

THE ARTIFACT

TORTUGA



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The Artifact

Tortuga

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A Note: This book is designed as a game, in no way are the aliens, monsters, powers, places, and/or governments real. This book does not in any way reflect the author's or company's attitudes or beliefs. If you find any material in any way offensive we give you our sincere apologies. The game enclosed is designed to be fun, and a fantasy version of things in the future.

Dedicated To: Vic for encouraging me and making me write this.

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Abnormal Operations

"Take it from me son, there's a lot more out there to be seen than these six hex walls. Strange, unusual things that would make you wet your pants. There was this Kelrath I met that ran a town in the middle of Chezbah territory. I've seen a Tanroc Fredar that talked. I've seen two almost new Rall 2s guarding a Rantaa' tomb. I've even seen Three war engines fighting. They shook the ground for ten hexes around them. I've found every safe haven that'll take a man in. Yes son, I've been all over and seen a lot of strange stuff. I drew a map of it all, and this is the only copy that exists. Now what would that be worth to you?" - Some crazy Scimrahn codger sitting outside of Gadios.

This expansion is to introduce the "Tortuga" setting for The Artifact RPG, a Kelrath free port where the Gijorn have taken control from the Rantaa'. The ASO has been unofficially funneling support to this new city state through Corporate operatives.

This book is also intended to add depth to the adventurer character occupations. Although some of these situations and equipment may be used by military characters, this book is focused on filling in game ideas for civilian characters. These include the I-CA Colonist, Scimrahn Civilian and Corporate Character Occupations.

The I-CA Colonist has many choices to make. Will they stake out a life out on their own? Will they become part of a colony? Will they

establish a business or become a treasure hunter?

Scimrahn Civilians usually find ways to help their tribes but sometimes will travel with Earthers for some adventure.

Corporate characters are given the charge to go out and find new animals, materials and technologies but what will they find? What other types of assignment might they take? What can the corporation do to support them in their missions? Where will the companies test out their new equipment that they are looking to bring to market?

There are many groups that operate outside of the normal parameters of typical groups on the Artifact. Most of the material in the game book focuses on the main cultures like the Chezbah, Kelrath, and Scimrahn, Not to mention the large numbers of ASO and I-CA that are steadily flowing to the Artifact. There is however a great deal of non-governmental, privately sponsored parties as well as dissidents from the cultures most commonly known. These small groups can be as varied as heavily armed mercenaries from Earth, renegade Kelrath operating outside the cast system, and even less than pious Chezbah who have taken over their own territory.

Many civilian groups will set up camps within a day or two's travel of I-CA and ASO camps. This is partly for the extra protection that falling back to the military camp provides. It is also useful because of the military teleporters that corporations can pay a fee to use.

Tortuga Timeline

June 2088 - Gijorn uprising and overthrow of ruling Rantaa'

November 2088 City is sieged by surrounding armies. The city is supplied mainly by ASO teleporter.

December 2088 Dacon Rolik and his 4000 men fight skirmishes against the siege forces.

February 2089 Seventeen Scimrahn raider tribes join the fight, along with Dacon's forces.

February 16th 2089 - Pressed against the city walls with only poorly defended flanks, the

sieging armies disperse. The army of Gethilsick pursues them back to their home cities.

April 3rd 2089 The Gijorn transitional government allots a portion of land to the raider tribes within the city walls.

June 2089 Elections for a civilian government begin.

Player characters can be introduced at any point in this timeline. At the beginning of it the city is nearly in chaos, held together only because of the Gijorn's military might. At first

there are many dissenters and those that try to reestablish the caste system.

As the siege begins the ruling Gijorn face a war outside the walls of the city and a social war within. Although most Geetin like the idea of being given more rights, they also fear the wrath of the Rantaa' that command the armies that are trying to break into the city. As a result, the majority of the Geetin of Battle are not sure if they should fight. The Kaloord population has lost a good portion of

their power and therefore try to subvert the Gijorn.

The tide starts to turn at the arrival of a renegade Gijorn general that became a warlord named Dacon Rolik. Although unable to break the siege himself, he relieves the pressure on the city guard and inspires many of the Geetin of Battle to stand with their Gijorn.

Finally the arrival of over five thousand Scimrahn raiders breaks the siege.

Tortuga

In 2088 the Gijorn of the city of Gethllsichk staged a coup against the ruling Rantaa' and took power. The ASO has been rumored to be giving assistance and advice to the new city state. The I-CA has alleged that ASO operatives had a hand in the overthrow of the government, a charge that the ASO has officially denied.

Corporate operatives have shown up in the city, working very closely with the Gijorn, giving advice, medical care and to a lesser degree material support and defense.

Among those in the know, the code name for this operation is "Tortuga" referencing the Caribbean island free port of the 17th century and is a direct result of ASO Subversive Action Agents operating in the city.

The hope is to establish a successful Kelrath free state to serve as a model for other communities to follow. For now, the Gijorn military is in power but there are preparations for an election to a democratic government underway. Understandably the call for an election has been met with general confusion among the Kelrath population.

Millennium of ingrained tradition is not an easy thing to cast off. The military government has had a rocky start, many of the old Kaloord are not pleased with how things have unfolded.

Cultural chasms separate the Kelrath. The Kaloord are not the only ones that are uncomfortable. The former Geetin caste, at first enthusiastic, quickly became disheartened because they were no longer having food provided to them. Riots have only

narrowly averted several times.

The I-CA have made offers of aid to the city but the Gijorn are wary of the I-CA. This is partially from ASO propaganda and partially from their past dealings with them.

The I-CA had fought the old Kelrath nation with very little diplomacy, and although the I-CA's acceptance of the new Gethllsichk government has been genuine, the Kelrath are known to hold a grudge.

Off the record, strange things are happening in Tortuga and the corporate operatives are keeping the lid on it. Not even the ASO has been kept in the loop.

Corporate emails have hinted at something big is happening and the ASO is in a panic trying to find out what it is while trying to keep it's hands clean.

This section will outline a few important aspects of the city and the culture in it. The Kelrath of Gethllsichk have had radical change thrust upon them but try to hold on to their old ways as much as possible. This makes the city still very similar to a normal Kelrath community. Even though the Geetin are supposed to be free of their caste many are having a hard time managing things for themselves and attach themselves to a Kaloord to have their needs taken care of.

The Kelrath use a currency called Melenm. For simplicity one Melenm is equal to ten (10) U.S. Dollars, or two hundred (200) Japanese Yen. No Kelrath will accept Earth currencies.

The City

Gethllsick is large for a Kelrath city with a population just below 375,000. The city is mostly self sufficient in growing it's own food and producing it's own goods but it did have strong trading ties with it's neighboring cities.

The city itself was started in an agricultural hex and has sprawled into a neighboring hex. Agriculture spans over five hexes including Pettok, Berim and Drammatok herds.

The city uses the reservoir hex near it for it's water supply. The water from the reservoir has had bacteria problems that the city's engineers have not been able to fully correct so there are frequently orders to boil water to make it safe for drinking.

Although it draws it's power from the plasma conduits, a century ago the plasma conduit was failing and a back up fusion plant was built in the nearby filtration hex to provide reliable power. Although the plant is rarely used since the conduit was repaired, the

transitional government is expecting a siege so are making sure the old reactors are in working condition.

Normally Kelrath stoves and many other systems use plasma for power. Because of the disruptions in plasma availability most equipment in the city is electrically powered instead of plasma powered.

After the coup, the Gijorn took over the palace as a base of operation.

Population Breakdown

Geetin 360,000

Gijorn 12,250

Kaloord 1,175

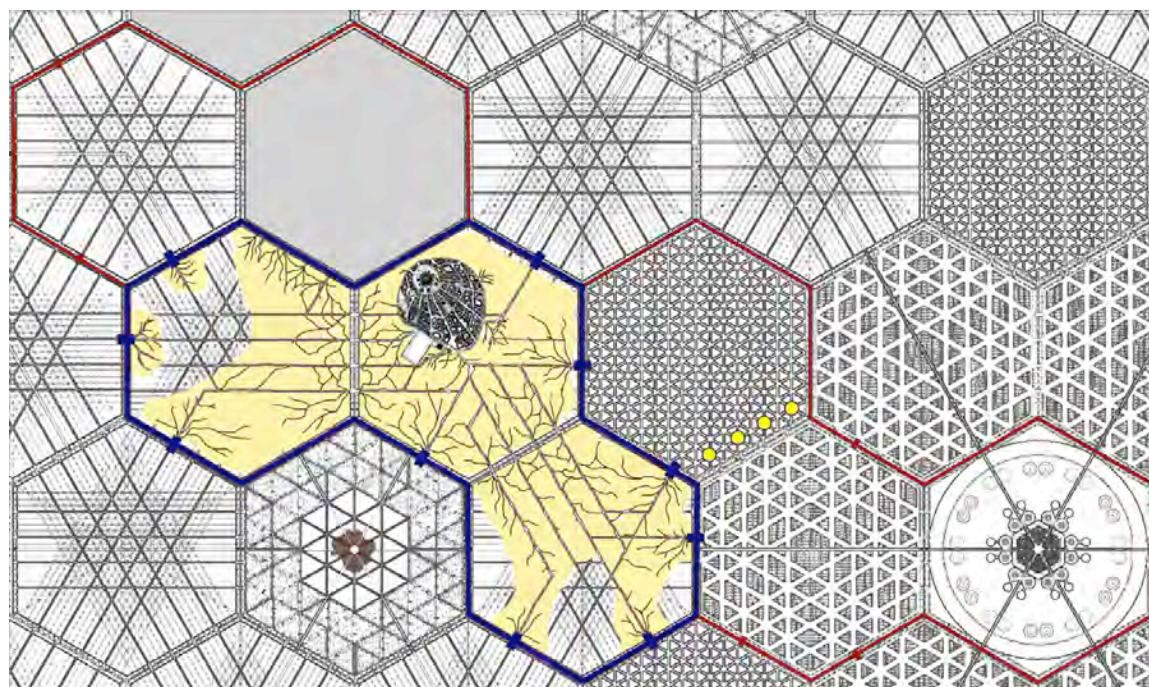
City Features

Main Palace 1

Secondary Palaces 2

Gardens 4

Temples 10



Key



Old Wall



New Wall



Geetin
Shanties



Fusion
Reactors

Threats From the Outside

For some time the Rantaa' of neighboring

cities will be unaware of what has happened in

Gethllsichk but after a few weeks of silence from the city, an expedition will be sent out to investigate.

The GM may involve the Player Characters in intercepting this expedition. Depending on their success, the surrounding cities may be delayed for a few more weeks at most but eventually a large armed force will lay siege to the city.

After the Coup' The city garrison will prevent anyone from entering or leaving the city until after the siege is broken.

Fortunately Gethllsichk is well defended and can hold off attackers for months to years.

There is the old city walls that surround three of the cities hexes and ten large gates control

travel in and out. The wall is made up of the hex walls with all entrances plugged. Over many centuries the old wall has been reinforced and plugs have been booby trapped with explosives both to slow down attackers but also to warn of someone trying to dig through the plug.

The new walls surround six other hexes. These walls are not as heavily fortified as the old wall but are still highly effective as defenses. There are five more gates in and out of the new wall.

Defenses
Geetin of Battle 85,000
Gijorn 12,250
Rall 4 510
Freighters 5
Deliverance 3

The Election

The now ruling military government in Gethllsichk have taken the advise of their covert and corporate advisors and announced that a permanent government would be elected for the city.

Since the Kelrath have no concept of an elected government and have never participated in government there is a lot of education work to do.

The military government has their candidates already picked for president and prime

minister. The candidates have been promoting themselves before any others understood what to do. This has made many of the Geetin think that these candidates were already elected and don't understand why there are still talks of elections.

Several Kaloord candidates are slowly stepping forward. At first only one Geetin had entered himself as a candidate but slowly more followed but the delay has put them at a disadvantage.

Land Redistribution

One of the very contentious issues that has come up is a movement by the military transitional government to give land to the Geetin.

A majority of this land is to be from the land held by the now dead Rantaa' family but a portion is to be taken from each Kaloord to be given to Geetin.

This has understandably been a very unpopular move among the Kaloord. A number of family heads of Kaloord households have taken an interest in running for political office threatening to undo the land distribution measures if it occurs.

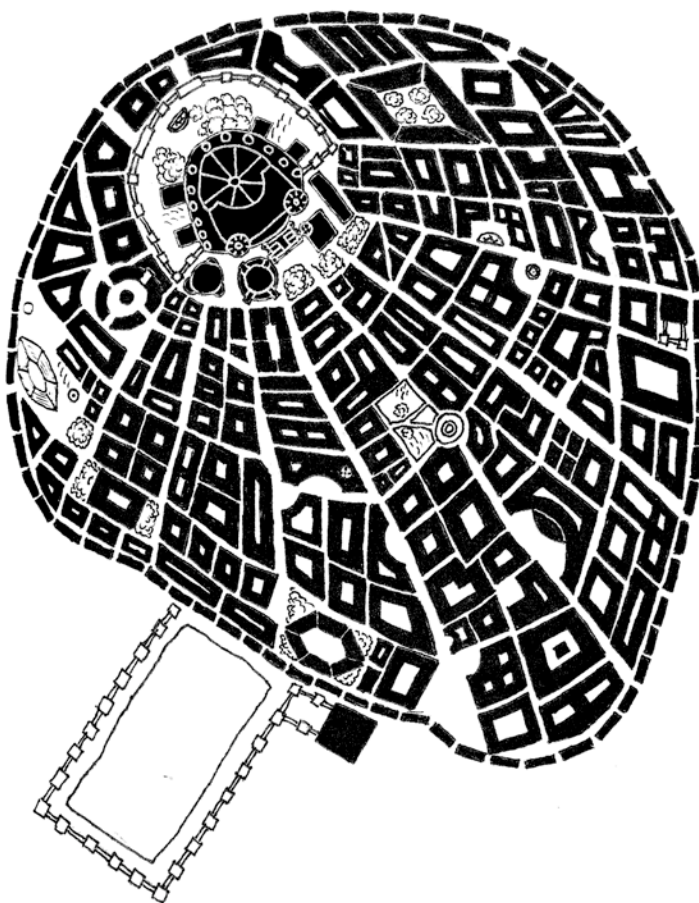
It is obvious that some kind of concession will have to happen to satisfy the Kaloord of this plan.

Kaloord Unrest

The Kaloord are a relatively small segment of the population but they control more than a third of all the resources in the city. Before the coup, the Rantaa' commanded another half of all the wealth but that has been confiscated by the military government.

This wealthy segment of the population has had it's lifestyle thoroughly disrupted. Wealthy households used to have up to five hundred Geetin working for them. A Kaloord would rarely leave his home without at least three Geetin accompanying him. Although some households have hung onto a portion of their Geetin, whom they now must pay, about a third have abandoned their former masters.

This has made the Kaloord very uneasy about the changes going on. Some have had the military government confiscate goods and equipment and a good number fear reprisals from the lower caste. In fact the Gijorn have had to repel large numbers of Geetin from rioting through the Kaloord section of the city.



Kaloord Homes

When operating in the city, it is likely the PCs will have dealings with the Kaloord. Understanding the workings of a Kaloord home is important to knowing how the business of a Kelrath city is conducted.

A Kaloord home typically has two entrances. One is the family entrance for family and personal visits. The other is the business entrance. The business entrance is usually larger and more ornate. Inside is an office where a Geetin or young Kaloord greets visitors and the vast majority of dealings are conducted. Dependent on the wealth of the family the office doorway may lead directly to the private home or to a neighboring building where more business is conducted.

The center of the private home is usually an open air garden and bathing pool surrounded by dining rooms, a kitchen, private bedrooms and latrines. Above the kitchen and dining room is a half floor where Geetin rest between duties. Over the bedrooms is usually a porch that is used as a family area for relaxing. Since these porches are usually open, neighbors are often very familiar with each other. If relations between neighbors is good, there may be a causeway between houses. If the relations are poor, a fence or worse a wall may be erected between porches.

Kelrath Door Wrestling

Door wrestling is the most popular spectator sport in Kelrath society followed by Drammatok racing. Even Rantaa' have attended events staged between the best doors.

For the Kelrath, it is common for a Geetin to be the only barrier to entrance to a Kaloord home. It is a severe sign of poverty for a Kaloord to put a barrier up over their entrances. Because of this Geetin guarding an entrance are literally called "doors".

Except for having to stand for long periods of time, a door's job is a relatively easy one as far as Geetin are concerned. Doors also have the distinct advantage of eating from the Kaloord's kitchen while not standing and can receive high favor from their master when they overhear gossip or accurately report events that happen on the street.

It is an important part of a door's job to be able to prevent unwanted visitors from entering. However, because a Geetin is not allowed to harm a higher caste member, they must be able to stop a visitor without causing

any physical harm. Over many centuries, doors have developed a distinct form of grappling that has served them and their masters well. Doors regularly train for and compete in wrestling events that bring high honor to the winner. Being the best door in a city means standing at the threshold of the very best houses.

These wrestling events are carried out in every conceivable place. Geetin hold their own events for entertainment and to train young hopefuls, while doors will gather in city streets to challenge each other.

The contest uses a set of uprights to symbolize the doorway and one contestant stands in the doorway and the other takes the role of an invader. The invader's goal is to get through the doorway and the door must prevent his passage.

There are required calls that the door must make and a referee will respond to. These calls are what the door would call out to the owner of the house. Not responding properly with calls means losing points.

New! Character Occupations

This opens the opportunity for the players to make Kelrath player characters. It is useful to note that Kelrath Player Characters are likely to have a lot of friends and family, far more so than could be in a Scimrahn tribe. This can play a big role in the game. Most player characters in The Artifact have been removed from their families and homes so very little character development normally has to go into thinking about family ties.

Kelrath Mercenary

The transitional government does not have a standing army or even a police force, instead the old Geetin of Battle and Gijorn caste are hired as mercenaries to fight and police. In many cases the Geetin are little better off than in the old caste system, but many recognize this as a start.

Equipment: Heavy Laser Staff, 2 Battery Clips (30 rounds each), Extra Clothing, Geetin Armor, 10 ASO Grenades.

Skills: WS Kelrath Weapons +20, WS Grenade +5, Melee Combat +15, Navigation



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Subterranean +10, Weapon repair +10, HTH Combat +20, Construction Road +10, Construction Shelter +20, Kelrath Culture +40, Speak Scimrahn +5, Plus 5 skills at +8.

