

If anyone is touching Maximilian while being shocked, it will do one point of damage for every stress point the character takes.

The Characters

Select a character from the ones listed below. Players should select a character that is interesting to them and serves a different function from the rest of the Player Characters.

Each character has different skills and equipment that will help the group. A good mix is important for the group's success.

All of the character's stats are pregenerated. Each page can be printed off and each player given the half sheet with the character's information on it. Players choose a name for the character and a gender they're comfortable with and can begin play.

The following is a description of each of the character types to help the players decide who they want to play.

Foot Soldier



Foot soldiers are the backbone of the ASO forces. The ASO foot soldier is well trained and knows

how to use this urban style environment to their advantage.

Scout



The ASO Scout fits the typical description of most scouts. He is the loner of the group. His job is to learn the terrain the group is traversing. He looks for ambushes and important defense positions. The scout is trained to use his environment to his advantage in every way.

Field Scientist



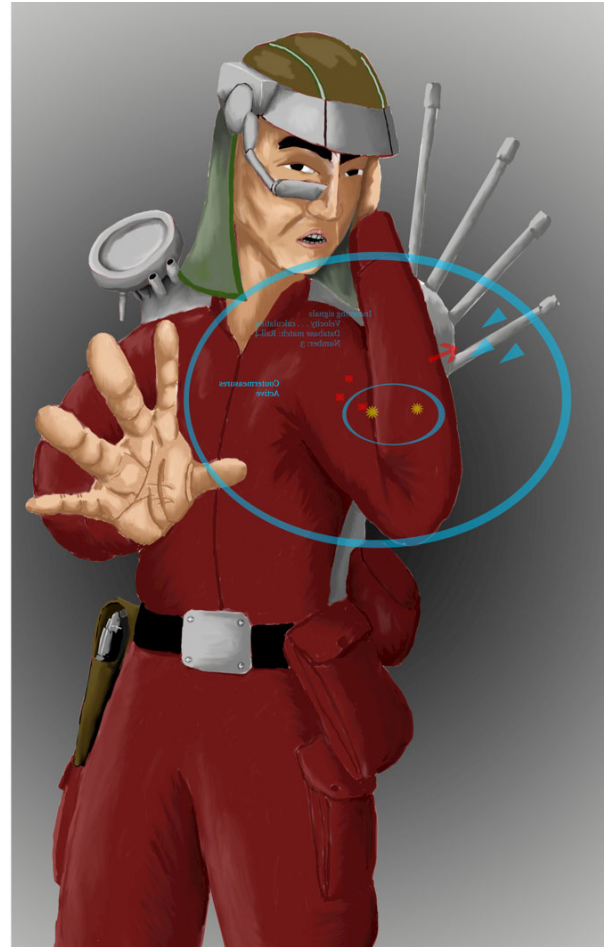
The Field Scientist is perhaps the most important member of any group. He or she has the task of collecting and recording the vast amounts of information and technology on the Artifact. Understanding cultures of this planetoid is vitally important for diplomatic relations.

Medic



Being so far away from a base of operations a Medic is vitally important. Especially when exposed to so many alien diseases.

Communications Officer



Communication Officers are extremely important in this high tech world. Loc is on the lookout for activity and it knows the ASO has allied itself with the Scimrahn. A Communications officer is a linguist, keeps codes from being cracked and are often highly skilled with computers. They can also locate targets through triangulation.

Want More?

The characters given here are examples. In many cases, some of their skills will not apply to the scenario at hand but could continue to be used in later games if the players want to. Some systems like tech challenges and social challenges could be used in this game but have been omitted for simplicity. If the GM wants to add these elements in, they may do so by referring to the full rules.

Player:
Name:
CO: ASO Foot Soldier
Gender:
Height: Average
Build: Average
Age: 19
Rank: Private
Attitude: Comedian, always trying to get people to laugh

Current Advantages:

Current Impairments:

Skills:

Ambush +10
 Bluffing +10
 Camouflage +5
 Command +10
 Concealed Object +10
 Detect Ambush +5
 Dodge +10
 Explosives +15
 HTH Combat +15
 Hide +10
 Iron Will +10

Player:
Name:
CO: ASO Scout
Gender:
Height: Short
Build: Lean
Age: 18
Rank: Private
Attitude: Humble, takes direction readily and easily. Will down play his/her self.

Current Advantages:

Current Impairments:

Skills:

Ambush +10
 Botany +25
 Camouflage +5
 Climbing +8
 Detect Ambush +5
 Dodge +8
 Foraging +15
 Hide +20
 HTH Combat +15
 Hunting +18
 Intimidation +8

Attributes		Fraction Columns			Stress
	Full	1/2	1/4	1/8	Physical
Con	35	18	9	5	
Str	30	15	8	4	
Ref	50	25	13	7	
Agi	50	25	13	7	Functional
Dex	30	15	8	4	
Bty	30	15	8	4	
Cha	45	23	12	6	
					Mental
Int	20	10	5	3	
IQ	60	30	15	8	
Psy	40	20	10	5	
HP	15				

Melee Combat +20
 Navigation Land +10
 Persuasion +10
 Resist Fatigue +10
 Sprinting +10
 Weapon Repair +5
 WS Grenade +20
 WS Pistol +25
 WS Gun +30
 Weight Lifting +10

Equipment:

Standard Issue:

G-82, 5.56 mm Ammunition (10 clips of 30 rounds)
 9mm Pistol, 9mm Ammunition (5 clips of 10)

Knife
 5 ASO Uniforms
 ASO P.R.T.R.S.D.
 ASO Troop Armor
 Binoculars
 Nightvision Goggles
 Infra-red Scope
 Vac-suit
 Tactical backpack.
Clearance Upon Assignment:
 P.E.T.
 Grenades (5 standard but more if allowed)
 M-240B, 7.62 cal. Ammunition (300 rounds)
 AVW 678 Rocket Launcher

Attributes		Fraction Columns			Stress
	Full	1/2	1/4	1/8	Physical
Con	60	30	15	8	Functional
Str	20	10	5	3	
Ref	35	18	9	5	
Agi	65	33	17	9	Mental
Dex	20	10	5	3	
Bty	60	30	15	8	
Cha	40	20	10	5	
Int	62	31	16	8	
IQ	40	20	10	5	
Psy	30	15	8	4	
HP	17				