Attribute Bonuses

CON +15
STR +15
AGI +5

Pay: M5 per day

Kelrath E-Suit Pilot

This group is made up of the old Gijorn Class that hung on to equipment and have the training to pilot E-Suits. E-suit Pilots can make good money if they can keep their equipment from getting damaged. Repairs to an E-suit is often far more than the pilot can afford.

Equipment: Plasma Sphere, 5 Clips (10 rounds each), Extra Clothing, Gijorn Armor, Rail 4.

Skills: Pilot E-Suit +30, WS Kelrath Weapons +25, Melee Combat +15, Navigation Subterranean +15, Weapon repair +10, HTH Combat +20, Detect Ambush +10, Ambush +10, Military

Intelligence +10, Kelrath Culture +40, Speak Scimrahn +20, Plus 5 skills at +8.

Attribute Bonuses

CON +10
STR +10
AGI +5
DEX +5

Pay: M8 per day

Kelrath Noblemen

This is a Kelrath Kaloord who's life has been turned upside down. Now, with the castes dissolved, The nobleman must find a new way to make a living. Many in this position have taken to adventuring to make a living, often working for their richer cousins or Earth companies.

Equipment: Plasma Sphere, 10 Clips (10 rounds each), Extra Clothing, Large hiking backpack (holds up to 25 KG), Light tool kit, Kelrath Skiff, 2 weeks food, Diary, 100m cord 2000kg tensile strength, grappling hook + spikes, hammer/hatchet, 10 signal flares, Sunglobe, 1 Refillable Plasma torch, Plasma stove, Ultrasonic cleaner, Scimrahn tent, large survival knife, canteen, M4,000.

Skills: Command +30, Intimidation +20, Politics +20, Pilot AG +10, WS Kelrath Weapons +10, Melee Combat +10, HTH Combat +10, Military Intelligence +15, Kelrath Culture +70, Speak Kelrath +80, Speak Scimrahn +20, First Aid +5, WS Skill Knife +5, Plus 5 skills at +8.

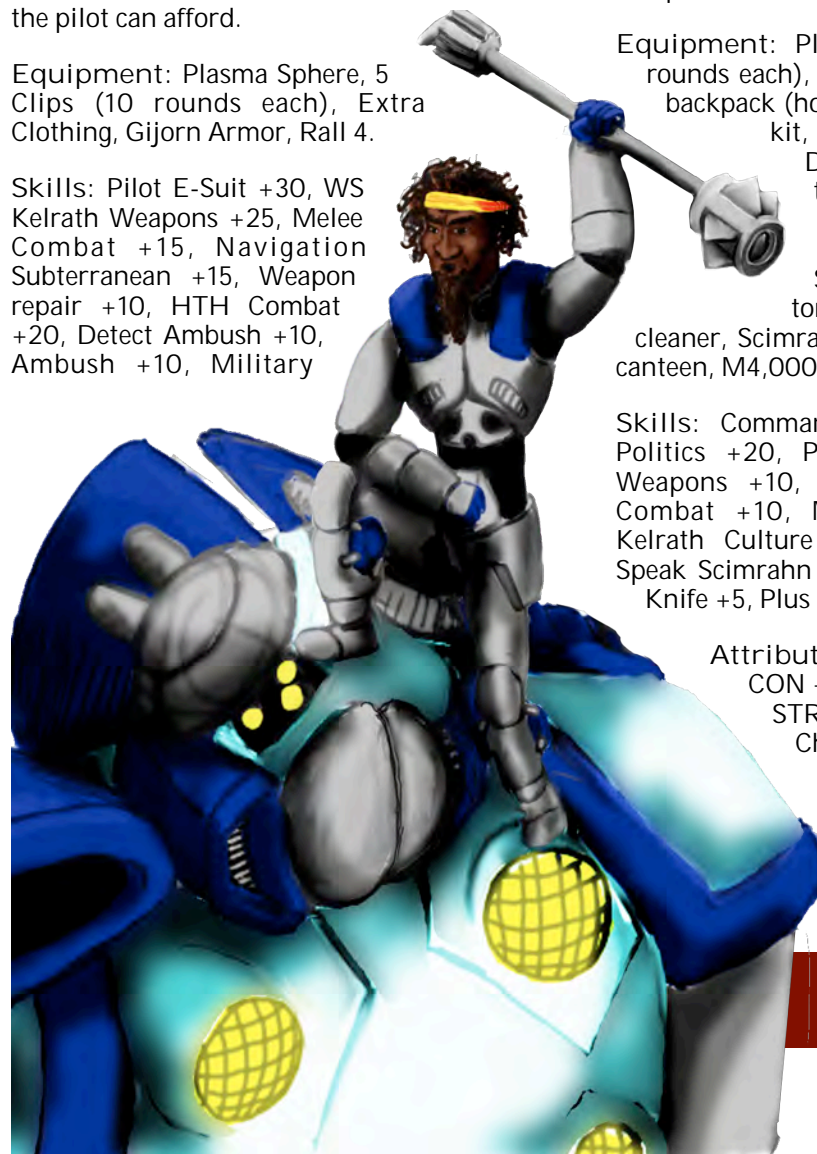
Attribute Bonuses

CON +10
STR +10
Cha +10
PSY +10
AGI +5
DEX +5

Pay: By Negotiation

Kelrath Optional
Character Generation
Tables

Height
1-20 2.0 m



21-70 2.1 m
71-00 2.2 m

Build

1-20 Skinny
21-40 Lean
41-85 Average
86-98 Husky
99-00 Obese

Age

1-10 16-18
11-30 19-21
31-50 22-25
51-70 26-30
71-90 31-40
91-100 41+

Age Modifiers

18-21 +5 STR
22-25 2 Skills, +5
30 2 Skills, +10 Pay +M1 per day
31-40 4 Skills, +10 STR -5 Pay +M2 per day
40+ 6 Skills, +8 STR-5 Con-5 Pay +M3 per day

Hair Color

1-70 Black
71-00 Brown

Eye Color

1-40 Hazel
41-100 Brown

Attitude

1-8 Honorable, will not do anything that could be considered weak or cowardly. +10 to PSY
9-11 Cowardly, will avoid danger and risks whenever possible. -5 to PSY
12-16 Aloof, proud and confident.
17-23 Determined, does whatever it takes to get the job done.
24-28 Comedian, always trying to get people to laugh +5 to CHA
29-33 Villainous, gains joy from watching others suffer.
34-38 Dislikes change, unhappy with the current government.
39-46 Cold, Emotionless, +5 to PSY
47-49 Brave, takes risks when there is something to be gained
50-58 Humble, will yield to the opinion of others.
59-61 Competitive, always has to do it better
62-64 Ambitious, go getter. +5 PSY
65-72 Patient, will take small but extremely determined steps to reach a goal.

73-80 Focused, stays on task no matter what.

81-85 Devious, not evil but has a knack for scheming

86-90 Loves Gadgets, plays with every unusual trinket and tool +5 to DEX

91-95 Hyperactive, fun for a little while but gets annoying +5 to REF -5 from CHA

96-100 Heroic, will disregard personal safety in order to help others.

Bonus Table One

1-5 Strong Voice +20 Command skill

6-10 Marksman, +10 WS Gun

11-15 Raised in a Stable +10 Animal Riding +10 Animal Care.

16-20 Savant. You learn one skill at half the Experience Point cost.

21-25 Strong immune system 40% Advantage to Con rolls vs. disease.

26-30 Father was a mechanic +10 Repair Machinery

31-35 Trained to wrestle by a Geetin +10 Wrestling.

36-40 Received a gift from a Rantaa' for a heroic act +M500 +5 Fame Points

41-45 Found a map to a Rantaa's tomb

46-50 Found an Enhanced Rail 3 stashed as an escape vehicle.

51-55 Ambidextrous both, can use both hands equally well +1 action, no modifier for firing wrong handed.

56-60 Ambidextrous either, no modifier for firing wrong handed.

61-65 Very Athletic,. +15 AGI +15 REF

66-70 Natural Fighter +10 HTH Combat

71-75 Computer Geek, +20 Computer Operation, +5 Computer programming.

76-80 Wrestling champ, +5 STR, +5 AGI, +20 Wrestling skill

81-85 Friends with a Scimrahn Scout, +10 Speak Scimrahn, +10 Scimrahn Sign Language.

86-00 No Bonus.

Bonus Table Two

1-75 No Bonus.

76-80 Gifted, +20 to one attribute, players choice.

81-85 Ace +30 to AGI or Dex, one attribute, players choice.

86-90 Strong Mind, +10 to IQ, +10 to Int, +20 to PSY.

91-95 Famous +30 Fame Points

96-00 Charming, +30 to CHA +20 to BTY, The character can con just about anyone.

Limitations Table

A Character may roll on this table up to two times to raise low attributes up twenty points (+20). Rolling on this table is not mandatory. However each twenty point increase requires the character to roll on the limitations table.

1-5 Black Sheep of the community.
 6-10 Trick Knee, must make AGI roll when jumping or running or -10 Con -5 STR -5 AGI for 1D10 hours
 11-15 Phobic, the character becomes deathly afraid of something without ever actually having something bad happen to them.

1-7	Heights
8-14	Closed in Spaces
15-22	Open Spaces
23-29	Darkness
30-36	Loud noises
37-43	Disease
44-50	Being Touched
51-57	Blood
58-64	Fire
65-71	Water
72-78	Insects Or Spiders
79-85	Machines or robots
86-92	Being Alone
93-00	Sharp Objects

16-20 Dyslexic, can't tell the difference between left and right. -20 to all Navigation rolls.
 21-25 Hard of hearing. -5 INT -10 to all Language rolls unless the character wears a hearing aid.
 26-30 Klutzy, tends to drop things if rushed. Roll vs. DEX.

31-35 Absent Minded, Take a roll vs. I.Q. or must spend two turns trying to remember pertinent information.
 36-40 Bad Back, must make Con roll when Lifting or -10 Con -5 STR -5 AGI for 1D10 hours
 41-45 Nervous Twitch, gives you away when you're lying.
 46-50 Missing Front Teeth, -5 to BTY
 51-55 Epileptic, when the character gets any stress points must make a PSY roll or have a seizure. (incapacitated for 1D10 turns)
 55-56 Asthma, must make a CON roll during any exertion. -5 to CON -5 to STR. Will pass out in 2D6 turns if the character does not stop all exertion for 2D10 An inhaler will return attributes to normal in 2 turns.
 57-61 Bad eyesight (Myopic), -10 to distance vision unless the character wears glasses.
 62-65 Prominent birthmark covering 1D100% of the character's face
 66-67 Character has six fingers on one hand.
 68-70 Prominent facial scar. -5 BTY
 71-72 Totally Deaf! -10 to INT. but an extra +10 to one attribute of player's choice.
 73-75 Bald, character is lacking hair atop their head. -5 BTY
 76-80 Stutters, -10 to all language skills, -5 Cha
 81-85 Illiterate no starting Read/Write Skills
 86-00 No Limitation

New Skills

Grapple (1) AGI

Grappling is a combat skill that focuses on immobilizing an opponent instead of inflicting damage.

In a grappling contest, the characters roll for their grappling skill. Any fractional successes are first used to negate the opponent's successes. Ties mean that neither grappler makes progress.

Example: Gehik and Fentolin are grappling. They both roll against their grappling skill. Gehik rolls his half, giving him two fractional successes. Fentolin rolls his full giving him one. Gehik must use his first fractional success to negate Fentolin's, bringing Fentolin's down to zero and Gehik's to one.

By using a fractional success the grappler can get a dominant hold if the opponent has no fractional successes left.

Example: Gehik has one fractional success left from his roll, he uses it to gain a dominant hold on Fentolin.

If the character has a dominant hold, they can use fractional successes to progress the contest to the next stage. For example, Clinch to Takedown or Takedown to Groundwork or Groundwork to Pin

Focus Skills

Hold - This is a form of grappling where the target is held in place by getting an arm or the head in a position that is difficult to break out of. A successful hold requires spending two fractional successes. A hold allows the character to prevent the other character from

moving until the hold is broken by a STR rolling contest.

Geetin Counter - In a Geetin Door Grappling this is done by holding the opponent on the ground but not harming them. The Geetin is permitted to allow their opponent to harm themselves. This results in a special kind of counter focus skill where the grappler turns a STR roll of their opponent into a HTH attack against themselves.

Rules for Grappling

Grappling is a combat skill that focuses on immobilizing an opponent instead of inflicting damage. Although strength gives an advantage in grappling, a skilled grappler can defeat a stronger opponent.

If a character uses more actions to roll for their Grappling skill, the best roll is chosen from all the rolls made.

When a character is grappled by another character, they get to make an immediate defense roll. This defense can be any standard defense such as Dodge, Hide, Sprint or in this case Grappling can be used as a defense.

There are three stages that make up the techniques in grappling. The Clinch, Takedowns and Groundwork. While in the Clinch and Groundwork positions the grapplers attempt to get a dominant hold. The grappler using a dominant hold controls the contest. The only thing the other grappler can do is try to reverse the hold and get into the dominant position.

Having the dominant position in grappling is a persistent state that is only broken if the grappler with the dominant hold gets fewer fractional successes than their opponent and the opponent spends a success in getting a dominant hold.

Grappling: Clinch

The first stage to grappling, Clinch grappling is used when both opponents are standing. Clinch work can be used to subdue an opponent for a short period of time but is most often used to defend against throws and takedowns.

If the character has a dominant hold, they can use fractional successes to progress the contest to a takedown.

If a character has a dominant hold in a clinch, they can use fractional successes to reduce an opponent's actions by one for each fractional success used.

If a character attempts to use a takedown or a throw without having a dominant hold (this includes the Martial Arts Throw Focus Skill) a successful Grapple Skill roll can be used to defend against it.

Grappling: Takedowns

The takedown is the second stage of grappling where one grappler attempts to knock the opponent to the ground. This consists of the grappler with the dominant hold sweeping the legs or getting the opponent off balance.

If the character has a dominant hold, they can use fractional successes to progress the contest to Groundwork.

In an ambush the grappler can go right to a takedown.

Grappling: Groundwork

Groundwork is the third stage of grappling where the grappler with the dominant hold attempts to pin his opponent.

If the character has a dominant hold, they must spend two fractional successes to pin an opponent. Traditionally this consists of getting an arm or leg in a position that if resisted will cause harm. Any strength rolls used after a pin cause HTH damage to the pinned grappler. Only a successful Grappling roll can break the pin.

Strength In Grappling

While grappling, a character can roll for their strength attribute if they have additional actions to do so. Any fractional successes in this roll are added to fractional successes from their grappling skill roll.

Corporate Structure

The idea behind any company working on The Artifact is to make money. The best way, at this point to do this is to try and explore and come up with new tech or ideas that will benefit the company. The largest problem with exploring The Artifact is the vast cost such an undertaking brings on. The pay structure for corporate characters in The

Artifact game book is for employees of a host company located on Earth. However there are other options that offer greater return for greater risk.

As a result, organizations small and large are at work in a race against time to learn and find all they can to gain stakes in their sponsors organization.

Profit Sharing

A standard corporate character is paid up front for a find. However it is not usually a large amount compared to the potential earnings that the company can make off that find. Not all finds make their way to market as a viable product and therefore the company may loose money by paying the scout. In the long run, over the course of studying many finds from a number of scouts the company still makes a profit.

If the scout is willing to wait for payment when the find becomes mature, they can in the long term make far more money by taking a percentage of the profits of a find.

This is risky on the Scout's part because they are at the mercy of the R&D department, the product design department and the marketing

department for the success of an application of any materials or technologies produced and therefore the profitability of the find.

Profit sharing also means that the character does not get paid in one lump sum. They get money slowly as the company profits.

Time To Market

2D6 months

Profit Sharing Pay Scale

Roll 1D10

1-3	No profit
4-6	100 Yen / Month
7	1,000 Yen / Month
8	10,000 Yen / Month
9	30,000 Yen / Month
10	100,000 Yen / Month

Stock

Companies may offer stock in the company as a profit sharing plan. This is generally safer than profit sharing on individual products but usually yields a more modest rate of returns.

Because the corporate character is more likely to work in the overall best interests of the company, payment in stock is usually ten percent higher than if it were made in cash.

A character with stock may sell his stock at any time but it's value is constantly fluctuating depending on how well the company is doing.

Payment in stock: regular corporate pay x 1.1 in stock. This stock must be sold to extract it's value in cash.

Monthly income: Total Stock Value x .05

Monthly Fluctuation

Roll 1D10 each month of in game time and multiply the total stock value by the number rolled on the table below.

Roll 1d10

1	x0.4
2-3	x0.8
4-5	x0.9
6-7	x1.1
8	x1.2
9	x1.3
10	x1.4

Alpha Testing

Another way for a character to potentially

increase the return they get from the company

is to alpha test products that are in development. This can result in useful tools and equipment for the character. However they are never polished products and are often full of bugs, sometimes dangerous ones. The character is also required not to divulge or discuss any details about the tools or equipment. This may mean not using the product in the presence of others.

Alpha Testing Pay

Any equipment that the characters test for the company should have an estimated value of three to five times what they would have been

paid normally. In early years this is likely to be re-designs of Scimrahn and Kelrath equipment with modest performance increases. In later years, copies of some Chezbah equipment may become available. Other exotic technologies also may be offered to the characters.

Equipment is likely only to last for a quarter the life of comparable equipment. There also may be other drawbacks to using the equipment as the GM sees fit.

The more valuable the equipment is the more likely it has significant bugs in it.

Freelancing

A company determines how much to pay a character based on their own internal system of evaluating the profitability of a product. This means that the character only gets one shot at getting a monetary determination of how much they will be paid. A character can only offer their finds to the company that sponsored their teleportation to The Artifact. That is unless they can reimburse the company of that cost. This cost is often on the order of five hundred million Yen. Once that is done, the character is able to freelance and offer finds to the highest bidder. This leads companies to pay more only for finds that they are equipped to bring to market.

This also means that the company will no longer provide Bodyguards or Scientists that accompany the Scout for free. The Scout must pay for these services out of pocket. A Bodyguard cost 120,000 Yen per month. Two thirds of this goes to the sponsoring corporation. If the Bodyguard is Freelance then they get the whole amount.

Corporations also make deals with the ASO and I-CA to allow their scouts to go along with military deployments and use their teleporters. Freelancers must pay for teleportation between 500-1000 Yen per kilogram of teleported material.

Getting permission to accompany a military mission is a mix of money and Charisma. The

cost of accompanying a military mission is 200,000 Yen per person. The military will provide protection for the corporate characters for that amount.

A successful Persuasion skill roll can reduce the cost of accompanying a military mission. For every fractional success of this roll, the cost is reduced 50,000 Yen per person.

Another way characters can go freelance is for military characters to take up corporate work after their tour of duty is up. Corporations are often willing to employ veteran military characters because of their knowledge and not having to pay for transporting the personnel to The Artifact.

Soldiers that enlisted in 2085 would be up for honorable discharge or re-enlistment in 2089 (or 4 years). The character may get a higher rate of pay if their military record shows that they had many discoveries. If they hoarded equipment away so that the military did not know about it, it will not be on their record and they will look less enticing to the corporations.

Freelance Pay

Freelance pay is five (5) times higher than standard pay rates. Optionally this can include profit sharing and alpha testing if the character opts for them.

The Startup Company

Big corporations are not the only ones that send scouts to The Artifact. There are a number of start up companies that assemble a

small group of operatives and pay for their transport to The Artifact. In most cases the

team itself are the business owners that have pooled enough investors to make the trip.

In this structure the Startup's only product is equipment and information they find. Their only guidance is leads they can find and their only income is on sales they can make themselves.

The primary difference between a character in a Startup and the standard Freelance character is that the characters start with the flexibility of a freelance character but must pay off their investors over time. The initial investment is six hundred million Yen per person transported to The Artifact. The amount is greater than that of standard freelancing because the investors expect a higher rate of returns.

This corporate structure can only be entered if the character is started under it. Existing characters cannot convert to this structure.

The Artifact 16



The Corporate Liaison

Scouts, scientists and bodyguards running around by themselves have a problem. Once they get a find, how do they locate their next find? How will they order supplies when their equipment wears out? How will they make the friends in high places that they need to get to the really good stuff?

All these are the role of a Corporate Liaison. These are men and women behind the scenes of the field operatives. They will negotiate pay for the scouts and keep the supply lines flowing. They act as an accountant, secretary, diplomat and link to the parent company or sponsor. They may even be able to send help if the field operatives run into trouble.

If the Player Characters are part of a larger company, the Liaison likely handles many teams like them and so is often busy juggling all his clients but will have vast resources available to order items the PCs want. If the Liaison is from a small company or a startup, then they are likely to only handle the PC group and will spend more time working for them but may have difficulty acquiring the things they need.

If the PCs are still under contract for the company that transported them to The Artifact, they will likely only deal with one Corporate Liaison. If they are freelancing they may make contacts with many Corporate Liaisons.

Random Job Table

It is up to the GM if they want to use this table. The GM is free to introduce any job ideas they wish. PC may also choose to specialize in one job type or another.

Roll 1D100

- 1-6 Kelrath food + plants
- 7-12 Chezbah food + plants
- 13-18 Kelrath medicine
- 19-21 Chezbah medicine
- 22-27 Device in the Arrays
- 28-30 Code from sentient Hosent
- 31-40 Protection job
- 41-50 Kelrath vehicle technology
- 51-60 Chezbah vehicle technology
- 61-70 Extraction job
- 71-73 Report of unusual animal
- 74-76 Report of unusual plant
- 77-82 Corporate espionage
- 83-88 Kelrath Hosent programming
- 89-94 Chezbah Hosent programming
- 95-97 Treasure hunt
- 98-100 Military materials supply contract

Kelrath food + plants

A company is looking for the next big flavor for their product line. They want a new taste that comes from the Kelrath. This is being sponsored by the I-CA to drum up interest in colonization.

Required: A novel recipe and the ingredients in the form of living viable plants or seeds.

Chezbah food + plants

A company is looking for the next big flavor for their product line. They want a new taste that comes from the Chezbah. This is being sponsored by the I-CA to drum up interest in colonization.

Required: A novel recipe and the ingredients in the form of living viable plants or seeds.

Kelrath medicine

A company is interested in Kelrath medical technology. The location of a device or medicine has been reported in a city or in transit to a city and the company wants it to be obtained.

Required: Either a device that can be reverse engineered or a medicine and how it is made (GM's choice).

Chezbah medicine

A company is interested in Chezbah nanotech medical technology. The location of a device or medicine has been reported in a city or in transit to a city and the company wants it to be obtained.

Required: Either a device that can be reverse engineered or a medicine.

Device in the Arrays

Company engineers are looking for a component of the Arrays that is missing from most arrays. The players may have to travel to several different Arrays or the location of the device is known but defended.

Required: Retrieval of a rare Array component.

Code from sentient Hosent
A company has heard of a group of Hosent have developed their own sentience. The code that the Hosent are running is to be obtained and returned.

Required: A copy of a sentient Hosent's programming.

Protection job
Some bigwigs need protection to a negotiation. They may be diplomats, corporate higher ups or something else.

Required: Escort and protect the negotiation committee on the trip to and from the negotiations.

Kelrath vehicle technology
A new Kelrath vehicle is under development. The corporation wants one so it can be reverse engineered or it's plans.

Required: The prototype vehicle itself or full design specs on the vehicle.

Chezbah vehicle technology
A new Chezbah vehicle is under development. The corporation wants one so it can be reverse engineered or it's plans.

Required: The prototype vehicle itself or full design specs on the vehicle.

Extraction job
A corporate representative was captured by hostile forces and are under threat of execution. The corporation cannot ask for the help of the military.

Required: Safe return of the corporate representative. Situation must remain confidential.

Report of unusual animal
Sources have pointed to the existence and location of an unusual animal. A corporation

is interested in retrieving the animal and studying it.

Required: A living specimen of the animal, preferably a mated pair.

Report of unusual plant
Sources have pointed to the existence and location of an unusual plant. A corporation is interested in retrieving the plant and studying it.

Required: A living specimen of the plant, preferably along with some seeds.

Corporate espionage
A corporation wants some information that is in the possession of a competitor.

Required: Retrieve information without revealing the customer. Situation must remain confidential.

Kelrath Hosent programming
A corporation wants information on Kelrath Hosent programming.

Required: A copy of the instructions given to an active Hosent being used by the Kelrath.

Chezbah Hosent programming
A corporation wants information on Chezbah Hosent programming.

Required: A copy of the instructions given to an active Hosent being used by the Chezbah.

Treasure hunt
A corporation has information on the possible whereabouts of a rare item that has technological or historical significance.

Required: Locate and return the item.

Military materials supply contract
A corporation needs to supply a remote military outpost without a teleporter.

Required: Deliver supplies to a remote outpost.

NPC Corporate Liaisons

When the Game Master introduces a Corporate Liaison, the following tables may be used to determine what they are like.

Attitude Roll 1D100

1-10 Lazy, takes a lot to get them moving

11-20 Combative, argues at the drop of a hat usually to blame the players when things go wrong

21-30 Indifferent, does not really care about the PCs

31-40 Joker, great to have conversation with but doesn't take anything seriously

41-50 Company man, devoted to the company and furthering it's economic interests.

51-60 Yes man, always says that he can do what is being asked but may not deliver.

61-70 Ambitious, wants to accomplish great things, lines up multiple jobs to be done at the same time.

71-80 Condescending, calls everyone buddy or sweetie.

81-90 Serious and focused, very professional but a bit cold.

91-100 Helpful, does whatever they can to make the character's job go smoothly.

Effectiveness Roll 1D100

1-20 Sloppy, forgets important tasks

21-40 Nerdy, has no social skill but is highly effective at organization and technical tasks.

41-60 Sociable but not the brightest, can deal effectively with people but isn't very smart

61-80 Competent, can take care of most common tasks.

81-100 Skilled, can get a lot done.

Resources Roll 1D100

1-30 Very Little, must have upset someone high up.

31-50 Poor, has trouble getting anything but basic resources.

51-70 Good, no trouble getting needed items, occasionally can get unusual resources.

71-90 Very good, company backing is good and most items are available to the players. Decent military contacts.

91-100 Excellent, company backing has nearly anything that the characters could need and in good quantities. Very good military contacts.

Corporate Liaison C.O.

NEW Character Occupation!

Corporate Liaison

A Player Character Corporate Liaison is likely to be separated from the other players most of the time and will have very different challenges from the rest of the group. In effect the Liaison character is usually getting ready for the next job while the Scouts, Scientists and Bodyguards are on the current one.

Equipment: Two Dress Suits, 9mm Pistol, 9mm Ammunition (5 clips of 10), Under Arm Holster, Knife, Apartment in Gadios (200 per day), Laptop computer, Scimrahn Comm/Comp, 2 paired Quantum Communicators.

Skills: Style +20, Bartering +20, Bluffing +20, Command +10, Intimidation +10, Resist Intimidation +5, Archeology +5, Scimrahn Culture +5, Mapping +15, Mathematics +10, Military Intelligence +5, Politics +10, Radio +10, Computer Operation +20 Computer Programming +15, Defeat Security +15, 3 Languages +20, WS Pistol +5, plus 5 skills at +5

Attribute Bonuses

IQ +5

CHA +10

Starting Rank: Civilian

Pay: 30,000

The Liaison is responsible for finding profitable jobs and so can have a big impact on the payments that a corporate scout expect to be paid. First a the liaison must locate a job and then negotiate a payment.

Locating a job requires research so requires a lot of leg work.

After a job is located a payment is negotiated by the liaison. A successful Bartering skill roll affects the payment. For every fractional success in this bartering roll the payment is 10% more.

Dirty Deeds

Some civilians have viewed the relative lack of law enforcement on The Artifact as opportunities to shirk the law. How widespread this attitude is cannot be easily said but it is safe to say that it is not uncommon.

This perception has been reflected by corporate employees on a wide variety of occasions. Even higher up positions have been noted skirting, even outright breaking laws. Because of this players may be asked to perform unsavory deeds by their superiors.

Mercenaries

Transporting manpower to The Artifact is expensive and no company has shown itself willing to deliberately put it's operatives in harm's way.

However as military personnel are up for discharge they are often courted by corporations and since they represent a smaller investment and have experience, they have been known to operate in an unofficial mercenary capacity.

Former military are often officially hired as Bodyguards. Advanced characters may choose to purchase their own equipment instead of the standard equipment listing. Characters that do this are allotted an equipment allowance of ¥500,000 in expenses

Spies

There is more military manpower on The Artifact than there are civilians from Earth and the military travels far and wide. Corporate interests want the information that the military amasses and most of the time the military is willing to share. Sometimes however certain information and resources are awarded exclusively to the competition. In situations like this, corporations have been known for turning to espionage to level the playing field.

There are any number of ways that a spy can operate but the most common ways will be outlined below.

Inside Job

Often through bribery or blackmail a corporate operative or even military contacts have been used to gather information. This process can be highly dangerous on either side of the transaction.

In most cases the insider is approached by a corporate representative who offers them a reward whenever they give leads on valuable finds. This could be played in either direction, either the PCs taking the bribe or the corporate character offering it.

The insider often faces the greatest danger in these arrangements.

Corporate Liaisons are the most likely to employ this kind of espionage.

Social Engineering

Since there are so few corporate operatives from Earth on the planet, it is difficult to casually convince someone that an Earther is actually part of their organization. Scimrahn have a much easier time convincingly portraying themselves as temporary hires or that they are a inconsequential bystander.

A common tactic for Scimrahn to employ is to pretend that they don't understand English (or whatever the host company's predominant language is) and cannot read, when they really can. Even careful executives have discussed sensitive information in front of moles that they thought could not understand the conversation.

Hacking

Corporate networks are almost never connected to any kind of large networks on The Artifact because of the dangers of Chezbah infiltration. This does not prevent the danger of a hostile group inserting themselves locally and hacking into systems.

Theft

Outright theft of computers and documents have cost corporations hundreds of millions in revenue.

Corporate Scouts are most often employed to spy in this manner.

Sabotage

At times, hostile organizations have resorted to sabotage to reduce the threat of competition. Sabotage can be used to do real damage, give the impression that a corporation cannot protect it's own resources or both.

Followers, Employees and Minions

As player characters grow in wealth and fame, they may want to get someone else to do their dirty or boring work for them. In order to do this, NPCs must be convinced to work for the Player Characters.

Managing one or even ten NPCs may be something that the GM could handle without any special rules but larger numbers become difficult to manage with anything other than guesswork. These rules are designed to allow a GM to manage large numbers of NPC followers with simple rules.

Very few players will want to manage handling the microeconomic life of their followers, and the lack of any common currency that all potential followers would respect makes handling the payment of followers difficult. To make things simple, one metric is introduced here to model both the economic and social needs of the community, Confidence, which will be explained in detail later.

Recruiting

To bring NPCs in as subordinates, a character must make a Charisma roll and may add their Persuasion Skill to this roll. The roll is affected by multiple factors. The roll is modified by their fame points, their displayed wealth and the situation that the NPCs are in. Below is a short list of Advantages and Impairments to the Player Character's Charisma roll.

NPCs are favorable to join	20% Adv
NPCs are indifferent	0
NPCs are hostile	20% Imp
PCs display significant wealth	20% Adv
PCs display of power	20% Adv
PCs display the ability to protect the NPCs	20% Adv
NPCs are already well fed	20% Imp
NPCs are outnumbered	20% Adv
NPCs outnumber the PC group	20% Imp
NPCs greatly outnumber PC group	60% Imp
NPCs have family/friends to go back to	20% Imp
Do the NPCs expect to be put in danger?	20% Imp

The PC's fame points give them an advantage to this roll but if any of the NPCs have fame points count it as an impairment to the PC's Charisma roll

Once the PCs roll for Charisma, the NPCs roll against it with their PSY. The GM should determine the best way to do this, either rolling for each NPC or rolling for groups of NPCs at a time, especially if the NPCs have the same Psyche

PC's Charisma Fractional Successes				
	1	2	3	4+
NPC's PSY Roll				
Fail	10	20	30	40
Full	0	10	20	30
1/2	0	0	10	20
1/4	0	0	0	10
1/8	0	0	0	0

Once all the NPCs have been rolled for, they are grouped according to the roll results. Any groups with zero (0) will not join. Any group with a result of ten (10) or higher will join the PCs. The group with the largest number of NPCs in it becomes the base value for the group and this value is their starting Confidence value.

Confidence

Confidence is used as a measurement of NPC loyalty and morale. When Confidence is used to test against an NPC's loyalty, that is to see if an NPC will follow directions given to them, then it is used as a Impairment to the NPC's PSY roll.

If Confidence is used in combat or in difficult tasks it is an Advantage to the NPC's PSY roll to see if they will keep going in the face of adversity.

Confidence is accumulated over time and can be spent to perform actions. Ideally

Confidence should be kept at or slightly above 100 to keep the chance of revolt to a minimum.

Confidence Costing Tasks Manual Labor -5

This is manual labor that is directly at the request of the PCs. NPC will do manual labor for their own benefit but does not cost Confidence. An Example of this could be using NPCs to build defensive structures around a settlement.

Hazardous Labor -10

These are dangerous jobs that the PCs request. This is usually manual labor that the NPCs believe has health risks associated with it. Examples of this could be working at great height or while under attack.

Combat -10

Sending NPCs into combat is costly mentally and economically. If the PCs are fighting alongside the NPCs then the Confidence minus is reduced to eight (-8). If the NPCs are not fighters, they should also get the "Task Not Suited For" minus to their confidence.

Technical Work -2

These are jobs that the PCs request the NPCs do and are skilled tasks. These usually have less of a cost because they are not strenuous or dangerous. Usually not all the NPCs in a community have the skills needed for an individual task.

Major Task Failure -10

When a major effort such as a battle is a failure, It adversely affects the confidence of the NPC group.

Task Not Suited For -10

When assigning jobs to NPCs it is important to give them jobs that they feel qualified to handle. For example, fighters may resent

being sent to do farm labor and farmers will most likely not want to enter combat.

Kept Away From Family -2

If groups of NPCs are kept away from their families for a month or more their Confidence suffers.

Drawing a Profit -1 ¥1200 per person

Instead of requesting labor, the PCs can draw from the physical assets of the community. (See: Investment and Profit)

Building Fame -10 for 1 Fame Point

This is not usually a direct action by the PCs but the player may convert community Confidence into Fame Points for a PC at ten (10) Confidence to one (1) Fame Point.

Confidence Building Actions Bonus Pay ¥1200 per person +1

The PCs may give money, food or equipment to the NPCs to build their confidence. (See: Investment and Profit)

Task Success +5

Succeeding in battle or some other major task builds up the community's Confidence.

Good Management

To be the most effective the NPCs need to have direction and coordination. (See: Management)

Encouragement

When Confidence is shaky the PCs can temporarily boost the NPC's Confidence by encouraging them. (See: Motivational Speeches)

Rescuing the Community +10

If the PCs save the community from danger without the NPCs being involved then Confidence is boosted.

Lieutenants and Advisors

Lieutenants and advisors are NPCs that help to manage the rest of the community. Some are relatively unimportant and others may be a PC's right hand man. Personal attendants, especially highly skilled ones can often make

good Lieutenants or advisors. How much they are entrusted with depends on the players but can usually stand in for the PCs for a good amount of the time, freeing them up to run off

on an adventure or even to kick back and relax.

Appointing an NPC as a Lieutenant means they take the PCs orders for the community and makes sure they are carried out.

An NPC advisor is someone the PC asks for advice. This will usually take the form of an NPC making IQ rolls and possibly Charisma rolls to influence others and possibly the PCs. An NPC can act as an advisor and a Lieutenant at the same time.

A problem that can arise with either of these characters is that they may not be loyal to the PCs but may not show it right away. Because of their position of power, they may try to steal from the PCs while hiding it from them.

Lieutenants and advisors should as a group, have their own Confidence value.

For more on how to use Lieutenants and advisors, See: Management.



Management

Confidence also embodies the NPCs trust that they will have their needs provided for.

In reality if managed properly, the NPCs will be able to take care of their own needs as a community. If that wasn't true, kings wouldn't want to have peasants and companies wouldn't want to have employees.

Usually all a leader needs to do is direct the efforts of the community. When the NPCs are directed well, they gain confidence in their leader. Each month the leader of a community and their advisers take IQ rolls the result of these IQ rolls are kept secret.

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

If a player thinks they've made a good roll, they make a a CHA roll (Fame Points, Persuasion or Politics skill can be added) to persuade others to follow their ideas. The Players should discuss what they want the

community to be doing. If they win the charisma roll, this is the direction the community will move in. This includes the GM rolling for any NPC advisers.