Mapping +5
 Navigation Land +10
 Physics +8
 Pick Locks +10
 Sniper +15
 Stealth +20
 Subterranean Navigation +5
 Surveillance +15
 Swimming +8
 Tracking +10
 Weapon Repair +5
 WS Knife +20
 WS Gun +30

Equipment:

Standard Issue: G-82 or Projectile Rifle with Infrared Scope

5.56 mm Ammunition (10 Clips 30 Rounds for either)
 9mm Pistol, Ammunition (5 clips of 10)
 Knife
 Five (5) ASO Uniforms
 ASO P.R.T.R.S.D.
 ASO Scout Armor
 Binoculars
 Nightvision Goggles
 Infra-red Scope
 Laser Marker
 Vac-suit
 Tactical backpack
Clearance Upon Assignment:
 P.E.T.
 Grenades (5 standard)

Player:
Name:
CO: ASO Field Scientist
Gender:
Height: Tall
Build: Skinny
Age: 19
Rank: Warrant Officer 1
Attitude: Fearless, takes risks even when they are unnecessary

Current Advantages:

Current Impairments:

Skills:

Anthropology +30
 Archeology +25
 Architectural +10
 Biology +25
 Botany +25
 Chemistry +25
 Construction Shelter +10
 Electronics Engineering +20
 HTH Combat +5
 Mathematics +20
 Mapping +10
 Martial Arts +40

Player:
Name:
CO: ASO Communications Officer
Gender:
Height: Tall
Build: Skinny
Age: 27
Rank: Chief Warrant Officer 2
Attitude: Determined, does whatever it takes to get the job done.

Current Advantages:

Current Impairments:

Skills:

Code Cracking +5
 Computer Operation +10
 Computer Programming +15
 Culture Kelrath +5
 Culture Scimrahn +5
 Defeat Security +15
 Dodge +5
 ECCM +15
 ECM +20
 Electronics Repair +10
 Explosives +5
 HTH Combat +20

Attributes	Fraction Columns				Stress Physical
	Full	1/2	1/4	1/8	
Con	30	15	8	4	Functional
Str	55	28	14	7	
Ref	50	25	13	7	
Agi	40	20	10	5	
Dex	60	30	15	8	Mental
Bty	30	15	8	4	
Cha	30	15	8	4	
Int	25	13	7	4	
IQ	80	40	20	10	
Psy	20	10	5	3	
HP	15				

Mechanical Engineering +20

Physics +40

Psychology +20

Sociology +20

Speak Kelrath +10

Sprinting +10

Theology +10

WS Pistol +5

WS Gun +10

Equipment:

Standard Issue:

9mm Pistol, Ammunition (5 clips of 10)

Knife

Five (5) ASO Uniforms

ASO P.R.T.R.S.D

ASO Light Armor

Binoculars

Night vision goggles

Vac-suit

Bio-Sample Containment Unit

Haz-mat Containment Unit

Portable Smart-Microscope and protective case

Surgical Tools

Digital camera w/low light

Laptop Computer

Disposable Surgical gloves (300)

Geiger Counter

Flashlight

Portable Spectrometer

Tactical backpack.

Clearance Upon Assignment:

P.E.T.

Access to appropriate ASO files and labs.

Attributes	Fraction Columns				Stress Physical
	Full	1/2	1/4	1/8	
Con	25	13	7	4	Functional
Str	35	18	9	5	
Ref	50	25	13	7	
Agi	60	30	15	8	
Dex	65	33	17	9	Mental
Bty	60	30	15	8	
Cha	30	15	8	4	
Int	30	15	8	4	
IQ	60	30	15	8	
Psy	40	20	10	5	
HP	10				

Iron Will +5

Jamming +15

Meditation +5

Melee Combat +5

Navigation Land +10

Radio +20

Scrambler +30

Sensors +30

Signal Triangulation +25

Speak Scimrahn +30

Speak Kelrath +30

Speak Chezbah +30

Weapon Repair +8

WS Grenade +15

WS Gun +10

WS Pistol +25

Equipment:

Standard Issue:

9mm Pistol, Ammunition (5 clips of 10)

Knife

Five (5) ASO Uniforms

ASO Light Armor

Binoculars

Night vision goggles

Vac-suit

ASO L.R.R.T.R.S.D

Computer

Tactical backpack.

Clearance Upon Assignment:

P.E.T.

Grenades (5 standard).

Player:
Name:
CO: ASO Medic
Gender:
Height: Average
Build: Husky
Age: 18
Rank: Private
Attitude: Devious, not evil but has a knack for scheming

Current Advantages:

Current Impairments:

Skills:

Biology +25
 Botany +20
 Chemistry +10
 Climbing +10
 Dodge +10
 Foraging +10
 First Aid +30
 General Medicine +30
 Herbal Medicine +10
 Immunization +15
 Martial Arts +10
 Persuasion +10
 Running +10

Attributes	Fraction Columns				Stress
	Full	1/2	1/4	1/8	Physical
Con	60	30	15	8	
Str	40	20	10	5	
Ref	55	28	14	7	
Agi	30	15	8	4	Functional
Dex	65	33	17	9	
Bty	30	15	8	4	
Cha	50	25	13	7	Mental
Int	30	15	8	4	
IQ	45	23	12	6	
Psy	20	10	5	3	
HP	20				

Storytelling +10

Surgery +20

Swimming +10

WS Gun +10

WS Pistol +5

Equipment:

Standard Issue:

9mm Pistol, 9mm Ammunition (5 clips of 10)
 Knife
 Five (5) ASO Uniforms
 ASO P.R.T.R.S.D
 ASO Troop Armor
 Binoculars
 Night vision goggles

Vac-suit

Medical Checkup Tools

Surgical Tools

First Aid Kit

Sterilizing Spray

500 small Steri-patches

200 Medium Steri-patches

50 Large Steri-patches

Syringe with (200) disposable needles

Disposable surgical gloves (300)

Antibiotics

Tactical backpack.

Clearance Upon Assignment:

P.E.T.