The result with the most fractional successes means that character's ideas are followed. If there is a tie, the characters continue rolling against CHA until one gets a better fraction column. The GM may roll CHA for any NPC advisers even if they failed their IQ roll according to the personality of the advisor.

The result of the IQ roll of character that wins the Charisma contest is added to the Confidence value of the group.

If no one passes the IQ or Charisma roll, then there is a minus five (-5) to the Confidence of the group.

Implementing the chosen plan takes one week of working with the community for every one hundred (100) people in the community. Each Lieutenant reduces this time by one week.

The GM may want to develop a story that explains how things happen according to the plan that was chosen. It's important to understand that a successful roll does not mean that the goals of the plan are automatically achieved, just that the plan is started and is making progress.

This roll represents all the NPCs being productive and assigned to tasks they can handle. For example because of circumstances there may not be anything for fighters to do and so they are not productive to the community for a period of time. Using them as a policing force or hunting might keep them productive and beneficial to the community.

Investment and Profit

A leader can invest in the community or draw wealth from the community. Investing wealth in the community builds Confidence. Drawing wealth from the community lowers Confidence.

If only a small amount is drawn out at a time and confidence does not drop below 100 then

this is manageable. One point of Confidence is worth roughly ¥1200 or six (6) meals per person. Investing ¥120,000 for a community of one hundred (100) people will only raise their confidence one point but drawing that amount from the same community will only lower their confidence one point.

Motivational Speeches

A leader can boost confidence for short periods by giving motivating speeches or giving forceful commands. When the NPC's need to take a PSY roll affected by Loyalty or Morale, the leader can take a Command skill roll or a CHA roll to temporarily boost their

Confidence for that roll. The effect of the boost only affects one roll.

Confidence Boost

Full	1/2	1/4	1/8
+1	+2	+4	+8

Pulse of Confidence

Players will not necessarily know what their community's Confidence will be at. They will need to check periodically. Especially if NPCs are given advisory rolls. This takes time as the ones closest to the leaders of a community are likely not a good measure of the community's Confidence.

For every ten members of the community, getting a sense of their Confidence requires

one minute and a successful INT roll. The better the fraction column the better the feeling the players will get. Full column results might be descriptions of "fine", "good" or "not very good" dependent on the actual value of the INT roll. Better rolls should yield more descriptive accounts of the community's feelings.

Chance

Even under the best direction, or the worst, things do not always go as expected. An unexpected disaster can cripple a community or hidden resources may be uncovered, giving a community a much needed boost.

This roll represents minor and major catastrophes or windfalls that may or may not be the Player Character's fault. The idea is that these events can strengthen or weaken the community.

The GM should roll on this table whenever any major changes happen, such as moving from one place to another or after a battle. If the result has an affect on the community (that is any result that isn't +0) the GM should think of a reason (or multiple reasons) why the change has occurred.

For example, a new location may not have a ready supply of water or food available. Or an

important member of the community may have been wounded or died in battle.

Roll 1D100

1-2	+15
3-4	+12
5-6	+10
7-8	+8
9-10	+6
11-12	+4

13-14	+2
15-65	+0
66-77	-2
78-85	-4
86-91	-6
92-93	-8
94-95	-10
96-97	-12
98-99	-15
100	-30

Groups

Having the community separated into groups by job type and experience is important for managing properly. Fighters will not usually be satisfied with farming and laborers will not want to fight unless they have to. Elite fighters will need more to keep them happy than novices (their PSY is higher). Each one of these groups makes up a segment of society and need to be managed differently.

Kinds of Subordinates

These are descriptions of the roles that NPCs can fill.

Attendant



An Attendant is a character that takes care of the mundane tasks of everyday life. They can free up time that the PC would have to spend making meals, caring for the maintenance of equipment and other necessary things. Because of the time saved, the PC may now

spend time training. For every week a PC has an attendant, they may receive one experience point for training in addition to daily activities.

Engineers



Engineers are technically skilled NPCs that are able to perform tasks such as maintaining or repairing equipment or to build structures.

Laborers

Laborers most often carry out low skilled work such as manual labor or cooking for large groups.

Fighters

A fighter is any kind of NPC that is motivated to fight along side or instead of the Player Characters.

NPC Working In Groups

When there are a large number of NPCs working on a task that calls for rolls to be made, it would be cumbersome to try and roll for all of them. This section is designed to eliminate the need for rolling for all of them individually.

There are two ways NPCs can get work done. They can work to accomplish the most, all working towards the same goal but with individual efforts or they can work as a group. Carefully checking each other's work and making sure there are no errors.

The first way gets the most work done but also makes it likely that general errors are made along the way. This is fine for general labor or combat.

This is normally modeled by characters all rolling individually for the same tasks. For example a number of Engineer NPCs trying to crack an enemy encryption code.

Chance of Basic Success

Use the following chart if only a basic success is needed. A basic success is one where only one fractional success is needed to accomplish tasks and tracking further fractional successes would not mean more progress.

The top row of the chart are the number of NPCs that are working on the task. Down the left side of the chart is the average attribute level of the NPCs.

		Number of NPCs									
Att		10	20	30	40	50	60	70	80	90	100
10		1	2	3	4	5	6	7	8	9	10
20		2	4	6	8	10	12	14	16	18	20
30		3	6	9	12	15	18	21	24	27	30
40		4	8	12	16	20	24	28	32	36	40
50		5	10	15	20	25	30	35	40	45	50
60		6	12	18	24	30	36	42	48	54	60
70		7	14	21	28	35	42	49	56	63	70
80		8	16	24	32	40	48	56	64	72	80
90		9	18	27	36	45	54	63	72	81	90
100		10	20	30	40	50	60	70	80	90	100

Fractional Successes

Use the following chart if every fractional success mean more of a task is completed.

The top row of the chart are the number of NPCs that are working on the task. Down the left side of the chart is the average attribute level of the NPCs.

		Number of NPCs									
Att		10	20	30	40	50	60	70	80	90	100
10		2	4	6	8	10	12	14	16	18	20
20		4	8	11	15	19	23	27	30	34	38
30		6	11	17	23	29	34	40	46	51	57
40		8	15	23	30	38	45	53	60	68	75
50		10	19	29	38	48	57	67	76	86	95
60		11	23	34	45	57	68	79	90	102	113
70		13	26	40	53	66	79	92	106	119	132
80		15	30	45	60	75	90	105	120	135	150
90		17	34	51	68	85	102	119	136	153	170
100		19	38	56	75	94	113	132	150	169	188

Careful Progress

The second way NPCs can pool their effort is better for precision work, like piloting a large vessel or engineering work where a mistake will cause problems, perhaps even catastrophic ones.

This is modeled by the NPCs in a group using the Helping Another Character rule on page 82 of The Artifact RPG. In this situation, a group of characters all work on a task but only the best effort is selected.

The following chart shows how many NPCs are needed to statistically guarantee the result required.

Example: When hacking a computer system where detection would mean the enemy is alerted to danger, making sure the Engineer characters don't make a mistake and accidentally trip an alarm is useful. The players arrange their NPCs in groups of 8, ensuring that they get no less than a full.

Number of NPCs required to guarantee a . . .				
Attribute	Full	Half	Quarter	Eighth
10	52	110	180	270
20	24	60	180	200
30	16	40	70	140
40	12	30	60	110
50	8	20	40	80
60	6	20	40	70
70	6	20	30	60
80	4	20	30	60
90	4	10	30	50
100	2	10	20	40

The GM or a player may then roll for the average attribute level. If the result is better than the guaranteed minimum, the new result is used for the group's effort.

NPC Skill Levels

In order for NPCs to be useful to the players, it is very likely that they will want to employ NPCs that are better than average. Laborers are considered all to be Novice level when averaged together. These NPCs will require more to retain their loyalty than the average NPC as their Psyche is higher.

For other kinds of NPCs with higher skill levels, a number of advanced attributes are suggested. These guidelines can be used to gauge individual NPCs or groups of NPCs.

Novice

30s for all attributes

	Full	1/2	1/4	1/8
CON	30	15	8	4
STR	30	15	8	4
AGI	30	15	8	4
REF	30	15	8	4
DEX	30	15	8	4
BTY	30	15	8	4
CHA	30	15	8	4
INT	30	15	8	4
I.Q.	30	15	8	4
PSY	30	15	8	4
H.P.	15			

Intermediate

2 attributes at 40

1 attribute at 50

PSY 35 +5 for Fighters

Fighter

	Full	1/2	1/4	1/8
CON	40	20	10	5
STR	30	15	8	4
AGI	50	25	13	7
REF	40	20	10	5
DEX	30	15	8	4
BTY	30	15	8	4
CHA	30	15	8	4
INT	30	15	8	4
I.Q.	30	15	8	4
PSY	40	20	10	5
H.P.	15			

Pilot

	Full	1/2	1/4	1/8
CON	30	15	8	4
STR	30	15	8	4
AGI	40	20	10	5
REF	40	20	10	5
DEX	50	25	13	7
BTY	30	15	8	4
CHA	30	15	8	4
INT	30	15	8	4
I.Q.	30	15	8	4
PSY	40	20	10	5
H.P.	15			

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Engineer				
	Full	1/2	1/4	1/8
CON	30	15	8	4
STR	40	20	10	5
AGI	30	15	8	4
REF	30	15	8	4
DEX	50	25	13	7
BTY	30	15	8	4
CHA	30	15	8	4
INT	30	15	8	4
I.Q.	40	20	10	5
PSY	35	18	9	5
H.P.	15			

Attendant				
	Full	1/2	1/4	1/8
CON	30	15	8	4
STR	30	15	8	4
AGI	30	15	8	4
REF	30	15	8	4
DEX	40	20	10	5
BTY	30	15	8	4
CHA	50	25	13	7
INT	30	15	8	4
I.Q.	40	20	10	5
PSY	35	18	9	5
H.P.	15			

Veteran
2 attributes at 50
1 attribute at 60
PSY 40 +10 for Fighters

Fighter				
	Full	1/2	1/4	1/8
CON	50	25	13	7
STR	30	15	8	4
AGI	60	30	15	8
REF	50	25	13	7
DEX	30	15	8	4
BTY	30	15	8	4
CHA	30	15	8	4
INT	30	15	8	4
I.Q.	30	15	8	4
PSY	50	25	13	7
H.P.	15			

Pilot				
	Full	1/2	1/4	1/8
CON	30	15	8	4
STR	30	15	8	4

AGI	50	25	13	7
REF	50	25	13	7
DEX	60	30	15	8
BTY	30	15	8	4
CHA	30	15	8	4
INT	30	15	8	4
I.Q.	30	15	8	4
PSY	50	25	13	7
H.P.	15			

Engineer				
	Full	1/2	1/4	1/8
CON	30	15	8	4
STR	50	25	13	7
AGI	30	15	8	4
REF	30	15	8	4
DEX	60	30	15	8
BTY	30	15	8	4
CHA	30	15	8	4
INT	30	15	8	4
I.Q.	50	25	13	7
PSY	40	20	10	5
H.P.	15			

Attendant				
	Full	1/2	1/4	1/8
CON	30	15	8	4
STR	30	15	8	4
AGI	30	15	8	4
REF	30	15	8	4
DEX	50	25	13	7
BTY	30	15	8	4
CHA	60	30	15	8
INT	30	15	8	4
I.Q.	50	25	13	7
PSY	40	20	10	5
H.P.	15			

Elite
2 attributes at 50
1 attribute at 60
1 attribute at 70
PSY 45 +15 for Fighters

Fighter				
	Full	1/2	1/4	1/8
CON	50	25	13	7
STR	50	25	13	7
AGI	70	35	18	9
REF	60	30	15	8
DEX	30	15	8	4

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BTY	30	15	8	4
CHA	30	15	8	4
INT	30	15	8	4
I.Q.	30	15	8	4
PSY	60	30	15	8
H.P.	15			

Pilot

	Full	1/2	1/4	1/8
CON	50	25	13	7
STR	30	15	8	4
AGI	50	25	13	7
REF	60	30	15	8
DEX	70	35	18	9
BTY	30	15	8	4
CHA	30	15	8	4
INT	50	25	13	7
I.Q.	30	15	8	4
PSY	60	30	15	8
H.P.	15			

Engineer

	Full	1/2	1/4	1/8
CON	30	15	8	4
STR	50	25	13	7
AGI	50	25	13	7
REF	30	15	8	4
DEX	70	35	18	9
BTY	30	15	8	4
CHA	30	15	8	4
INT	30	15	8	4
I.Q.	60	30	15	8
PSY	45	23	12	6
H.P.	15			

Attendant

	Full	1/2	1/4	1/8
CON	30	15	8	4
STR	30	15	8	4
AGI	30	15	8	4
REF	30	15	8	4
DEX	50	25	13	7
BTY	50	25	13	7
CHA	70	35	18	9
INT	30	15	8	4
I.Q.	60	30	15	8
PSY	45	23	12	6
H.P.	15			



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Treasure Hunters

One of the most common efforts of a corporate character is treasure hunting. Treasure hunting usually consists of seeking out rare items that have value to someone willing to pay for it.

For the Corporate Character, this is usually defined by the corporation that the player is

working for. However there are many types of items that are valuable to other cultures. For instance, the Chezbah prize Brugha gastroliths from very old animals as highly as gemstones. The items may or may not have any practical value but they have cultural value.

Brugha Gastroliths

The Brugha holds a special place in Chezbah culture. The symbol that Loc's priests wear is sometimes said to be a representation of a Brugha so the animal is closely tied to the religious aspects of their lives.

The Brugha is also a protected animal, no Chezbah is permitted to harm one. This was not always the case, as it appears that there once was a thriving trade of Brugha bones as a building material for high class furniture. However at some point, perhaps around seven centuries ago Brugha bone furniture was banned to all except the priest class.

In the resulting time, the population adopted a new symbol of wealth. The Brugha's Gastrolith or "stomach stone".

Brughas swallow stones to help them grind up the course plant material that makes up their diet. Over many years, the stones are worn down and polished much like in a rock tumbler. The larger the animal the larger it's

gastroliths can be. As a result the stones from the largest of animals are most prized.

Small stones pass through the digestive system in the space of a month but larger stones will not unless they are broken up in the stomach. The only way to get the largest intact Gastroliths for a Chezbah is to wait until it is dead and the body has sufficiently rotted away. However the Kelrath and Scimrahn have been known to harvest Gastroliths by killing the animal and then bartering it to questionable segments of Chezbah society.

Value	
50 g	¥100
100 g	¥500
200 g	¥2,500
400 g	¥15,000
1 Kg	¥75,000
2 Kg	¥400,000
4 Kg	¥2,000,000
8 kg up to	¥10,000,000

Peace Stones

These strange objects look like a ball of sandpaper with other items glued into it's surface. They are not attractive looking and despite their name are not really stones.

Peace Stones can be of almost any size, from a tiny one that easily slides into the pocket, all the way up to the size of two meter boulders. They are actually living bacterial colonies that form a rock hard shell around them by excreting a glue that sticks to anything in the colonies environment and makes it part of the shell. The bacteria are extremophile organisms that survive by consuming the rock on the inside of the shell. Small pores that extend through the shell excrete the glue that keeps the outer shell growing.

The bacterial colonies excrete silicon in near perfect crystals that create a lace fine lattice that fans out in all directions. The colonies grow very slowly and can take decades to grow a few centimeters.

The Bacteria appear to use the crystal lattice to communicate within the colony. The crystals pulse slowly with built up bioelectricity. This effect can be felt when the stone is touched as a very mild euphoria leading to a sense of peace and calm. This

effect is even felt by various animals that are often found moving the stones around by trying to touch them.

They are highly prized by the Kelrath Rantaa' who use them to make jewelry and decorations. To do so requires that the outer shell be removed, the bacteria to be cleaned off very carefully and the silicon crystal underneath to be revealed, a process that takes years to complete without destroying the delicate crystal.

Scourge have also been found to have collections of stones, possibly to reduce the negative emotional effects of their implants. Some have even become addicted to the effect and search for large stones. Although the addictive properties of these stones has never been proven medically it may come from the low level bioelectricity pulses stimulating the production of endorphins.

The Kelrath seem to want these stones no matter what their size. Rantaa' have frequently been known to go on quests and even fight wars for stones a meter or larger which is strange as jewelry or decorations are usually only made from pieces thirty cm or smaller. What they want the stones for is

never discussed. However there are legends recorded from the walls of Kelrath temples to the Oracles that the Tanroc Fredar were launched into a civil war that somehow involved the stones.

Chezbah have been known to destroy these stones but have also been known to collect them at times.

Value

1 cm	¥10,000
2-5 cm	¥20,000
6-10 cm	¥50,000
11-15 cm	¥100,000
16-20 cm	¥500,000
21-25 cm	¥1,000,000
26-30 cm	¥5,000,000
31-60 cm up to	¥100,000,000

Larger sizes are exceedingly rare and are considered to be priceless by the Kelrath.

Wood

As mundane as wood is to Earthers, it is a rare commodity on The Artifact. Trees that can be harvested for wood are difficult to grow, especially underground. Wooden items tend to be small and not many Artifact natives know how to work with it. Even wooden crates

and pallets are potentially valuable to craftsmen although these are not very commonly sent to The Artifact as pressboard and plastic are often used.

Value
1 Kg up to ¥2000

Gadroel Garments

The Gadroel is a large predatory fish with iridescent armored scales on it's sides. It is relatively common to see a Gadroel Garment that is pieced together from different fishes but the fewer seams the more a garment is valued at. It is very rare to get a Gadroel so large that an entire garment can be made from

a single animal and these are therefore very valuable.

Value	
9 seams	¥20,000
5 seams	¥100,000
3 seams	¥500,000
1 seam	¥2,000,000
0 seams	¥10,000,000

Fashix Pottery

The ancient town of Fashix existed around the time of the Tanroc Fredar. The people there were neither Chezbah or Kelrath and are thought to have died out long ago. The artwork of the pottery that was produced in that town was masterful and was transported all over The Artifact. Over centuries Fashix pottery has been lost and destroyed making it rare and highly sought after.

The pottery often tells a story in the artwork and some pieces have had unique historical value.

Value
3D10 x ¥10,000 per piece



Champions

There are stories that circulate in the cold darkness that there are a select few that are chosen to champion their people. Usually champions are among the best at what they do and are fiercely loyal to their cause and are chosen to wield power. Their exploits are legend.

There are four factions of champions Chezbah, Kelrath, Tanroc Fredar, and The Enlightened. Each faction initiate's their potential champions and then chooses the best. Some champions are bestowed with unbelievable abilities, others are given abilities impossible to comprehend.

These champions have devices bestowed on them that exploit technologies that few understand and are often disguised as being jewelry or other intricately decorated items. With some their purpose is clear, with others their form and function is a mystery.

There is a link between the use of these devices and the conviction of the user. Obviously those that give these powerful objects to the champion want them to only be used to aid their cause but the conviction of the Champion shows they have the willpower to properly use the device. There is often a heavy mental and sometimes physical toll that must be accepted to use them.

Some have attempted to reverse engineer these devices to either amplify their power or to automate their use but there is something that demands the human mind to function. Without it the devices do not work or explode.

Most NPC champions have 2D6 fame points because of their exploits. The societies that they defend make it a point to tell everyone the stories of their champion's power. This serves to warn off attackers and sometimes gets local towns to pay a tribute for the protection of the champion. Because of this a champion can bring great wealth to their community.

Champions usually do not fight alone. They are often accompanied by a combat force of conventional forces sometimes as large as an entire army.

The champion's use of their device is little understood. Unlike the connection Titans make with their pilots, it appears that anyone can operate one of these devices. All that's known is that the devices require skin touch to be operated and there appears to be a low level electrical pulse that goes into the user. This pulse does not appear dangerous in any way and disrupting the pulse disrupts the use of the device. Because of this magnetic mines and other very strong magnetic fields can occasionally disrupt their use (30% chance).

It is unclear at this time where these devices come from. They may be ancient and have been handed down over centuries but some information points to them being relatively modern inventions. Even so, no one has been able to point out where they are being made. While it would seem possible that the Chezbah would have this technology, the Kelrath have never shown any technology at this level and yet have their own champions.

Type of Device
Roll 1D100
1-25 Amulet
26-35 Weapon

36-45 Clothing
46-75 Staff
76-100 Rod

Number of Powers
Roll 1D100

1-25 One major
26-45 One major one minor
46-65 Three minor
66-80 Four minor
81-90 One major two minor
91-95 Five minor
96-100 Two major

Enlightened add one major power.

Powers
roll 1D100 for each major and minor power
Add 10 to the roll if the device is from "the Enlightened"

1-10 Energy
11-20 Strength
21-30 Flight
31-33 Control Ground
34-38 Speed
39-45 Weaken
46-55 Absorbing Barrier
56-65 Dark Sphere
66-75 Reflection Shield
76-80 Time Dilation
81-85 Teleport
86-95 Protected
96-98 Phase
99-110 Unique

Drawback
Roll 1D100

1-10 Stress 1 point per turn
11-20 Stress 1 point per power per turn
21-30 Psy Drain 1 point per 3 months
31-40 Psy Drain 1 point per month
41-50 Int Drain 1 point per 3 months
51-60 Int Drain 1 point per month
61-70 IQ Drain 1 point per 3 months
71-80 IQ Drain 1 point per month
81-90 Con Drain 1 point per 3 months
91-95 Con Drain 1 point per month
96-100 Damage 1 point per 4 turns

Powers

Absorbing Barrier 2d10x200 HP

The Absorbing barrier will soak up all damage directed at the user. Once it has reached its limit, it will release an explosive blast equal to the damage absorbed divided by ten.

Minor

2D10x20 HP

Major

2D10x200 HP

PB S Med L Ex
Damage: 100% 70%30% 10%1%

Blast Range Class: B

Control Ground

This ability is rare, it is talked about in the war with the Old Gods. It's effects are strange, like the ground coming alive. It appears that the effect distorts solid matter but can only be used on matter that is not moving in relation to the user. Because of this users often use waves from the walls ceiling or ground as crushing weapons or to make barricades.

Ground or matter distortions return to normal as soon as the champion no longer applies the effect or fails a Psy roll.

Crushing or smashing effects of this power have the equivalent of 1000 Strength and an impact damage (like punch damage) is 100 points per action.

Minor

2D6 meter maximum effect

Major

3D10 meter maximum effect

Dark Sphere

The Dark Sphere is an opaque barrier that completely surrounds the user. It cannot be destroyed by any known force. However the user can do nothing while the sphere is in place. The user is effectively cut off from the outside world until the barrier is dropped. If the user leaves the shield up for too long they will run out of oxygen.

Minor

2m sphere

Major

10m sphere

Energy

The device builds up energy and releases it in a ranged attack.

Minor

Base Damage: 1D6x50 HP

Range Class: C

Major

1D10 x100 Km/h

Base Damage: 1D6x500 HP

Range Class: D

PB S Med L Ex
Damage: 100% 100% 80% 70%50%

ROF 1D6 Turns

Type of Energy

1-15 Laser

16-50 Plasma

51-60 Sound

61-80 Electrical

81-100 Particle

Flight

The device creates a powerful zero point field around the user, enabling them to fly.

Minor

1D10 x 10 Km/h

Major

1D10 x100 Km/h

Phase

Phasing allows the user to move freely through solid objects such as walls, and barriers as easily as if it were air.

This also allows the user to float on air since they are no longer a physical object. In this state, no physical attacks can affect the Champion. This includes plasma and projectile weapons. However lasers and electrical discharges still effect the phased target but only with half (1/2) of their original damage.

The phased user can however freely attack while phased if using some sort of ranged attack, since the attack becomes physical again once it leaves the user.

The user can hide inside of solid objects (including other humans if the user is very small), and cannot be harmed unless the object they are hiding in is destroyed.

If the user solidifies within another object, both take damage equal to 1D6x5 up to the hit points of the object with the lowest hit points.

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Minor
Psy roll phases for 1 turn

Major
Psy roll phases for 5 turns

Protected (Resistant/Immune)

The user is protected from a certain type of attacks.

Minor
The user takes half damage from these attacks.

Major
The user is immune to the type of attack listed.

Roll 1D100
1-10 Laser
11-35 Heat/Plasma
36-40 Sound
41-50 Electrical
51-60 Particle
61-80 Physical
81-100 Time

Reflection Shield

The reflection shield redirects any damage directed at the user up to the HP limit per turn. The user must make a Psyche roll to direct it.

Minor
2D10x20 HP

Major
2D10x200 HP

Speed

The device accelerates time so that the user moves faster giving the user great speed.

The Champion's REF is multiplied by the number rolled below. While using the device, their Actions per turn are adjusted to the number of Fractional Successes they get during initiative +1. Their effect on the character's REF Fraction Columns (see: Extended Fraction Columns) should also be taken into effect because this will effect rolling for initiative.

Minor
1D6 + 1

Major
1D6 + 4

Strength

Anything the user touches and the user themselves are affected by a field that reduces the effect of gravity. This gives the user the illusion of enormous strength. This does not effect the material strength of objects, so the user cannot do any more punching damage than normal. As soon as the object leaves the user's touch, it is no longer affected by the field. This makes thrown objects highly effective weapons and enables them to jump much further than is normally possible.

The mass of any object is divided by the number rolled. The new number is it's effective mass for the time that the user is touching it.

Minor
1D6 x 10

Major
1D10 x 20

Teleport

The user can teleport once every 1D6 minutes. The teleport process creates a bubble around the user and takes anything in the bubble and replaces any matter in the destination location for the bubble potentially doing 1D100 points of damage to the target.

Minor
1D6x10 m

Major
2D6x100 m

Time Dilation

The time dilation field stops time locally in front of the user for a minor power and on two more sides for major powers, preventing any attacks from striking the user from that direction. If the user stands still it will not be hit and can step out of the way of attacks. However if the user is struck on any other side they are not protected. If the user walks into the attacks they do full damage.

Minor

Shield in front only

Major

Shield in front and two sides

Unique

The effect or purpose of this power is mysterious. The GM should consider the power as a part of a story line to involve the players in. The power may not seem to make sense until it is used in exactly the correct way.

Weaken

The user can weaken energy levels around them. When using this ability all power levels within the effect radius are halved. This means that any shields are at one half their hit points and weapons do half of what they would otherwise.

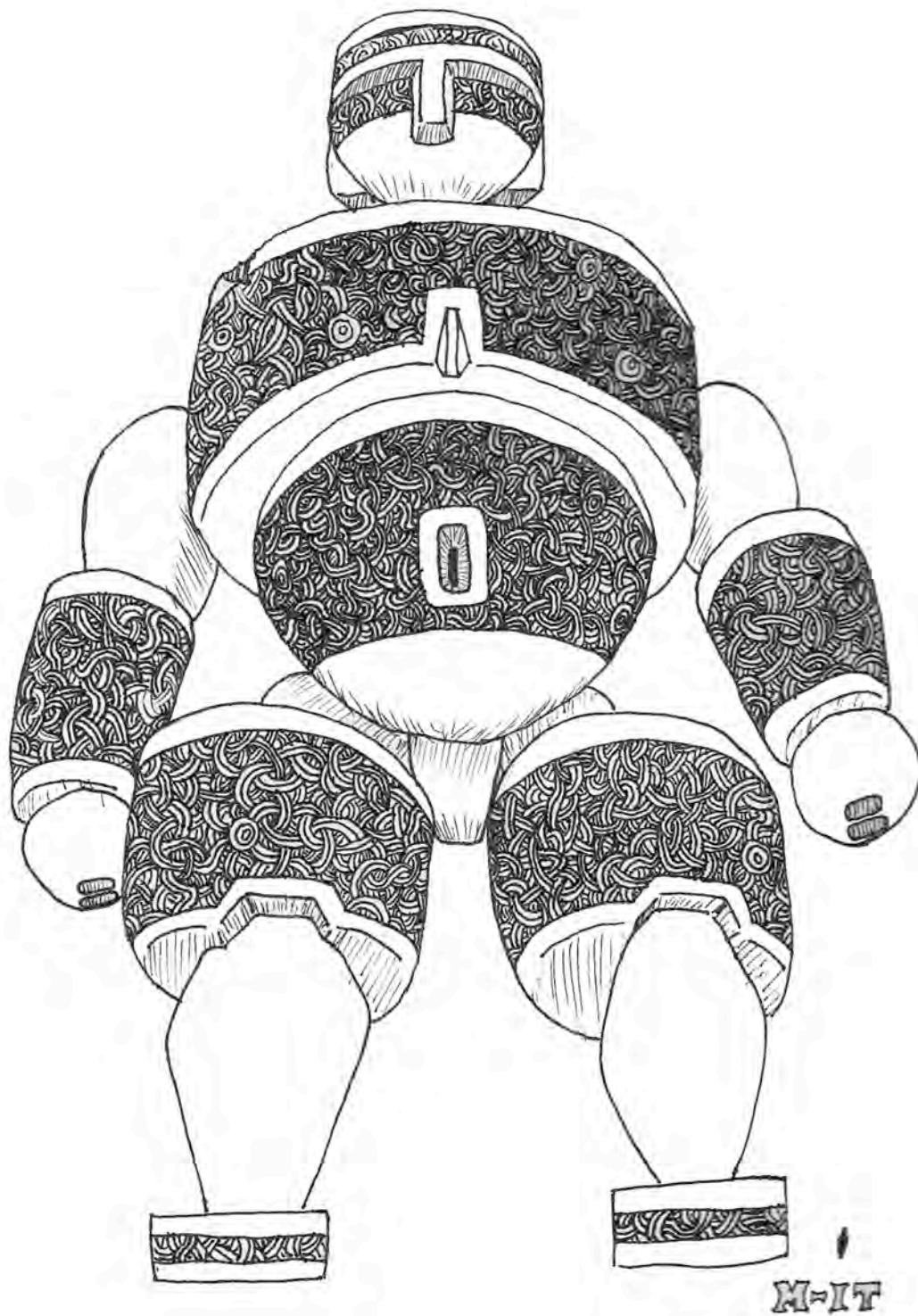
Minor

Radius: 1D10 x 10 meters

Major

Radius: 1D10 x 100 meters

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TITANS

They are over three thousand years old, possess power beyond human understanding and there are thousands of them. These titans are the legionary War Engines designed by

Loc and built by humans for the war against the old gods.

For most of the residents of The Artifact, that is the extent of what they know about these

titans. There are those that have spent their entire life searching for them. Rulers lust after their power. There are those that are haunted by them unable to escape. They have protected and destroyed civilizations.

An ASO mission report referred to one of these devices as "the titan". After the report was passed around the ASO command and corporate partners began to refer to the war engines as Titans. The title has even been taken up among the IC-A in some commands and so has spread as an accepted term.

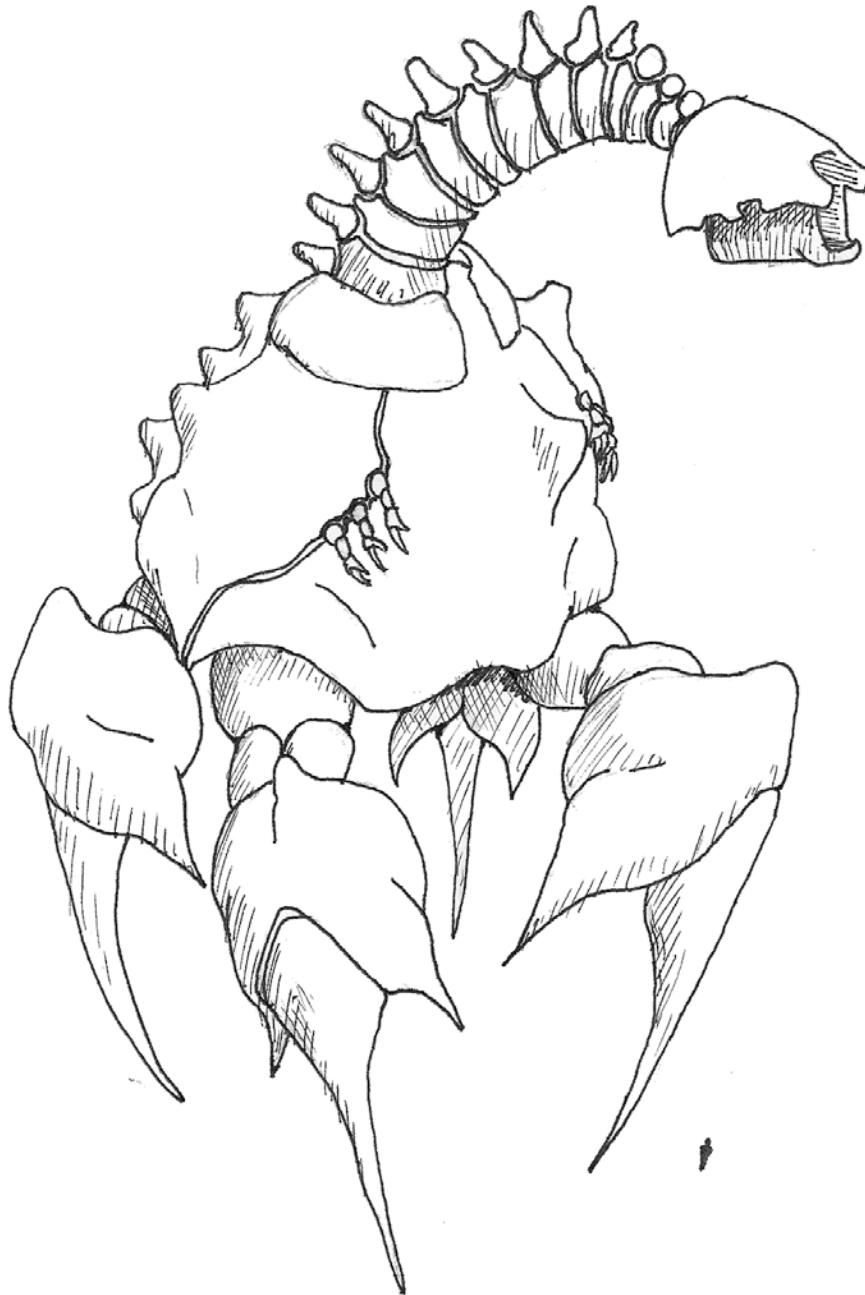
Despite all their mystique Titans are a mixed bag of massive raw power and a m a d d e n i n g unpredictability. While they are machines, they have enough intelligence to manipulate their pilots according to their own agenda. This is usually the elimination of all threats to themselves in an almost phobic manner. They disdain more mundane enemies and complain endlessly about fighting any enemy they do not see as a threat. Some refuse to function if they don't agree with a fight.

The Titan itself is immensely powerful but they were designed for a single purpose and are not always well suited to be used in other fashions such as defending a city.

Most pristine Titans are found near the industry pods in the void past the incremental cities. Others are found protecting cities, worn down from centuries of fighting. Some have

mysteriously stopped working and have either been left as showpieces to warn off attackers or hidden away from prying eyes. Some are able to keep them running a little bit longer with the help of the unusual ability to ask the Titans why they are not working.

No one knows how many Titans are left. Some estimate that there are only a few hundred, most of them no longer functioning. Others estimate that there may be hundreds of thousands.



New! Character Occupations

Although these characters are specifically designed to play in games in which a Titan is used, they should be ready to spend a considerable amount of their time not being near Titans in view of their scarcity.

Attuned

After contact with a Titan, a person is able to sense their presence. This is usually a very weak sense that may only work when within a few kilometers unless a person makes a connection with multiple Titans. The more Titans a person is in contact with the stronger the sense. Some of the best of the Attuned can feel the presence of a Titan from thousands of kilometers away.

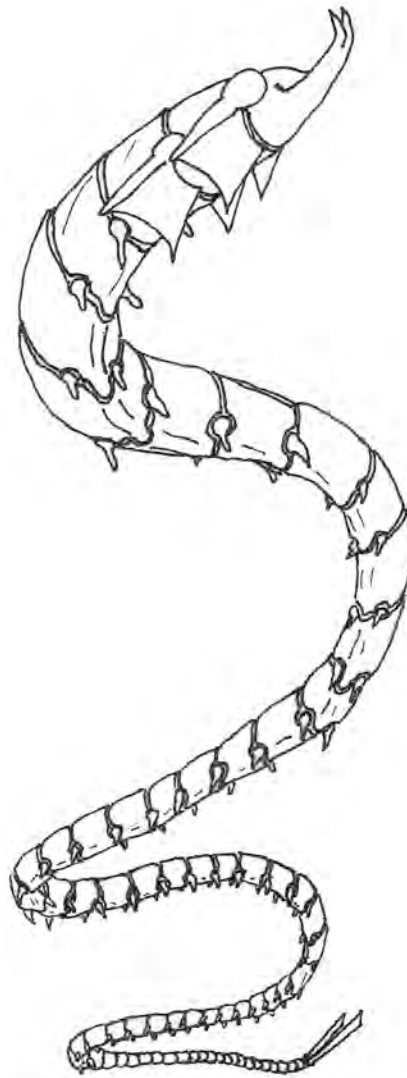
While most find the link with a Titan exhilarating, usually an Attuned has such a high sensitivity to the link that it becomes painful while in close proximity, unbearably so while directly connected to a Titan.