Appropriate medicine for mission

Grenades (5 standard)

Quick References

Hit Location

Roll 1D100

Current HP

Head 89-100 AR HP	Right Shoulder 75-81 AR HP	Left Shoulder 82-88 AR HP
Right Arm 48-54 AR HP	Left Arm 41-47 AR HP	
Right Hand 35-40 AR HP	Left Hand 29-34 AR HP	
Right Leg 19-24 AR HP	Groin 25-28 AR HP	Left Leg 19-24 AR HP
Right Foot 7-12 AR HP		Left Foot 1-6 AR HP

Range Classes

Range	PB	Shrt	Med	L	Ex
A	1	5	10	15	30
B	2	10	30	150	300
C	10	30	100	500	1K
D	100	500	1K	5K	10K
E	100	1K	5K	10K	30K
Mod.	20% Adv		20% Imp	40% Imp	90% Imp

Actions Per Turn

Fail Full 1/2 1/4 1/8

1 2 3 4 5

Hand to Hand Damage

Str	Stress
10	2 points
20	4 points
30	6 points
40	8 points
50	10 points
60	12 points
70	14 points
80	16 points
90	18 points
100	20 points

1 point of damage per 10 physical stress caused

Weapon Skills

For the first fractional success, the attack hits it's target if it is a single action. If an attack is a burst, one in five of the attacks hit.

Each fractional success used after the first, a hit may be moved one hit location. (See: Rules-Event Resolution-Hit Location)

Each fractional success used after the first, a hit may avoid armor, the Armor Rating (AR) is reduced by one half the damage of the weapon. (See: Rules-Event Resolution-Avoiding Armor)

For bursts, each fractional success used after the first may be used to hit one more time for every five attacks. (See: Rules-Event Resolution-Bursts Of Actions)

Skills

The ten attributes that characters have is their raw ability to accomplish tasks by experience a character develops skills that enhance their raw attributes. The skill's value adds to the attribute's Full column that it falls under.

Example: Angie learns the skill Pick Locks at +5. This skill is a Dexterity skill, so it adds to Angie's Dex Full column which is 20. Now if she attempts to pick a lock her chance to be successful is a 25.

Focus Skills

A Focus Skill is any skill that reaches +30 or more. For every 30 points value a skill has it gets another Focus, this means a skill at +60 has two focuses and at +90 it has three focuses.

Having a Focus on a skill gives a +5 to the Half, Quarter and Eighth fraction columns.

Some skills have special abilities that a player can select when they have a focus on that skill. These are effects that are not reflected by simply raising

the skill's value. The player records the new ability for that skill. The character only gets one focus ability per 30 points of skill value.

Example: Angie has her HTH Combat skill raised to +30. She now gets a +5 to her Half, Quarter and Eighth columns when using this skill. Her player also gets to pick a focus ability and they choose the ability Knockout. Angie now has this ability and cannot choose another until her HTH Combat skill gets to +60.

Constitution Skills

Climbing - A character with the Climbing skill can climb for longer without tiring.

When attempting to climb something in a combat turn, a player rolls against the Climbing skill. For every fractional success they can climb for one turn before taking a Physical Stress point. If the roll is failed they immediately take one Physical stress point.

Running- A character with the Running skill can run for longer without tiring.

When running, the player rolls against the Running skill. For every fractional success they can run for one turn before taking a Physical Stress point. If the roll is failed they immediately take one Physical stress point.

Strength Skills

Sprinting - This skill allows a character to run at top speed more reliably.

A character can run 50 meters per turn as a baseline. For every fractional success on a Strength or Sprinting skill roll they can run a number of meters equal to their Strength divided by 5 more meters per turn.

A character can roll against their sprinting skill to make themselves harder to hit with attacks if they are running away from the attacker. For each fractional column passed, they can reduce one fractional success of everyone attacking them by one that turn.

Swimming - A character with this skill can swim faster more reliably

A character can swim a number of meters per turn equal to their Strength divided by ten. For every fractional success they can swim one more meter per turn.

Weight Lifting - A character with the weight lifting skill can more reliably lift heavy masses without wearing themselves out.

A character that lifts a mass greater than their Strength attribute in Kilograms must take a Weight Lifting roll. If the roll is failed, they take 1 Physical stress.

Reflex Skills

Dodge - A character with the dodge skill can move quickly once they see someone about to attack them.

A character that is attacked can roll against their Dodge skill and reduce the number of fractional successes all the attackers get by the number of fraction columns they pass.

Agility Skills

HTH Combat - This is the ability to strike accurately and effectively using only the hands.

A character can inflict physical stress on an opponent equal to their Strength attribute divided by five for each fractional success rolled under in the Agility roll. For every ten points of Physical stress, the hit does one point of damage.

Martial Arts (2) - A character uses Martial Arts to strike and to defend.

A character can inflict physical stress on an opponent equal to their Strength attribute divided by five for each fractional success rolled under in the Agility roll. For every ten points of Physical stress, the hit does one point of damage.

Martial Arts fractional successes can be used to reduce an opponent's fractional successes in close combat.

Sniper (2) - A character can use the Sniper skill in place of WS Gun or WS Kelrath Weapons. The skill is rolled for as normal and any fractional successes are counted up. This can be repeated as many turns as desired and the Fractional successes add up unless the target moves from sight. These fractional successes cannot be used to hit more times in a burst.

Stealth - This is the ability to move quietly and out of the sight of others to avoid being seen. A character that makes a successful Stealth skill roll that can stay out of direct line of sight can move without being automatically noticed.

When using this skill the fraction column passed reduces the fractional successes of all characters looking for them.

WS <specific> - Any hand held weapon can have it's own Weapon Skill. If a player wishes a character to become proficient at using it they will need a skill for it. Some examples of skills are given below.

For the first fractional success, the attack hits it's target if it is a single action. If an attack is a burst, one in five of the attacks hit.

Each fractional success used after the first, a hit may be moved one hit location. (See: Rules-Damage)

Each fractional success used after the first, a hit may avoid armor, the Armor Rating (AR) is reduced by one half the damage of the weapon. (See: Rules-Event Resolution-Avoiding Armor)

For bursts, each fractional success used after the first may be used to hit one more time for every five attacks. (See: Rules-Event Resolution-Bursts Of Actions)

WS Grenade - Grenades are subject to bouncing, wind and rolling. So the time it takes to fly through the air and the ten second fuse time have to be balanced to throw accurately.

A grenade can be thrown one meter for every point of Strength.

For each fractional success spent the grenade can be thrown ten more meters.

For each fractional success spent the grenade falls one range bracket closer to it's target starting at Long then Medium, Short and then Point Blank.

WS Knife - This skill is the ability to fight with a knife.

For how fractional successes can be applied, see the main WS entry.

WS Pistol - This skill helps you handle a pistol to increase the accuracy of your shot.

For how fractional successes can be applied, see the main WS entry.

WS Gun - This skill helps you handle a rifle or long gun style weapon better. This skill gives a bonus to AGI for aiming and firing.