There is money to be made with this ability. Because of the extremely high sensitivity to the Titans an Attuned can act as a guide for those that want to locate their own Titans. An Attuned can locate a Titan for rich clients that want them.

Equipment: Laser Rifle, Energy Clips (10 of 50), Sonar Imager, Large hiking backpack (holds up to 25 KG), Light tool kit, Small Zerot, Scimrahn Wrist Comm/Comp, 2 weeks food, Diary, 100m cord 2000kg tensile strength, grappling hook + spikes, hammer/hatchet, Sunglobe, Plasma Stove, Video Camera, Still Camera, 100 (200 liter) garbage bags, soap, Scimrahn Temporary Structure, Water Filter, 5 extra filters, Vac-Suit, large survival knife, Canteen.

Skills: Sense Titan +30 (starting Range Class D), Titan Communication + 20, Pilot Titan +5, Scimrahn Sign Language +15, Land Navigation +10, Subterranean Navigation +20, Stealth +10, Foraging +10, First Aid +5, WS Skill Knife +5, Hunting +10, Shelter Construction +10, Tailoring +10, Pick Locks +10, 8 skills at +10

Starting Rank: Civilian
Pay: 5-10,000,000 Yen for an intact Titan.



Titan Pilot

A professional Titan Pilot is a dangerous occupation to be in considering the health hazards of piloting one. In view of this many are wary of anyone claiming to follow this career path. The more experienced pilots may be addicted and behave irrationally once employed or may have Titan Psychosis.

Since a pilot becomes incapacitated while linked, the Titan's owners will often hold the pilot hostage until the Titan is returned.

Equipment: Laser Rifle, Energy Clips (10 of 50), Sonar Imager, Large hiking backpack (holds up to 25 KG), Light tool kit, Small Zerot, Scimrahn Wrist Comm/Comp, 2 weeks food, Diary, 100m cord 2000kg tensile

strength, grappling hook + spikes, hammer/hatchet, Sunglobe, Plasma Stove, Video Camera, Still Camera, 100 (200 liter) garbage bags, soap, Scimrahn Temporary Structure, Water Filter, 5 extra filters, Vac-Suit, large survival knife, Canteen.

Skills: Pilot Titan +20, Sense Titan +5, Titan Communication + 10, Pilot E-Suit +10, Artillery Operation +10, Optics +10, WS Gun +10, HTH Combat +10, Scimrahn Sign Language +10, Land Navigation +10, Subterranean Navigation +10, Stealth +5, Foraging +5, First Aid +5, WS Skill Knife +5, Hunting +10, Shelter Construction +5, Pick Locks +5, 8 skills at +10

Starting Rank: Civilian
Pay: 1D10 x 1000 Yen per Day.

Titan Charmer

A Titan charmer may be able to coax a damaged Titan to life. Many Charmers do not share their knowledge or how they are able to repair these vehicles that are so far advanced.

It is actually more likely that the Charmer is not consciously aware of how they repair Titans. It is an intuitive ability that only a Charmer can use. In many cases the Titan may only be working because it was asked to. Once the charmer isn't around any longer it may decide to shut down again.

Equipment: Laser Pistol, Energy Clips (10 Clips 20 Rounds), Knife, Scimrahn Wrist Comm/Comp, Scimrahn Heavy Armor, Binoculars, Sonar Imager, Vac-suit, Deluxe Tool kit, Mini-Arc Welder, Scimrahn Temporary Structure, Water Filter, 5 extra filters, Vac-Suit, Large hiking backpack (holds up to 25 KG), Sunglobe, Plasma Stove, Canteen.

Skills: Repair Titan +10, Sense Titan +5, Titan Communication +15, Pilot Titan +5, Repair Machinery +10, Welding +5, Repair Electronics +15, Shelter Construction +10, Weapon Repair +40, Artillery Repair +25, WS Pistol +15, WS Rifle +10, Navigation Land +10, Foraging +15, Hunting +15, Scimrahn sign language +10, Subterranean navigation

+30, Camouflage +5, HTH Combat +5, plus 5 skills at +5

Attribute Bonuses

Cha +10
Psy +5
Dex +5

Starting Rank: Civilian
Pay: 2-15,000,000 Yen for an intact Titan.

Titan Destroyer

The Chezbah have a small group of E-suit pilots with specialized E-suits that are designed to destroy a Titan. While the idea of a single e-suit harming such a massive and powerful device seems unlikely, the Chezbah have weapons that disrupt the function of a Titan.

Although most Chezbah avoid other nations and have almost no contact with them, Titan Destroyers seem to have no issues with working with people who are not Chezbah and they are rarely seen working with their own nation. They are however loyal to the Chezbah and will not do anything to harm them.

A Titan Destroyer cannot ever link with a Titan, however they do have the ability given to them by Loc to sense a Titan.

Equipment: 2 Chezbah Plasma Pistols, Plasma Clips (10 Clips 15 Rounds), Knife, Scimrahn Wrist Comm/Comp, Chezbah Pilot Armor, Binoculars, Sonar Imager, Vac-suit, Chezbah Destroyer E-Suit.

Skills: Pilot E-Suit +45, Sense Titan +15, Artillery Operation +20, Optics +20, WS Pistol +20, WS Gun +10, Melee Combat +10, Explosives +15, Weapon Repair +5, Martial Arts +20, Navigation Land +10, ECM +10, plus 8 skills at +10

Attribute Bonuses

I.Q. +3
Dex +5

Starting Rank: Titan Destroyer
Pay: 20,000 Yen per month in Scimrahn and Kelrath goods to barter with.

New Skills

Repair Titan (4)

This is a knowledge of the internal workings of a Titan and how to fix them. This knowledge

does not come easily however as the Technology used in Titans is not understood by the vast majority of people. Only those that

have the ability to talk to a Titan (either by link or a Charmer) can ask the Titan what is wrong with it. Determining how to repair the machine after that is a matter of experience, intelligence and intuition.

Sense Titan (2)

Prerequisite: Successful Link with a Titan

This skill is the ability to notice small signals that the character is receiving from a Titan. The Titan does not have to be functional to send out it's signal.

Those with this ability describe it as a low hum, like the hum of an electric motor. The success rate of this skill is modified by the character's link strength. The range of this ability is variable based on the condition of the Titan and how many Titans the character has linked with in the past.

Titan Communication (3)

Prerequisite: Successful Link with a Titan or Titan Charmer CO

Any character with a link to a Titan may communicate with the Titan but must have an active link to do so. Titan charmers have the unusual ability to communicate with Titans even without linking to them. Charmers can even use this ability to communicate with many Titans that are non-functional.

While many non-functional Titans require some physical repair, many are non-functional simply because they choose to be. Their reasons vary, but charmers specialize in coaxing them out of slumber.

Titan Pilot (3)

Prerequisite: Successful Link with a Titan

The control mechanisms for Titans vary greatly. Some require the pilot to visualize what they want to happen, others can simply be told what to do, some are controlled like they were the pilot's own body. Regardless of the type of control, the link to the Titan seems to inform the pilot of how they should control the machine at least on a subconscious level. In other words, once linked, the controls become intuitive to the degree of the character's piloting skill.

Extended Fraction Columns

For the majority of event resolution contests, attribute values are under 100 and the following rules are not needed. In special circumstances attribute values are higher than 100 and normal fraction columns are not enough to resolve contests.

For example, a TF-2394 has a STR of 800 and a Rall 4 has a STR of 600. If these two types of E-Suits were in a contest of strength normal fraction column rolls would go to the defender more than 75% of the time resulting in stalemate after stalemate even though their actual strengths are very different values.

With Titans and Champions with potentially very high attributes like Strength and Reflex, a better way to resolve these contests is needed. To accomplish this, when an attribute over 100 is rolled for, if the roll can be multiplied by 10 and still pass the fraction column, the result gets 4 more fractional successes.

Example: A TF-2394 and a Rall4 are trying to push each other backward. This is a Strength contest where the TF has a Strength of 800 and the Rall has a Strength of 600. Their fraction columns look like this.

	Full	1/2	1/4	1/8
TF STR	800	400	200	100
Rall STR	600	300	150	75

The roll for the TF is a 30. If the roll is multiplied by 10, it becomes a 300 which is still lower than the TF's half column. The roll gets 2 fractional successes from making the half column and four fractional successes because the roll was multiplied by 10 and was still successful. This gives the TF 6 Fractional successes.

The Roll for the Rall is a 63. If the roll is multiplied by 10 it becomes 630 which is too high and would fail so the roll does not get a +4 to it's fractional successes. Without multiplying the number the roll makes it under the Rall's Eighth and so gets 4 fractional successes.

The TF got two more fractional successes than the Rall and so wins the shoving contest.

Very Large Numbers

Every time a roll can be multiplied by 10 and still pass, the roll gets a +4 to it's fractional successes. This can continue on, even for very large numbers such as a Titan's Strength attribute.

Example: An attribute is an enormous value of 50,000. The player rolls a 92.

Full	1/2	1/4	1/8
50,000	25,000	12,500	6,250

If the roll is multiplied by 10 it is now a 920 which still passes so the roll gets +4 fractional successes. If it is multiplied by 10 again it becomes a 9,200 and gets another +4 fractional successes. Multiplying by 10 again would make the number 92,000 which is too high so we stop at +8. The result of 9,200 is lower than the attribute's Quarter column so gets 3 fractional successes plus the 8 from being multiplied twice for a total of 11.

Warlords

A warlord is a person who has seized local political power by military might. This can be influential Gijorn that have overthrown their Rantaa' or simply run away with a large military force. It can include Chezbah that have learned to fight and drawn a following to themselves and is no longer under the control of the Chezbah.

There are many remote settlements that are under the control of warlords who's culture varies greatly. A warlord depends on military power to both control the population being ruled over and protect from outside influence. Warlords typically lay claim to a territory as their own, this usually being a region with

resources that are exported for valuable goods.

These communities may serve as a safe haven for characters as a base of operation and trade. However Warlords can be fickle and may become wary or even envious of a group that could post a threat. Because of this, a settlement ruled over by a Warlord may require that all weapons be left with his men. Presumably to be returned when the characters leave again.

These are examples of Warlords that have built up a reputation for themselves. There are many others and the GM should feel free to use these story examples to create their own.

Resh Shelmehi



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The name Resh Shelmehi means Shelmehi the Great. Shelmehi was born Chezbah and was conscripted into the Chezbah military at 16 years old. Shelmehi became a Demolisher Commander in short order and realized that

he could not progress any further in the Chezbah military. After retiring from the military at age 30 Shelmehi disappeared from Chezbah society.

Shelmehi wandered for several years and eventually befriended a Gijorn that would frequently patrol the area he was in. Shelmehi betrayed the Chezbah military and taught the Gijorn exactly how to fight Chezbah units. The Gijorn rose through the ranks of the Gijorn because of this and continued to consult Shelmehi who was now living as a hermit.

Because of the success of the Kelrath attacks, the Chezbah focused their attention on the Kelrath in the area and in a pitched battle known as the War of Ghk-Virum destroyed seven local Kelrath settlements. Shelmehi's Gijorn friend was killed in the battle but had told his subordinates of a leader that they should find and follow should he die. Instead of retreating back to unharmed settlements, seventy Rall4s found Shelmehi and he lead them into battle against the returning Chezbah forces. In the process taking four Demolishers and a handful of Hunter E-suits.

Shelmehi only intended to slake the revenge of the Kelrath, instead they vowed to follow him. Wisely Shelmehi knew they could not survive in the war torn region. They retreated to a remote region and operated as a mercenary group for several years slowly building their resources and a town grew up around the band. Shelmehi found a patch of

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powered Agriculture Hexes and settled his followers there. They now are a major grower of Pelin for Scimrahn tribes.

In the years that followed and after several attempts from outside and within to topple him, Shelmehi demanded to be addressed as Resh Shelmehi. His people follow a strict military lifestyle which is a mix of Chezbah conscript code and Gijorn lifestyle.

Gender: Male

Height: 1.5 meters

Build: Husky

Age: 54

Hair Color: White

Eye Color: Red

Position: Warlord

Attitude: Strict and logical, borders on the megalomaniacal.

	Full	1/2	1/4	1/8
Con	20	10	5	3
Str	25	13	7	4
Ref	40	20	10	5
Cha	80	40	20	10
Int	60	30	15	8
IQ	70	35	18	9
Agi	40	20	10	5
Bty	40	20	10	5
Psy	60	30	15	8
Dex	40	20	10	5
HP	10			

Skills

Military Intelligence +75, Command +60, Politics +50, Persuasion +50, Pilot AG +60, WS Pistol +60, Hunting +15, Agriculture +15, HTH Combat +20, Speak Scimrahn +20, Speak Chezbah +50, Speak Kelrath +45.

Himbocha

Himbocha is a Tanroc Fredar that has been exiled from his people. By all accounts Himbocha is highly intelligent but mentally disturbed. He has several champions that he uses as thugs to keep order among his followers. They are also used to pillage neighboring communities.

Himbocha seems to be paranoid avoiding public appearances and face to face confrontations with other communities. He prefers to raid and then disappear until his people are nearly out of provisions.

Among his followers it is said that Himbocha will someday soon become so powerful that the Chezbah will not be able to defeat him and then all Kelrath will follow him. However it does not seem that he is working toward any particular goal and this may just be delusional talk.

Himbocha

Gender: Male

Height: 2.9 meters

Build: Muscular

Age: Unknown

Hair Color: Yellow and brown

Eye Color: Brown

Position: Warlord

Attitude: Paranoid and skittish, puts on great airs when not threatened.

	Full	1/2	1/4	1/8
Con	100	50	25	13
Str	300	150	75	38
Ref	80	40	20	10
Cha	90	45	23	12
Int	70	35	18	9
IQ	90	45	23	12
Agi	90	45	23	12
Bty	80	40	20	10
Psy	40	20	10	5
Dex	50	25	13	7
HP	75			

Skills

Military Intelligence +80, Command +50, Politics +40, Persuasion +40, Agriculture +45, HTH Combat +70, Speak Scimrahn +20, Speak Chezbah +50, Speak Kelrath +70, Electrical Engineering +80, Mechanical Engineering +80, Repair Machinery +70, Repair Electronics +50, Artillery Repair +70.

Dacon Rolik

Dacon Rolik was a young Gijorn commander when his ruling Rantaa' commanded that more than seven thousand five hundred Geetin be killed because they had retreated

from a Chezbah Hound onslaught. Dacon resolved to help the Geetin escape and five hundred of his fellow Gijorn followed after him.

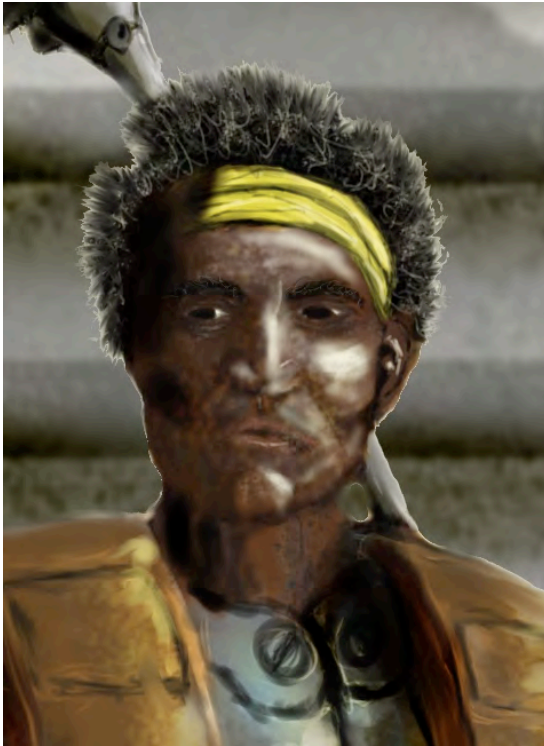
Through three years of fighting to defend themselves, Dacon has lost almost half his original forces, a fact that bothers him greatly.

Game Idea: Player characters in the Tortuga setting must deliver a letter to Dacon asking him to bring his eight thousand men to fight for Gethllsichk. Dacon cannot provide the men requested because he only has four thousand men. To a Kelrath's sense of honor this is an embarrassment so he stalls without saying why. The PCs must find out why he is stalling and persuade him to come.

Agi	40	20	10	5
Bty	40	20	10	5
Psy	70	35	18	9
Dex	20	10	5	3
HP	75			

Skills

Military Intelligence +60, Command +50, Politics +20, Persuasion +20, HTH Combat +50, Speak Scimrahn +10, Speak Chezbah +10, Speak Kelrath +70.



Dacon Rolik
 Gender: Male
 Height: 2.3 meters
 Build: Average
 Age: 43
 Hair Color: Brown
 Eye Color: Brown
 Position: Warlord
 Attitude: A fatherly leader, distressed when men under his command are lost.

	Full	1/2	1/4	1/8
Con	50	25	13	7
Str	40	20	10	5
Ref	60	30	15	8
Cha	70	35	18	9
Int	45	23	12	6
IQ	50	25	13	7

Mercenary Bands

A mercenary band is a group of civilians that have combat training or experience and fight for a fee. Mercenary bands can vary greatly in size and in ability but must be able to be a self sufficient fighting force. Mercenaries differ from warlords because they do not have a civilian society that they are in control of, but may interact with civilian groups for pay. In

this sense a mercenary band does not seek to govern civilians, but may seek to profit from them.

These are examples of Mercenary Bands that have built up a reputation for themselves. There are many others and the GM should feel free to use these story examples to create their own.

Mr. Holleran

I-CA records show that Mr. Holleran came to The Artifact in 2086 as a colonist. However one thing is missing from his transfer documents, that being his first name. No one actually knows where Mr. Holleran came from or if the name itself is an assumed name. He apparently had access to considerable resources because he immediately set about Gadios buying information from both the I-CA and the Scimrahn. In three months of investigating leads in Gadios his relationship with the Desima soured and he was forced to leave the city. However when he did this a number of Desima went with him.

Many thought that Mr. Holleran had at this point used up whatever resources that he had but before leaving he was able to bribe an I-CA armored platoon to travel with them.