For how fractional successes can be applied, see the main WS entry.

Dexterity Skills

Computer Operation - This skill is a proficiency in computer use.

Electromagnetic Counter Measures (ECM)
- ECMs reduce the ability of sensors to lock onto a target.

The ECM skill can be spent to reduce the number of fractional successes the attacker gets with Artillery Operation by the number of fraction columns they pass with this skill.

A ECM skill fractional success can be spent to cause sensors to loose their lock on a vehicle.

Explosives - This skill is a knowledge of explosives and how to handle them safely and also how to detonate them. A character with this skill is able to calculate how long it will take to get to safe distances from an explosion.

The first fractional success for the Explosives skill means the explosive will detonate as intended.

For each additional fractional success the explosive does 10% more damage.

Pick locks - This is the ability to open a lock without the key. If a lock picking set is not available then the character is -50 to their skill in opening a lock.

Radio - A character can operate a radio to get a clear transmission through.

Each fractional success allows the transmission to overcome an obstacle like a single hex wall or an electrically charged atmosphere.

Surgery (2) - (Biology level +25 required) This skill is necessary for a person to recover from losing more than half their hit points.

Weapon Repair - After use, weapons overheat and jam, the weapon must be disassembled and repaired.

Charisma Skills

Bluffing - This is the ability to convince people that the character is telling the truth. The story has to be possible according to what the hearer knows for this skill to work.

For each fractional success, 1 Mental Stress is inflicted on the character, pressuring them to believe the story. (see: Rules-Social Conflict)

Command - This is the ability to speak in a way that pressures the hearer to follow orders because of honor or duty.

For each fractional success, 1 Mental Stress is inflicted on the character, pressuring them to follow the command. (see: Rules-Social Conflict)

Intimidation - A character with this skill can create fear in other characters to pressure them to do something or answer questions.

For each fractional success, 1 Mental Stress is inflicted on the character, pressuring them to follow the command. (See: Rules-Social Conflict)

This skill works slightly differently from other social conflict skills because the fear created gives the character being intimidated a motivation different from their normal motivations.

Characters that have this skill used on them do not have the stall option in social conflict and can only choose to comply or to become physically aggressive.

Persuasion - A character using this skill exerts pressure on another character by asking for something and then explaining why it would be a good idea to comply.

For each fractional success, 1 Mental Stress is inflicted on the character, pressuring them to carry out an action. (See: Rules-Social Conflict)

This skill works slightly differently from other social conflict skills because the character using the skill is being rational and even kind. Characters that have this skill used on them do not have the aggression option in social conflict and can only choose to comply or stall.

Story Telling - This skill is used to spread stories of a character's exploits whether they are true or not.

Using this skill in a new community gives the PCs one fame point per fractional success. The player of the story teller gets to assign the points to the PCs in the group.

Intuition Skills

Camouflage - A character using this skill can make it more difficult for them to be seen.

Each turn the character is camouflaging themselves they must roll for this skill. Any fraction columns passed reduce the fraction successes of everyone making an Intuition roll to notice them.

Concealed Object - This skill allows a character to hide objects in their clothing. It is also used to detect places that a person could be concealing an object.

A character using this skill can hide an object 10 cm or less in it's dimensions for each fractional success. While a character is being searched the character hiding the object must get a fractional success for each 10 cm in an object's largest dimension. The searcher rolls against this skill (or just INT) and any fraction column passed reduces the fractional successes.

Detect Ambush - This skill is used to notice places that an ambush can come from.

A character using this skill reduces the fractional successes of a character using the ambush skill by the fraction columns they pass.

Drug Recognition - A character using this skill can detect and identify a drug by it's appearance smell or effect on a person.

A Full column result allows a character to correctly identify a drug when they examine it.

Using this skill allows the user to reduce the fractional successes of someone using the Hide skill or Concealed Object skill when they are concealing drugs.

Electromagnetic Counter-Counter Measures (ECCM) - A character can reduce the protection given by ECMs by using an ECCM system.

The fractional successes of a ECCM roll adds to their Artillery Operation successes but only to offset the reduction caused by ECMs

Foraging (2) - This skill allows a character to find food and water even in inhospitable environments like deserts.

A character foraging for one hour can find one half meal for every fractional success. Some

environments may automatically reduce the number of fractional successes.

Dessert 80% Impairment
Tundra 80% Impairment
Plains 30% Impairment
Winter Forest 40% Impairment
Swamp no reduction
Forest no reduction
Jungle 30% Advantage
Urban 30% Advantage (food in garbage)

Foraged food may be unfamiliar to those not accustomed to it. They can include bitter roots and food taken from trash heaps. Characters without the Foraging skill must take a Con or Psy roll to be able to eat the food.

Hide - A character with this skill can evaluate an area to see if there are effective hiding places in it.

A Full result with this skill can be used to accurately gage if there are hiding places available in an area. There will be places that there are no hiding places but even laying flat on the ground in the dark may be counted as hiding.

When using this skill the next turn the fraction column passed reduces the fractional successes of all characters looking for them. This skill can be re-rolled for a better result but each turn the player rolls, the character is not hidden.

This skill can also be used by a player to find cover from attacks. This reduces the fraction successes of all incoming attacks but also reduces the fraction successes of attacks made by the character that is hiding.

Hunting - This skill is the ability to find an animal or person by observing an area or knowing the habits of the prey.

A character hunting for five hours can find one half meal for every fractional success. Some environments may automatically reduce the number of fractional successes.

Dessert 60% Impairment
Tundra 60% Impairment
Plains no reduction
Winter Forest no reduction
Swamp no reduction
Forest no reduction
Jungle 20% Advantage
Urban 60% Impairment

Hunted food may be unfamiliar to those not accustomed to it. They can include small lizards and rodents. Characters without the Hunting skill must take a Con or Psy roll to be able to eat the food.

Melee - A Melee is close combat where there is no defined front line of combat. In the fog of war, it is often difficult to differentiate friend from foe. This skill helps the character identify friends and avoid harming them.

In a close combat situation, when picking new targets this skill can be used to accurately identify one person as an enemy or friend per Fractional Success.

Surveillance - A character can watch an area and observe patterns over time such as when guards change shifts, when they go on patrol or when they rest.

A one Fractional Success means that the character is able to track what patterns occur in the area as long as they observe the entire pattern. Two Fractional Successes mean the character is able to

infer what patterns occur in an area by watching the start or the end of the pattern. Three Fractional Successes mean they can see the patterns at any stage and understand what the pattern is. Four Fractional Successes means the character not only can interpret patterns they can see, they can tell what the next step in the patterns that they have not seen.