At this point Mr. Holleran and company disappeared for five months. What happened during these months no one has been able to determine but the group arrived at several Scimrahn industry tribes and requested the construction of a special piece of equipment. The Scimrahn tribes were given parts to work on and no one individual was allowed to know more than their part. Later it became apparent that the design was a novel kind of Meta-atom weapon that became more and more powerful as they were chained together. The design is likely from a Scimrahn man that Mr. Holleran calls "Engynour" although this is almost certainly not his name either.

The first device was called "Robinette" but went through a number of upgrades over time, each time getting a new name. Next "Segrave" then "Parson", "the Forester", "the Belfry", "the Vicar", "the Verney" until the last upgrade called "Bad-Neighbor". Each time the weapon grew longer and more complicated until it required a whole train of vehicles to

move it. With each upgrade the power of the weapon has grown at a logarithmic rate. It now takes over nine minutes for the weapon to fire it's main burst. However it has been seen to fire multiple smaller bursts when being advanced upon.

From this we can tell that Mr. Holleran has followed the siege of Sterling Castle by King Edward I of England as the upgrades have followed the production of Trebuchets that Edward had built to end the siege of Sterling Castle.

However in the end it was the Trebuchet "Ludgar the War Wolf" or as it is commonly called "War Wolf" that ended the siege and so may indicate that Mr. Holleran has one more upgrade to make.

Mr. Holleran is very proud of "Bad-Neighbor" and often climbs on top of it and sits in a folding chair on top of it while it is preparing to fire.

Mr. Holleran may seem obsessed to others about this massive weapon but those that have met with him confirm that he has a different goal in mind that he refers to as "my Sterling" again a reference to Sterling Castle. What this goal is no one has been able to speculate on with any certainty but it likely involves the Chezbah as "the Hollerans" as they are often called spend a good amount of time attacking them from very far away.

As impressive as Bad-Neighbor is, equally impressive is Mr. Holleran's informant network. The Desima that went with him have continued to gather information that usually ends up serving the purpose of fighting the Chezbah or gathering resources to maintain and upgrade Bad-Neighbor.

Bad-Neighbor is surrounded by a host of smaller vehicles that are primarily used in defense.

Mr. Holleran is always accompanied by his two very capable bodyguards Ig and Ook.

Mr. Holleran

Gender: Male

Height: 1.8 meters

Build: Husky

Age: 41

Hair Color: Black

Eye Color: Blue

Position: Owner of Bad-Neighbor

Attitude: Secretive, Cautious, Eccentric but approachable

	Full	1/2	1/4	1/8
Con	35	18	9	5

Str	30	15	8	4
Ref	25	13	7	4
Cha	70	35	18	9
Int	80	40	20	10
IQ	60	30	15	8
Agi	30	15	8	4
Bty	25	13	7	4
Psy	50	25	13	7
Dex	70	35	18	9
HP	10			

Skills

Military Intelligence +60, Surveillance +40, Command +50, Politics +30, Persuasion +40, Electrical Engineering +70, Mechanical Engineering +60, Repair Machinery +50, Welding +10, Repair Electronics +30, Artillery Repair +50, WS Pistol +20, HTH Combat +10, Speak Scimrahn +40, Speak Chezbah +10, Speak Kelrath +30.

Muak-Dia

Possibly the strangest mercenary group, the Muak-Dia do not fight for money. They will only fight for those that they choose and that promise to complete a task that is not revealed until the Muak-Dia decide to tell what it is.

The Muak-Dia have a habit of showing up when things look particularly dire, making refusing the unnamed task difficult.

Thirteen of the roughly one hundred members are of "the Enlightened" a group that claims to take direction from the mysterious Ehells. These members are the leaders of the group and are said to be Champions of the Enlightened. Although they are said to be very powerful they are not frequently directly involved in combat with the other members. Even without them the Muak-Dia fighters are all extraordinarily good at what they do.

The group usually makes a living from the gratitude of those that it has assisted including two very powerful Rantaa' whose palaces often function as the Muak-Dia base of operation.

Muak-Dia Fighter

Con	55	28	14	7
Str	40	20	10	5
Agi	70	45	23	12
Ref	60	30	15	8
Dex	50	25	13	7
Bty	30	15	8	4

Cha	30	15	8	4
Int	30	15	8	4
I.Q.	30	15	8	4
Psy	60	30	15	8
H.P.	20			

Skills: WS Gun +50, Sniper +30, WS Pistol +60, Artillery Operation +50, Sensors +20, Melee Combat + 30, Ambush +30, Detect Ambush +30, HTH Combat +70, Weapon Repair +20

Muak-Dia Enlightened

Con	60	30	15	8
Str	55	28	14	7
Agi	75	48	24	12
Ref	70	45	23	12
Dex	50	25	13	7
Bty	30	15	8	4
Cha	30	15	8	4
Int	30	15	8	4
I.Q.	30	15	8	4
Psy	80	40	20	10
H.P.	20			

Skills: WS Gun +60, Sniper +60, WS Pistol +60, Artillery Operation +50, Sensors +20, Melee Combat + 30, Ambush +30, Detect Ambush +30, HTH Combat +90, Weapon Repair +20

Freeports

Some places in The Artifact will allow any person into their community as long as they don't get into trouble while they're there.

These communities are often small to avoid being detected unless they have some way of defending themselves.

Gromorak

This fortified city was ruled by a former Rantaa' named Chkmanain. It is said that he was betrayed by the Oracles and so turned his back on the Kelrath.

Today Gromorak is ruled by Chkmacha the grandson of Chkmanain. He has continued his grandfathers legacy of rejecting Kelrath society.

The people of Gromorak have not completely turned their back on the caste system in traditional Kelrath society but Chkmanain made some adjustments.

The most important change is that a person's caste can be changed according to the ruler's orders. This has allowed some former Geetin that were exceptionally skilled in one way or another to move up in the community. However this ability to change castes is more frequently used to punish criminals and those that displease the ruler. Even those visiting have been made slaves if they break the laws of the city or fail to please the ruler.

Gromorak does not use the names of the castes of Kelrath society. Instead the castes are lettered according to the Kelrath alphabet, the first letter corresponding to 'M' is the lowest caste, the last letter 'CHK' is the caste of the ruler. This means that there are eighteen castes in the city. This initially lead to confusion so now the people of Gromorak are required to sew their caste letter into their clothing.

A person of a lower caste is always required to do what someone of a higher caste commands. However if a person of one or two castes lower feels a command is too harsh he may take it to

the ruler for an arbitration. Usually the arbitration consists of an adviser hearing the case and then recommending to the ruler who is the winner. The result of the arbitration is usually that one of those involved go down a caste. As a result of this commands from castes that are close to each other tend to be worded as requests.

Chkmacha has done a good job in managing the size and social function of the castes so that society is more comfortable to the middle class of castes.

First time visitors are usually treated as a middle caste but usually are encouraged to "get their caste" by going and visiting the palace. Again this is normally done by having an advisor evaluate the outsider and then recommend a caste to the ruler. After this is done, the outsider is expected to follow the caste system.

The city of Gromorak is heavily fortified and encompasses three Agricultural hexes. One is for the city proper and two are for agriculture and industry.

The gates of the city are very impressive systems of defenses and open gates are heavily garrisoned.

All visitors are brought into a walled fortress directly inside the gate and instructed to leave all weapons vehicles and armor in the fortress. The Gromorak garrison are given strict instruction that they are not to take any liberties with a visitor's possessions left with them. A scribe will write the items that are left on a locking tablet that the visitor must return to reclaim his goods.

The Walking City

Centuries ago a Hosent figured out how to leave it's housing behind. No one is sure how it managed to do so but over time it convinced other Hosent to join it in moving about as the Kelyuk do. However a Hosent leaving it's housing makes it's sensors not work well so

they would return to their housings after a short while. In time the moving Hosent used materials around them to build new housings that could be moved around. The Hosent don't have very good memories for this kind of

thing and so the details are impossible to know.

Over time, the moving Hosent developed into a moving hive in huge vehicles that contain hundreds of Hosent. Although these vehicles are on wheels, the Hosent arms pull the vehicle along the ground giving The Walking City it's name.

Most of the Hosent have the job of moving the hive and collecting anything that they happen upon. A few have the job of repairing the other Hosent and their collective housing.

At some point about three hundred years ago a group of Scimrahn encountered the Hosent and negotiated an agreement with them that they would live with the Hosent, help to maintain them and design new parts for them if the Hosent would build for them in return. The Scimrahn also serve to defend the Hosent and to bring in raw materials to build with.

The Walking City is a democracy between the Scimrahn and the Hosent. It wasn't always so but the Hosent eventually allowed the Scimrahn to vote among them over time. The Hosent don't usually understand why the Kelyuk vote the way they do but they know that listening to them has been valuable in the past and that the Kelyuk are able to understand things that they cannot.

The city survives by moving through the darkest regions of the underground and then emerging here and there to sell the goods they produce.

The Walking City will gladly trade with anyone it encounters. Anyone that has goods they need are allowed to stay for a while and rest but will promptly be reminded that it is time to leave when the Hosent or the Scimrahn decide it is time.

Peritsmia

This small ethnically diverse town lies in a remote region where the air is very thin. It takes newcomers many months to acclimate to the thin air. About a quarter of newcomers get altitude sickness. This by itself would not normally be enough to protect the community from the Chezbah in the region as E-Suits protect pilots from any ill effects and Chezbah Warriors would normally shrug off the thin atmosphere.

It has been rumored that the town has used what seems to be chemical or biological weapons on marauding bands in the past. Again, E-Suits should be immune to this because they can close off the exterior atmosphere but the rumors indicate otherwise.

The town prides itself on it's ornate architecture. The houses are elaborately carved CCC masterpieces often taking generations to complete. However, at the center of the town is a dome structure that stands apart from the rest of the houses. No outsiders are allowed to approach the dome but it's clear that the villagers do. It is assumed that this structure is what keeps the Chezbah away.

The village is renown for it's medicine. Many illnesses that are have no known cure anywhere else are treated here. The price for healing? A rare plant, animal or even bacteria. Even wounds are healed at twice the normal rate while getting medical attention by the town's doctors.

Game Master's Section

This information is for the Game Master's (GM) eyes only. This information is provided to the GM to add informations that the

players will slowly discover. This will enable the GM to have more interesting and progressive games.

Peace Stones

Although "Peace Stones" seem benign when casually observed this is often an effect of the stone itself. Anyone touching small stones or in the area of larger stones feel the need to protect the stone and often do so by keeping it with them at all times.

Anyone touching a small peace stone must make a successful PSY roll or be compelled to put it in a safe place on their person and forget about it. They will keep the stone with them without conscious thought until they make a successful PSY roll at which point if they know what the stone is, they simply realize that they found a peace stone like it wasn't obvious before.

If the stone is threatened the character must make a PSY roll or be compelled to protect it even if it means their own harm or death. If

the PSY roll is failed then this will feel natural to the character and if questioned the character will feel that the questioner is being unreasonable.

Unless a PSY roll is made the character will not be able to sell the peace stone if they think the new owner will damage the stone. Otherwise they are free to give or sell it to someone they feel will take care of it.

Peace stones reduce one stress point for every four hours they are in contact with a character.

Stones over 30 cm do not need to be touched to affect a character within a one meter (1m) radius. Stones larger than 30 cm gain an additional meter of radius for every additional 30 cm in size.

Kelrath Scribes

Some days after the coup in Gethllsichk an individual that was hiding in a secret room in the palace was discovered with several generations of Rantaa' books. When asked what his cast was he would not answer. Although he had no Geetin or Gijorn tattoos, he was not dressed as a Rantaa' and it was assumed that he was a Kaloord until the aged Geetin that kept the Rantaa' books identified his cast as what translates to "Scribe". The old man insisted on this being the case and that all the Rantaa' books go to the scribes to be written in the tombs. Both the Gijorn and Geetin were confounded at this but after examining the books, several references to a Scribe cast were found and occasionally linked them with the Tanroc Fredar in some of the oldest books.

This Scribe was examined medically and brain scans revealed a bafflingly strong electromagnetic field coming from the man's head. Corporate operatives have requested an MRI machine but the ASO has not cleared the device for transport worrying that it might reveal their involvement. In the meantime the

discovery of a new caste has not been communicated back to the ASO.

Over time and under duress the Scribe revealed the location of a Rantaa' Tomb. This is normally a well kept secret storehouse of wealth and information. The GM may open the possibility of the Player Characters being sent to the tomb to verify it's existence.

The tomb is a large one and there are deadly traps and formidable defenses such as a large number of Kerdi protecting the site. Fortunately the Rantaa' books give instructions as to how The Player Characters can enter the tomb, as long as they can interpret the instructions correctly.

Inside the tomb are vast holdings of wealth, along with more Scribes and an elderly but intelligent Tanroc Fredar. The treasure is too much for the characters to haul out by themselves. The Tanroc Fredar's main concern will not be for the treasure but for the Scribes and their safe escape. He will offer to give the PCs control of the Kerdi defenders of the tomb in exchange for the character's not

telling their superiors of their existence. This will of course rely on the PC's sense of honor

that they stick to their portion of the deal.

Titans

This is information on Titans, their behavior and abilities. Information on generating Titans is also included.

The Link

Titans require a key to operate. These keys take many forms and may not be easily identifiable. Many resemble amulets or headbands while others are in the form of a small statue or sometimes a weapon. Once a character touches both the key and the Titan, they link to the Titan and can control it. Only one person may link to a Titan at a time. While a character is linked they cannot do anything but control the Titan. This includes defending themselves so that they are dependent on other characters to protect them if the Titan itself cannot protect them.

The more Titans the character has linked with, the longer range their Titan Sense will be. For every two Titans that a character links to their Sense Titan skill's range class goes up one letter. (example: From range class A to B)

Expanded Range Classes

Range	PB	Shrt	Med	L	Ex
A	1	5	10	15	20
B	3	15	30	75	300
C	10	30	100	500	1K
D	100	500	1K	5K	10K
E	100	1K	5K	10K	30K
F	500	5K	10K	30K	100K
G	1K	10K	30K	100K	300K
H	5K	30K	100K	300K	1000K
I	10K	100K	300K	1000K	3000K
J	30K	300K	1000K	3000K	9000K
Mod.	+5	+0	-10	-20	-50

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.

Reaction to Titan

When a character attempts to pilot a Titan for the first time, they must roll to determine their ability to communicate with the Titan. Once this is rolled this is how a character will link with all Titans. Player Characters that are Titan specialized do not roll on this table. It is assumed they have a good connection unless otherwise stated.

Roll 1D100

- 1-30 No Connection
- 31-50 Weak Connection -50
- 51-70 Poor Connection -30
- 71-80 Good Connection
- 81-90 Strong Connection +10
- 91-95 Optimal Connection +15
- 96-100 Attuned

No Connection – The character cannot link to a Titan. Something prevents the link from forming. The character cannot control a Titan.

Weak Connection – The link is just barely established. The character gets a 80% Impairment to preform any action with the Titan.

Poor Connection – The link is not well established. The character gets a 60% Impairment to preform any action with the Titan.

Good Connection – The link is adequately established. The character is able to preform actions with no penalty.

Strong Connection – The link is very strong. Communicating with the Titan is easy and the character gets a 20 Advantage to any action with the Titan. However if the character is linked to the Titan for more than a day, they must make a Constitution roll. If this roll is failed the character loses the link for 2D10 hours and has a migraine headache. 10 Physical stress, 5 Functional stress, 10 Mental stress.

Optimal Connection – The link is as strong as it can be and still be bearable. Communicating with the Titan is easy and the character gets a 30% Advantage to any action with the Titan. However if the character is linked to the Titan for more than an hour, they must make a Constitution roll. If this roll is failed the character loses the link for 2D10 hours and has a migraine headache. 10 Physical stress, 5 Functional stress, 10 Mental stress.

Attuned – The link is so strong that it is unbearable. The character gets a 60% Advantage to any action with the Titan. If the character is linked to the Titan at all, they must make a Constitution roll each turn. If

this roll is failed the character loses the link for 4D10 hours and has a migraine headache. 10 Physical stress, 5 Functional stress, 10 Mental stress.

First Impression

When a Character first communicates with a Titan, they must make a Charisma roll (+ Titan Communication for Charmers) to see if the Titan likes them. The outcome of this roll determines how helpful the Titan will be.

A helpful Titan may tell the pilot about its abilities while a unhelpful one will likely hide its abilities from the Pilot unless its own existence is in danger.

Danger Sight

Titan Pilots refer to something they call "Danger Sight". The Titans seem to be able to detect and measure the danger posed to them in their surroundings. The Pilots say they can see the threat posed to them by a potential opponent. Other Titans and the Industry Pods are two things that this sense primarily reveals to the Pilot. This makes the Pilot constantly aware of other active Titans that may be thousands of kilometers away. The Danger sense does not always convey the true distance or accurate direction to other Titans due to their varying strengths. The sense can become so powerful that the pilot at times becomes disoriented.

Titan Sense 40% Advantage while linked.

Titan Addiction

The link to a Titan releases massive levels of endorphins. This can become addictive over short periods of time. For every ten hours or each time that a character is linked to a Titan, a drug resistance roll is required. In accordance with legend, the Titans were only intended to be used in a single battle and so this was probably not a concern in their design.

Addictive: A failed PSY roll means the player fills in three (3) boxes in the drug addictions table.

successful roll means no (0) boxes are filled in. One (1) box is erased every week.

Affect of Addiction: The addicted person must link to a Titan once a day or become stressed and lethargic. A failed roll means the

character gets 5 Physical, 5 Functional and 10 Mental stress. This roll must be made every day the character does not connect to a Titan.

Dangers: Linking to a Titan can damage the user's nervous system. (5% chance of -1 PSY per link)

Titan Psychosis



Titan Psychosis is a condition where a linked pilot becomes paranoid that another Titan will attack. Titan Psychosis is not a question of if but when. The Titan's ability to sense other Titans is accompanied by a feeling of threat from them. Every fifteen (15) minutes that a character is linked to a Titan, they receive one Mental stress point. However if the linked character exceeds their stress point limits they do not roll on the normal tables for mental illness, they will develop Titan Psychosis.

There are two primary effects of Titan Psychosis. One, if the character is not in a Titan, they will do everything they can to be linked to a Titan so they can use their danger sense. The second effect is more random and has to do with the fear reaction from the other Titans they can sense. Each time the Character links to the Titan, they must take a PSY roll or roll on the chart below.