Tracking (2) - A character that is tracking can follow small clues of what has moved through an area by observing marks left by animals, people or vehicles.

In many areas of the underground fine dust covers the ground in places where there isn't regular traffic. Paths are often cleared of this dust when there is frequent movement through an area.

For each fractional success the character can follow the trail of something for one meter. Frequently only a few meters of tracking is needed to get the general direction that the quarry is moving in.

IQ Skills

Ambush - A character using this skill sets up a condition where they can take an enemy by surprise. An ambush may consist of attacking when an enemy is unprepared or by attacking from behind.

The ambushed characters lose 2 Actions for the first turn for every fractional success and go after their ambushers in the initiative order.

Anthropology (2) - The study of the origins, social structure and environment of living humans and human-like creatures.

This skill can be used to guess at the social positions of individuals in a group and their importance. It can also be used to understand a society's moral structures.

Archaeology (2) - The study of humans that lived in the past by studying items left behind and the lasting effects they had on their environment.

This skill can be used to reconstruct the history of an ancient culture.

Architectural (2) - A character can identify construction techniques and styles when using this skill. They may also design structurally sound buildings.

Constructing a permanent use structure with this skill is a Tech Challenge. The player sets a goal of how many people the structure will house. For every person housed the task of constructing the building has 1 Challenge Point. For every light vehicle the structure gets 2 Challenge Points. For each medium vehicle 3 CP, heavy vehicles 5 CP and super heavy vehicles 10 CP. Construction takes one day per Challenge Point for field quality buildings. For commercial or residential buildings construction takes one week for each Challenge Point.

Biology (2) - This is the study of all living creatures and how they live. It concentrates on how a creature supports its needs for food and respiration, how it reproduces and performs the vital functions of life.

Botany (2) - This is the study of plants, what fruit they produce, what conditions they prosper in, etc. A botanist can determine if a plant or fungus is edible. This is especially important when trying to stabilize a food source for a local community.

Chemistry (2) - This study involves the property of chemicals and how different materials react with one another.

Code Cracking - A character using a descrambler can decrypt a transmission given enough time.

A character can roll under their code cracking skill once every fifteen minutes. Each Fractional Success reduces the Barrier Points of a code by one. After the fifteen minutes has elapsed, the result of the roll is checked against the appropriate transform table. The character then must satisfy the conditions of the transform and then can roll again.

Computer Programming (2) - (prerequisite Computer Operation) This skill allows a character to modify or add new application to computers.

This skill is used to write scripts for avoiding network probes (See: Rules-Communication and Computers)

This skill can also be used to restore BP to a system. In fifteen minutes each fractional success restores a computer's Barrier Points by 1.

This skill allows the programmer to give E-suits automated functions and give computers new capabilities. Programs can perform any I.Q. or Intuition skill and some Dexterity skills at the GM's discretion. The player may only program a skill that they possess and can only program to half of their skill level. Required time: One day of programming per skill point (for example five days of programming could produce a program that had a five percent success rate at translating Scimrahn to English).

Construction Shelter - Building a shelter will protect the character from cold and wet conditions or very hot conditions.

A shelter protects one person from one Physical Stress and one Functional Stress point per survival turn or one hour for each fractional success. The builder can roll once per hour.

Defeat Security (prerequisite Computer Operation) - A character can bypass or defeat the defenses of a computer.

Defeat Security is a Tech Challenge that uses a computer's Barrier Points instead of the normal Challenge Points (See: Rules-Communication and Computers)

In a ten second turn, each fractional success reduces the Barrier Points of a computer by 1. In two minutes each fractional success reduces the Barrier Points of a computer by 10. In fifteen

minutes each fractional success reduces the Barrier Points of a computer by 100.

Electrical Repair - This skill allows a character to fix electrical and electronic systems.

Electronics Engineering (2) - This is the ability to understand the function of and design new electronic systems.

First Aid - This is a basic knowledge of what medical attention to give to injured people, such as CPR, mouth to mouth, how to apply a tourniquet or a splint.

First Aid reduces one point of Physical Stress or Functional Stress from wounds for every fractional success.

General Medicine (3) - General Medicine is an overall knowledge of disease and medical problems that allow the character to diagnose and treat illnesses. Characters heal faster and suffer less from illnesses when a character cares for them with this skill.

General Medicine reduces five stress points from disease or injury for each fractional success and plays a role in healing wounds and curing disease.

This skill requires access to already prepared medicine.

Herbal Medicine (3) - Herbal Medicine can be used as a substitute for General Medicine but a character must forage for ingredients to collect medicinal compounds.

General Medicine reduces two stress points from disease or injury for each fractional success.

When foraging for herbal ingredients, use doses instead of half meals. Each dose of medicine relieves one stress point.

Immunization - Immunizing native populations before the arrival of Earth forces is a major effort in the public relations of the ASO to both the Scimrahn and Kelrath. I-CA actively immunize Scimrahn to prevent unnecessary death and disease to their allies.

Properly immunized characters are resistant to diseases.

Jamming - This skill reduces the ability of characters in the area from using their radios. A character must have access to a radio powerful enough to interfere with other radio signals.

A character using jamming reduces the fractional successes of any character using the Radio skill by the fraction columns they pass.

<specific> Culture - A knowledge of cultures helps a character understand why people behave as they do, avoid taboos and understand what is considered polite behavior.

Mapping - The character attempts to draw accurate pictures of where places are in relation to each other and having them clearly understood.

Mechanical Engineering (2) - Characters with this skill can design mechanical devices.

Military Intelligence - This is a knowledge of military practice and specifications.

If the players are trying to remember specific information about military vehicles, equipment or personnel they roll against this skill.

Players may request one stat on NPCs, vehicles or equipment per fractional success.

Navigation Land - This skill involves recognizing landmarks and keeping track of where the character is while traversing land.

Navigation Subterranean - Because structures underground repeat it can be difficult to keep bearings on heading and distance. This skill can be used to check if alternate passages through a region exist.

Sensors - When a character is using a sensor system to detect their surroundings this skill is used.

With a fractional success the character can get a general sense of the area they're in. When this is done the character may get a reading that there are sensor contacts and generally where they are.

A fractional success can also be used to lock on to a target and identify it. One target can be locked onto for each fractional success.

Physics (2) - Physics is the study of energy such as sound, light, electricity, nuclear energy and mechanical energy.

Psychology (2) - The study of personality and mental make up. How to recognize and treat mental stress or disorders in others.

When engaging in psychotherapy for one hour every fractional success one Mental Stress point is relieved in the patient.

Scrambler - The Scrambler skill is used to reestablish a secure communications channel after a signal has been compromised. If a code has been cracked, the signal must be re-encrypted among all allied forces without pushing the new codes to someone who is eavesdropping.

Each Fractional Success reduces the Challenge Points of the challenge by one.

Signal Triangulation - This skill is used to pinpoint where transmissions are broadcasting from. This is done by observing the time a signal takes to travel to two separate locations an origin can be found.

Sociology (2) - This study involves mass groups of peoples and their interaction within that group.

A character that is pressured in a social conflict can roll against their Sociology skill and reduce the number of fractional successes the attacker gets by the number of fraction columns they pass.

Speak <specific> (2) - Any language may be learned by the characters. The most common languages on The Artifact are listed below.

A fractional success can be spent to understand a very basic meaning of something said in the language.

A fractional success can be spent to understand the literal meaning of something said.

A fractional success can be spent to understand a metaphor.

A fractional success can be spent to understand the intent behind something said.

Speak Kelrath (2) - The ability to verbally communicate using the Kelrath language.

Speak Scimrahn (2) - This is the ability to speak the Scimrahn native tongue.

Speak Chezbah (2) - This is the ability to speak the Scimrahn native tongue. However all Chezbah Priest can speak nearly any language.

Theology (2) - This study is a knowledge of theological subjects.

Psyche Skills

Resist Fatigue - This skill is the ability to resist the need to rest. This skill enables the character to use Psyche instead of Constitution on fatigue skill tests.

For each fractional success the character is able to ignore the effects of 5 Physical Stress or Functional Stress points of their choosing for their next action.

Iron Will - The force of a character's personality can be used to keep them going even when their body wants to stop.

Iron Will can be used to convert Physical Stress to Mental Stress thus keeping the body going. For every fractional success one point of Physical Stress is converted to Mental Stress.

Meditation - This is a deep thought process of concentrating on one subject for various reasons. This skill is used to efficiently lower levels of stress.

Each fractional success relieves one Mental Stress point for each hour of meditation.

Equipment

This section give the statistical information of the equipment and weapons that the players may use.

Definitions

Blast Range Class: This is the range that an explosion travels outward from it's origin. In this case the distance under the range class effects everyone in it's radius. Explosions cannot be dodged by humans. Vehicles can only dodge explosions in range class B or under.

Cost: The amount (represented in Yen) that is necessary to obtain an item. Some items have "Blackmarket Cost" instead of the normal cost. This means that this item cannot be purchased through normal means, but only through underhanded sources.

Damage: This is the amount of damage a weapon does at point blank, short, medium, long, and extreme ranges.

Ex: This is an abbreviation for extreme range. This is the farthest a weapon can possibly hit, but at a 90% Impairment to hit the target

L: This is the abbreviation for long range. Any target at this distance is at a 40% Impairment to hit.

Mass: This is how heavy an object is. The unit of measurement is the Kilogram (roughly equivalent to 2.2 pounds, for those used to the American system).

Med: This is the abbreviation for Medium range. targets at this range are at a 20% Impairment to hit.

Payload: This is how many shots a weapon carries, weather in a battery pack or a magazine of bullets.

PB: An abbreviation for point blank. targets at this distance are so close they get a 20% Advantage to hit.

Range Class: All ranged weapons, Sensors, ECMs, and ECCMs, have a range class. Range classes go as follows. PB=Point Blank Shrt=Short Med=Medium L=Long Ex=Extreme

Range	PB	Shrt	Med	L	Ex
A	1	5	10	15	30
B	2	10	30	150	300
C	10	30	100	500	1K
D	100	500	1K	5K	10K
E	100	1K	5K	10K	30K
Mod.	20%		20%	40%	90%
	Adv		Imp	Imp	Imp

The numbers here are in meters, a number with a "K" after it means thousands, (a 1 with a "K" means 1,000)

Rate of Fire: This is the maximum number of times a turn, that a weapon can fire.

S: This is an abbreviation for short range. There is no modifier to hit a target at this range.

Stress: Some equipment protects from some stress while other equipment causes stress effects. Warm clothing can protect from stress coming from cold temperatures while heavy cumbersome clothing and armor strains the body and mind.

Stress effects are rated in stress points per hour. Sometimes a stress effect is less than one point per hour. These effects are written as 1 in 6 per hour or 1 in 10 per hour. For a 1 in 6, roll 1d6, on the roll of a 1 the character gets a stress point. For a 1 in 10, roll 1d10, on the roll of a 1 the character gets a stress point.

ASO Weapons

Knife

Damage: 10
Mass: 250 G
Cost: ¥600

9MM Pistol

	PB	S	Med	L	Ex
Damage	10	10	9	8	5

Range Class: B
Payload: 10
Rate of Fire: 6
Mass: .8 KG
Cost: ¥12,000

Projectile Rifle

	PB	S	Med	L	Ex
Damage	10	10	9	8	5

Range Class: C
Payload: 10-30
Rate of Fire: 3
Mass: 2.2 KG
Cost: ¥10,000

G-82 5.56mm Rifle

The standard issue to ASO troops, the G-82 is a light weight assault weapon.

	PB	S	Med	L	Ex
Damage	10	10	9	8	5

Range Class: B
Payload: 30
Rate of Fire: 15
Mass: 2.1 KG
Cost: ¥30,000

AVW 678 Rocket Launcher

AVW stands for Anti-Vehicle Weapon. The AVW is a modular system that attaches to the G-82 carbine. The AVW fires 35mm solid fuel rocket. Normally the G-82 is issued with a 20mm grenade launcher, but the UN feared that they would be insufficient protection against E-Suits.

	PB	S	Med	L	Ex
Damage	200	150	100	50	10

Blast Range Class: A
Range Class: D
Payload: 2
Mass: 5.2 KG
Rocket Mass: 4.3 KG
Black Market Cost: ¥1,000,000
Rocket Black Market Cost: ¥700,000

M-240B 7.62mm x 39mm Machine Gun

An old standby in heavy fire power still in use in 2085.

	PB	S	Med	L	Ex
Damage	15	15	12	10	8

Range Class: B
Payload: 300
Rate of Fire: 30
Mass: 10.15 KG
Cost: ¥80,000

Standard Explosive Grenades

	PB	S	Med	L	Ex
Damage	50	40	20	10	2

Blast Range Class: A
Mass: 150 G
Cost: ¥8,000

ASO Armor

ASO Light Armor

ASO scout armor is indistinguishable from the standard issue uniform aside from a slightly bulkier appearance. A series of laminate plates inserted into pockets absorb impact and withstand heat.

The helmet for the scout armor contains antenna, earpieces and a microphone that can plug into the ASO P.C.T.R.S.D.

Hit Location	Armor Rating	Hit Points
Head	9	5
Shoulder	5	3
Body	5	5
Arms	3	1
Hands	-	-
Groin	5	3
Legs	3	1
Feet	3	2

Causes

Physical: 1 in 6 per hour
Functional: 1 in 6 per hour
Mental: 1 per hour
Mass: 8 Kg
Cost: ¥65,000

ASO Troop Armor

Troop armor is a heavy flack jacket like design. The first issues of this armor were used by many european countries before it saw use in the Artifact. However new versions are more flame resistant than the original design to better endure plasma and laser fire.

The helmet contains antenna, earpieces and a microphone that can plug into the ASO P.C.T.R.S.D.

Hit Location	Armor Rating	Hit Points
Head	9	5
Shoulder	9	3
Body	7	10
Arms	5	5
Hands	3	2
Groin	7	3
Legs	5	6
Feet	3	2

Causes

Physical: 2 per hour

Functional: 1 per hour

Mental: 1 per hour

Mass: 16 Kg

Cost: ¥70,000

Medical Supplies**Disposable Surgical Gloves (300)**

Used to prevent the spread of disease through contact through the hands.

Cost: ¥100

First Aid Kit

First aid kit contains bandages for small and large wounds, wraps for strained or sprained joints, medical tape, antiseptic ointment, burn cream, fine scissors and mouth to mouth resuscitation bridge.

40% Advantage to First Aid skill

Cost: ¥800

Medical Checkup Tools

A small battery of tools used to diagnose common signs of infection.

20% Advantage to General Medicine skill

Cost: ¥18,000

Sterilizing Spray

Sterilizing spray is used by the ASO to quickly treat wounds for infection, Sterilizing spray has a 30% chance of preventing infection, if the wound is treated quickly after it is sprayed.

10% Advantage to Surgery skill

20% Advantage to General Medicine skill

Cost: ¥200

Small Steri-patches

The Artifact presents the continual danger of infection from dangerous diseases, steri-patches are sterile bandages that time release antiseptic once they are exposed to air. The period of antiseptic release can last up to two weeks. Small Steri-patches are used on small cuts and burns.

10% Advantage to General Medicine skill

Cost: ¥20

Medium Steri-patches

Medium Steri-patches are the same as small steri-patches, only larger. These patches are used mainly for bullet or knife wounds, and plasma and laser burns.

10% Advantage to Surgery skill

20% Advantage to General Medicine skill

Cost: ¥30

Large Steri-patches

Large Steri-patches are the same as small steri-patches but much larger. These patches are used for long raking laser burns, long gashes, and scattered shrapnel wounds.

20% Advantage to Surgery skill

30% Advantage to General Medicine skill

Cost: ¥100

Surgical Tools

Surgical tools are those tools use during an operation. These consist of scalpels, sutures, and such.

20% Advantage to Surgery skill

Cost: ¥18,000

Syringe with disposable needles

100 cc syringe with removable, disposable needles to prevent infection.

10% Advantage to General Medicine and Immunization skills

Cost: ¥35

Communication and Science Gear

ASO P.C.T.R.S.D.

(Personal Communicator Transmitter/Receiver Scrambler/Descrambler)

The PCTRSD is a cellular phone size communicator designed for use in the Artifact. While the PCTRSD contains a radio transmitter, it is also a personal data assistant, and a computer uplink.

The radio transmitter can be scrambled using five hundred standard ASO codes, or fifty custom codes.

The Personal Data Assistant has a voice recondition system, a 10cm x 6cm touch sensitive screen

In the Artifact, radio communications are blocked by thick walls of CCC (Carbon Ceramic Composite). To communicate over long distances the PCTRSD is designed to connect to The Artifact's data network at terminals underground. The communicator encrypts any data it sends so that it takes longer for the Chezbah to decipher it.

Barrier Points: 3

Encryption Strength: 54 BP

Radio Range: 40 km

Cost: ¥5,000

ASO L.R.C.T.R.S.D.

(Long Range Communicator Transmitter/Receiver Scrambler/Descrambler)

ASO communications experts use this device to communicate over long distances. It is much like the PRTRSD although larger and has many more features.

The LRRTRSD is a backpack size communications device designed for use in the Artifact. The LRRTRSD contains a high powered radio transmitter, it is also a computer, sensor system, laser communications system, recording system, radio jammer, a powerful white noise generator, and a computer uplink.

The radio transmitter can be scrambled using five hundred standard ASO codes, or fifty custom codes.

The Computer has a voice and gesture recognition system, a 30cm x 15 cm touch sensitive screen that detaches from the back of the unit, a Heads Up Display (HUD), 100 gigabytes of hard disk space, two removable hard drive slots.

The sensor array is made up of the following systems.

Parabolic sound dish capable of picking up the sound of a human's heartbeat fifteen meters away,

footsteps at two hundred meters, and an engine at two kilometers away.

Video camera capable of still photography and motion filming

Infrared optics convert heat energy into a visible image

Night vision enhancements can magnify light up to 50,000x

Telescopic lens x50 enhancement

The sensor systems use the unit's H.U.D. or the monitor screen to display sensor information, the recording capacity of the unit is five hours of high resolution recording. This time can be doubled but a roll 40% Impairment to the player's Intuition must be made to decipher the recorded images.

The laser communications system is used to send a transmission to only one receiver. The transmission is very difficult to intercept.

The radio jammer transmits a strong radio signal that masks all other signals within its transmission range. However anyone attempting to triangulate the position of the jammer signal has a 20% Advantage to his/her triangulation skill since the signal is so intense

The Electromagnetic Countermeasures (ECM) system is capable of disrupting sensor systems using radar jamming, and laser blinding systems.

In the Artifact, radio communications are blocked by thick walls of CCC (Carbon Ceramic Composite). To communicate over long distances the LRCTRSD is designed to connect to The Artifact's data network at terminals underground. The communicator encrypts any data it sends so that it takes longer for the Chezbah to decipher it.

Sensor Range Class: D

ECM Range Class: D

Barrier Points: 4

Encryption Strength: 54 BP

Radio Range: 100 km

Radio Skill Modifier: 60% Advantage

Cost: ¥500,000

Computer

Modern computers feature voice recognition systems, limited translator features (Used primarily in internet communications on Earth, but has found use in the Artifact), wireless networking, have touch sensitive screens and H.U.D. jacks. Silicon based processors have been replaced by Quantum Trap processors.

BP: 3

Cost: ¥10,000

Digital camera w/low light

Digital cameras record images on solid state media. Images can be transferred to any computer or displayed on a monitor screen. Removable solid state hard drive holds five thousand images or ten hours of video.

Cost: ¥8,000

Bio-Sample Containment Unit

The Bio-sample containment unit is used to hold tissue samples, and or bacteriological cultures. Samples contained are preserved in chemical solution and are closed off from contaminants so as to prevent degradation of the sample.

Cost: ¥1,200

Geiger Counter

Geiger Counters are used to detect radioactive materials. The more radioactivity present the faster the Geiger counter will click, indicating high or low radiation levels.

10% Advantage to Physics Skill

Cost: ¥9,000

Haz-mat Containment Unit

Haz-mat stands for hazardous material. The Haz-mat containment unit is used to safely hold toxic and radioactive materials for later study in a lab. This is a cylindrical tube made of several layers of insulating materials, with a durable shell.

Cost: ¥1,000

Portable Spectrometer

This cell phone sized device can analyze the chemical composition of a material by placing it against the object. An infrared light penetrates the surface of most objects and the reflected light is analyzed by the device. The Spectrometer is so sensitive, it can tell if food is ripe or even spoiled. It can identify metals and trace elements in them. It can identify elements and many kinds of molecules by their distinct reaction to the infrared light.

20% Advantage to Physics and Chemistry skills

Cost: ¥5,000

Portable Smart-Microscope and protective case

The smart microscope locates objects to be examined and focuses on them. It can find unusual cell tissue, locate and track microorganisms, measure objects observed, and take digital snapshots.

The smart microscope is programmed to locate and track moving objects. The protective case is a polymer resin case around a steel alloy case (AR 5 HP 10).

40% Advantage to Biology and Botany skills

Cost: ¥40,000

Sensors and Optics

Binoculars

Although not very useful in the dark underground, binoculars function well on the large expansive plains of the surface and in Hexes where there is power and light.

Cost: ¥2,000

Flashlight

Illumination: 6 meters

Cost: ¥2

Infrared Scope

Infrared scopes turn heat energy into visible light. This allows the user to target heat sources such as people vehicles and machinery. A scope gives a +0 at PB, +5 at Short, +15 at Medium, +20 at Long, and +10 at Extreme range.

Cost: ¥35,000

Laser Marker

This is a laser device that attaches to the scope rails of a gun. It sends out a pulsed infrared laser

that a Scout or other forward operating soldier can use to designate the position of a target.

The player rolls against the scout's WS Gun skill plus their Agility to paint the target with the laser. The fraction column result gives the bonus to the infantry's Hits.

	Fail	Full	1/2	1/4	1/8
Hits	-5	+2	+4	+8	+16

Each unit that uses the Scout's marker gets this bonus to hit as long as the number does not exceed the total number of times the weapon fires.

If individual characters such as the PCs use the laser marker information they get the following.

Fail	Full	1/2	1/4	1/8
20%	20%	30%	40%	50%
Imp	Adv	Adv	Adv	Adv

Range Class: D

Cost: ¥80,000

Night vision goggles

In the bowels of the Artifact night vision goggles are indispensable. Most of the Artifact is unlit, requiring flashlights or spotlights to illuminate the way, this however is a good way to tell the enemy you're coming. Night vision allows troops

to see in near total darkness. However many areas are so dark that night vision goggles require a tiny amount of light to see.

Cost: ¥30,000

General Issue Equipment

Personal Emergency Transport (PET)

The PET is a emergency locator for a teleporter base. They are used in an emergency to scan the location of a person so that they may be teleported back to the teleporter station that the PET has been scanned into.

The PET is carried in a sealed foil envelope that is water tight. The actual device is in two parts, the auto-injector and the scanner. The auto-injector delivers a radioactive dye into the blood stream that the scanner can read.

It should be noted that the radioactive dye is toxic but necessary to the scanning process. Because of this anyone who uses this device must seek immediate medical attention.

1. P.E.T. is imprinted wirelessly with the coordinates of the teleporter it is to communicate with while still sealed in it's bag.
2. To use, tear open bag
3. Remove P.E.T. from bag.
4. Separate Auto-injector and Scanner.
5. Remove Auto-injector safety cap.
6. Press yellow cap of Auto-injector firmly into thigh.
7. Wait ten (10) seconds
8. Open main panel of Scanner and press the green scan button until tone sounds (1D6 turns).
9. Press red button.
10. Remain still until the remote teleporter can engage.

Stress effects of radioactive dye.

Causes

Physical Stress: 15 points

Functional Stress: 10 points

Mental Stress: 5 points

Mass: 425 g

Cost: The PET is not sold, but is issued to ASO and I-CA troops and their allies.

ASO Uniform

Standard issue to ASO troops, consists of a burgundy overcoat and pants, white long sleeved shirt, and tall boots with leg wrappings.

The uniform includes a canteen, holster, belt, ammunition pouches. Uniforms are chemical weapon resistant.

20% Advantage to camouflage verses infrared and nightvision optics.

Cost: ¥6,000

Tactical backpack (holds up to 50 KG)

This is a modular backpack system that can be used to carry a large variety of military equipment. If packed well, this pack can hold everything a character will need for sixteen days of travel.

Physical: 4 per hour

Functional: 1 in 6 per hour

Cost: ¥2,000

Vac-suit

The Vac-suit or Vacuum Suit is a breathing suit designed to protect the wearer in low or no atmosphere environments. The Vac-suit can also be used underwater and in conditions where the atmosphere is not suitable for breathing.

Made of a durable fabric, vac-suits can be easily packed away. The bulkiest part of these suits is the oxygen tanks and collectors. These tanks use a liquid that evaporates, releasing oxygen. The collectors are a pump that draws in available oxygen to breath. With the collectors working properly, the oxygen in the tanks can be effectively doubled. Without the collectors the tank life of a vac-suit is fifteen minutes.

Cost: ¥20,000