Roll 1d10

1-5	Run Away
6-8	Attack
9	Confusion
10	Catatonic

Run Away

The character runs from the Strongest Titans that it can sense. This may or may not be the closest Titan (GMs digression). After one hour the character can re-roll their Psy.

Attack

The character becomes enraged and starts traveling toward the strongest Titan signal (GMs digression) and will attempt to fight it. After one hour the character can re-roll their Psy.

Confusion

The Character becomes confused and may stumble around unable to recognize friend or foe (60% Impairment to Int). After one hour the character can re-roll their Psy.

Catatonic

The Character becomes catatonic and will take no action for the next hour. After one hour the character can re-roll their Psy.

Titan Generation

Condition

Roll 1D100

1-20 Functional

21-100 Non-functional

61-70 Female child's voice

71-85 Machine like voice

86-95 Garbled voice

96-100 Patchwork audio for a voice

Personality

Titans all have their own unique personality. The table below gives the GM a rough guide to how the Titan Acts.

Attitude

Roll 1D100

1-15 Quiet, may not answer questions unless it wants to.

16-20 Aggressive, always pushing it's pilot to attack other Titans.

21-25 Fearful, tries to avoid conflict, may even shut down if threatened.

26-40 Vengeful, remembers if it is damaged and by who.

41-50 Sleepy, needs a lot of persuasion to even move.

51-60 Careless, may step/crush allies or even it's pilot.

61-75 Egotistical, thinks that nothing can stop it.

76-90 Demeaning, doesn't like humans, even it's pilot.

91-95 Demented, sings strange songs and dances jigs like it is drunk.

96-100 Demented, acts like a 4 year old, calls it's pilot "Mommy".

Armor Rating

Roll 1D100

1-5 100

6-15 200

16-35 250

36-50 275

51-60 300

61-70 310

71-75 320

76-80 340

81-85 350

86-90 400

91-95 500

96-99 700

100 1000

Size

Roll 1D100

1-5 1D6 meters

6-15 1D10 meters

16-30 3D10 meters

31-60 1D6x10 meters

61-90 1D10x10 meters

91-100 2D10x10 meters

Hit Points

Size influences Hit Points

1-5 meters 1D10x3,000 HP

6-10 meters 2D10x5,000 HP

11-30 meters 3D10x8,000 HP

31-70 meters 4D10x10,000 HP

71-150 meters 5D10x20,000 HP

151-200 meters 6D10x50,000 HP

Titan Mass = HP x AR /100

Voice

Roll 1D100

1-15 Deep bass male voice

16-25 Regular male voice

26-35 Female voice

36-45 Deep female voice

46-50 High female voice

51-60 Male child's voice

Strength

Size influences Strength

1-5 meters 1D10x800 STR

6-10 meters 2D10x1,500 STR

11-30 meters 3D10x2,000 STR

31-70 meters 4D10x3,000 STR

71-150 meters 5D10x6,000 STR

151-200 meters 6D10x15,000 STR

Physical Attack Damage = STR / 30

Titan Abilities

When rolling for a Titan's abilities, players should not be made aware of what abilities were rolled. This is because there are no clues as to what a Titan can do other than some clues in the visible design of the device.

Conditional Abilities

Each Titan ability has a chance of being a conditional ability. The chance of being a conditional ability is given under each ability.

Conditional abilities are more potent but require specific circumstances. Each condition will increase the effect of abilities differently because some conditions are more restrictive than others.

Roll 1D100

1-15 Once a day

16-25 Dependent on another ability

26-30 Aid Dependent

31-45 Very Difficult

46-55 Damages Self

56-75 Taxing

76-90 Damages Pilot

91-100 Addicting

Once a day

Power can only be used once a day. If it is an ability that can be maintained for a prolonged period, A Titan Piloting roll must be made each turn to maintain the ability once the piloting roll is failed the ability cannot be used until the next day. Each turn there is an increasing difficulty to make the Titan piloting roll. Every turn the Titan Pilot rolls to maintain the ability adds a 20% Impairment to the roll (the next turn would have 2 20% Impairments etc.).

Ability multiplier x10

Dependent on another ability

This ability requires that another ability is used for it to be activated. In most cases this should be abilities such as Consume, Absorb Energy, Absorbing Barrier or Constructs. This is determined by the GM. If the Titan does not have any of these abilities, the GM may select another ability.

Ability multiplier x3

Aid Dependent

The Titan must be aided by another Titan with the Aid ability (major or minor) to use this ability.

Ability multiplier for Aid Major x4

Ability multiplier for Aid Minor x2

Very Difficult

The ability is extraordinarily difficult to use and requires three fractional successes under Pilot Titan to use.

Ability multiplier x4

Damages Self

The Titan takes damage when using this ability. 1D10x1,000 HP are taken every time the ability is used.

Ability multiplier x4

Taxing

The pilot of the Titan takes 1d10 (should be rolled each time) Mental stress points each time the ability is used.

Ability multiplier x4

Damages Pilot

The systems of the Titan overload when using this ability and harm the Pilot. The Pilot takes 1d10 (should be rolled each time) points of damage every time the ability is used.

Ability multiplier x5

Addicting

The endorphin rush of using this power is so great that it acts as a drug. The effects are felt every time the power is used.

Stimulant
 20% Advantage to REF
 10% Advantage to INT
 10 Mental Stress
 Duration: 1 minute
 Wait before effect: instant
 Addictive: A failed PSY roll means the player fills in two (2) boxes in the drug addictions table. A successful roll means one (1) box is filled in.
 One (1) box is erased every week.
 Affect of Addiction: See Titan Addiction.

Ability multiplier x2

Major Abilities
 Roll 1D100
 1-60 1 Major Ability
 61-100 2 Major Abilities

Roll 1D100
 1-10 Shields
 11-25 Blast
 26 Consume
 27-31 Melt
 32-39 Blade
 40-47 Claw
 48-52 Weaken
 53-57 Flight
 58-63 Very Tough
 64-68 Immune
 69-70 Constructs
 71-72 Aid
 73-75 Teleport
 76-80 Slow Opponent
 81-88 Absorb Energy
 89 Phase
 90-94 Agile
 95-99 Telekinesis
 100 Warp Gravity

Shields

The Titan generates powerful force fields. These are not Ion Cascade Shields and take different forms.

Conditional: 20%

Roll 1d100
 1-25 Absorbing Barrier
 26-35 Dark Sphere
 36-60 Reflection Shield
 61-75 Time Dilation
 76-100 Flying Interceptors

Absorbing Barrier 2d10x1000 HP

The Absorbing barrier will soak up all damage directed at the Titan. Once it has reached its limit, it will release an explosive blast equal to the damage absorbed divided by ten.

	PB	S	Med	L	E x
Damage:	100%	70%	30%	10%	1%
Blast Range Class:	C				

Dark Sphere

The Dark Sphere is an opaque barrier that completely surrounds the Titan. It cannot be destroyed by any known force. However the Titan can do nothing while the Sphere is in place. The Titan is effectively cut off from the outside world.

Reflection Shield 2d10x1000 HP

The reflection shield redirects any damage directed at the Titan. The Pilot must make a Psyche roll to direct it.

Time Dilation

The time dilation field stops time locally around the Titan, preventing any attacks from striking the Titan. If the Titan stands still it will not be hit and can step out of the way of attacks. However if the Titan is struck on all four sides, it is boxed in and must travel into some of the attacks to move.

Anything trying to move through this barrier is frozen in time until the shield is dropped or the Titan moves the field by moving itself.

Flying Interceptors

This shield consists of 1D6 flying interceptors that the Titan can use to parry incoming attacks. Each interceptor can absorb one attack per turn. Each interceptor has 5d10x5000 HP

Blast

Blast is a ranged attack.

3D6x20,000 Damage. Roll once to set what this ability's damage will be for this Titan.

	PB	S	Med	L	Ex
Damage:	100%	100%	80%	70%	50%
Range Class:	E				
ROF	1D10 minutes				

Type of Blast

1-15 Laser
16-50 Plasma
51-60 Sound
61-80 Electrical
81-100 Particle
Conditional: 30%

Consume – Rare

The Consume ability allows the Titan to take in materials and then use those materials to regenerate hit points or to create physical weapons from the materials taken in. The act of consuming does 1D6x1,200 points of damage to whatever is being consumed. There are different methods that the Titan will use to consume. In some, great pulverizing jaws crush materials that are then swallowed. In others an energy beam blasts the material and then the evaporated material is sucked in.

Roll 1D100

1-30 Regenerate HP
31-50 Weapon
51-75 Speed
76-100 Aid Ability

Regenerate HP

The Titan can consume materials and use them to rebuild itself. One half of the damage done to the target's HP goes into rebuilding the Titan.

Weapon

The Titan makes physical projectiles that it fires at its targets. The damage of these projectiles are one quarter the damage done while consuming up to ten times the total damage done while consuming. This enables the Titan to fire after a single turn or build the size of the projectile up to 10 times the consume damage.

	PB	S	Med	L	Ex
Damage:	100%	100%	80%	70%	50%
Range Class:	D				

Speed

Each turn the Titan Consumes it has more power to move and is more agile. 50% Advantage to pilot Physical damage x3

Aid Ability

By consuming for five turns, the Titan can increase it's power to one other ability. GM's choice. The power of the chosen ability is doubled for one turn.

Conditional: 30%

Melt

The melt ability allows the Titan to disintegrate CCC within a 1d10x100 meter radius. This is used to create large passages in the structure of The Artifact. The interior of the disintegrated CCC is a reinforced diamond layer that stiffens the local structures around it.

The affect it instantaneous and allows the Titan to move through CCC freely.

Conditional: 20%

Blade

The Titan has a prominent weapon that takes the form of a blade. This is not just a sharp edge however. The Blade emits energies that make it a formidable weapon.

Type of energy

1-15 Laser
16-50 Plasma
51-60 Sound
61-80 Electrical
81-100 Particle

Damage: 3D10x3,000

Conditional: 80%

Claw

The Titan has one or more (1D6) limbs with large claws that are powerful weapons.

Damage: 1D10x1,000 + Physical Attack

Damage

Conditional: 20%

Weaken

The Titan can weaken energy levels around it without itself being affected. When using this ability all power levels within ten kilometers are halved. This means that any shields (including Titan shields) are at one half their hit points and weapons do half of what they would otherwise.

Conditional: 50%

Flight

1D10x200 km/h
Conditional: 10%

Very Tough

+5D10x20,000 HP
Conditional: 5%

Immune

The Titan is absolutely immune to certain types of attacks. Roll 1D6 for the number of immunities. Any duplicate rolls mean that immunity is forfeit.

Roll 1D100
1-10 Laser
11-35 Heat/Plasma
36-40 Sound
41-50 Electrical
51-60 Particle
61-80 Physical
81-100 Time
Conditional: 10%

Constructs

The Titan fires seeds in surrounding CCC, the seeds grow into a large node or tower and they amplify it's abilities. The seeds take 1D10 minutes to grow into a construct and the Titan can plant one per hour for a maximum of 1D10. Each seed has 1,000 HP per minute that it took to grow and an AR of 100.

For every seed that fully grows, the Titan gets a 10% boost to it's abilities while it is within 100 Km of the constructs.

Conditional: 10%

Aid

This Titan can amplify another Titan's abilities. The Titan being aided doubles it's power to all abilities.

Conditional: 30%

Teleport

The Titan can teleport 1D6x500 km once a minute.

Conditional: 30%

Slow Opponent

The Titan distorts time so that a single target is slowed down. The target's Reflex is divided by four.

Conditional: 30%

Absorb Energy

The Titan can absorb the energy of attacks up to 3d10x1000 HP per turn and use the power to regenerate itself. The Titan takes half damage from absorbed attacks. The amount of damage that the Titan's armor absorbs counts toward the absorbed energy. The energy absorbed can go into satisfying a conditional ability or can regenerate Hit Points if there are no conditional abilities. For every 10 points absorbed, one HP can be regenerated.

Conditional: 30%

Phase – Rare

Phasing allows the Titan to move freely through solid objects such as walls, and barriers as easily as if it were air. This also allows the Titan to float on air since they are no longer a physical object. In this state, no physical attacks can affect the Titan. This includes plasma and projectile weapons. However lasers and electrical discharges still effect the phased target but only with half (1/2) of their original damage. The phased Titan can however freely attack while phased if using some sort of ranged attack, since the attack becomes physical again once it leaves the Titan. The Titan can hide inside of solid objects (including humans if the Titan is very small), and cannot be harmed unless the object they are hiding in is destroyed.

To use this ability the pilot must make a successful piloting roll. To turn off the phase another successful piloting roll must be made.

If the Titan solidifies within another object, both take damage equal to 5d10x5,000 up to the hit points of the object with the lowest hit points.

Conditional: 10%

Agile

The Titan is especially nimble. 60% Advantage to piloting.

Physical damage x3

Conditional: 20%

Telekinesis

The Titan can remotely manipulate objects. The ability can be used on any single object regardless of size. The Titan can move the object at a speed of 1D6x50 Km/h. If the object can fly by itself it can counteract the movement.

The ability can be used defensively to move objects so that they will miss. This requires a Ref roll by the pilot to defend. If the attacker would have the ability to correct for the movement they must now make another skill test to hit.

Conditional: 30%

Warp Gravity

The Titan has the ability to increase or decrease gravity by 2 Gs in any direction they desire within a 10 Km radius. This direction can be changed once a turn. This can be used to negate gravity in the area, causing all objects to float, or make a single object the focus of gravity. Anti-Grav vehicles are not affected by this but objects in the vehicle may be. All other vehicles are -10 to pilot if gravity is simply increased per G. All characters must make STR rolls to move and may only move at half speed.

Conditional: 30%

Minor Abilities

Roll 1D10

Roll 1D100

- 1-10 Shields
- 11-25 Blast
- 26-28 Consume
- 29-31 Melt
- 32-41 Blade
- 42-51 Claw
- 52-54 Weaken
- 55-59 Flight
- 58-63 Very Tough
- 64-68 Resistant
- 69-70 Constructs
- 71 Aid
- 72-75 Teleport
- 76-77 Slow Opponent
- 78-87 Absorb Energy
- 88 Phase
- 89-94 Agile
- 95-99 Telekinesis
- 100 Warp Gravity

Shields

The Titan has a force field that protects it from damage. The nature of the field is similar to Kerdi Shields and does not protect against physical impact.

2d6x500 HP

Conditional: 10%

Blast

Blast is a ranged attack.

1D6x5,000 HP

	PB	S	Med	L	Ex
Damage:	100%	100%	80%	70%	50%
Range Class:	D				
ROF	1D6 Turns				

Type of Blast

- 1-15 Laser
- 16-50 Plasma
- 51-60 Sound
- 61-80 Electrical
- 81-100 Particle

Conditional: 10%

Consume – Rare

The Consume ability allows the Titan to take in materials and then use those materials to regenerate hit points or to create physical weapons from the materials taken in. The act of consuming does 1D6x300 points of damage to whatever is being consumed. There are different methods that the Titan will use to consume. In some, great pulverizing jaws crush materials that are then swallowed. In others an energy beam blasts the material and then the evaporated material is sucked in.

Roll 1D100

- 1-30 Regenerate HP
- 31-50 Weapon
- 51-75 Speed
- 76-100 Aid Ability

Regenerate HP

The Titan can consume materials and use them to rebuild itself. One half of the damage done to the target's HP goes into rebuilding the Titan.

Weapon

The Titan makes physical projectiles that it fires at its targets. The damage of these projectiles are one quarter the damage done while consuming up to ten times the total damage done while consuming. This enables the Titan to fire after a single turn or build the size of the projectile up to 10 times the consume damage.

PB	S	Med	L	Ex
Damage: 100%	100%	80%	70%	50%
Range Class: D				

Speed

Each turn the Titan Consumes it has more power to move and is more agile. +5 to pilot Physical damage x1.5

Aid Ability

By consuming for twenty turns, the Titan can increase it's power to one other ability. GM's choice. The power of the chosen ability is doubled for one turn.

Conditional: 10%

Melt

The melt ability allows the Titan to disintegrate CCC within a 1d10x10 meter radius from the Titan. This is used to create passages in the structure of The Artifact. The interior of the disintegrated CCC is a reinforced diamond layer that stiffens the local structures around it.

The affect it instantaneous and allows the Titan to move through CCC freely.

Conditional: 10%

Blade

The Titan has a prominent weapon that takes the form of a blade. This is not just a sharp edge however. The Blade emits energies that make it a formidable weapon.

Type of energy

1-15	Laser
16-50	Plasma
51-60	Sound
61-80	Electrical
81-100	Particle

Damage: 3D6x500

Conditional: 20%

Claw

The Titan has one or more (1D6) limbs with large claws that are powerful weapons.

Damage: 1D6x500 + Physical Attack Damage

Conditional: 2%

Weaken

The Titan can weaken energy levels around it without itself being affected. When using this ability all power levels within 500 meters are halved. This means that any shields (including Titan shields) are at one half their hit points and weapons do half of what they would otherwise.

Conditional: 5%

Flight

3D10x10 km/h

Conditional: 1%

Very Tough

+2D10x2,000 HP

Conditional: 1%

Resistant

The Titan is resistant to certain types of attacks. Roll 1D6 for the number of resistances. The Titan takes half damage from these attacks. Any duplicate rolls mean that resistance is forfeit.

Roll 1D100

1-10	Laser
11-35	Heat/Plasma
36-40	Sound
41-50	Electrical
51-60	Particle
61-80	Physical
81-100	Time

Conditional: 5%

Constructs

The Titan fires seeds in surrounding CCC, the seeds grow into a node or tower and they amplify it's abilities. The seeds take 2D10 minutes to grow into a construct and the Titan can plant one per hour for a maximum of 1D6.

Each seed has 400 HP per turn that it took to grow and an AR of 80.

For every seed that fully grows, the Titan gets a 5% boost to it's abilities while it is within 100 Km of the constructs.

Conditional: 10%

Aid

This Titan can amplify another Titan's ability. The Titan being aided doubles it's power to one ability. The ability is the Player's choice.

Conditional: 10%

Teleport 1D6x10 km

The Titan can teleport 1D6x10 km once every 1D6 minutes.

Conditional: 20%

Slow Opponent

The Titan distorts time so that a single target is slowed down. The target's Reflex is divided by two.

Conditional: 20%

Absorb Energy

The Titan can absorb the energy of attacks up to 1D6x500 HP per turn and use the power to regenerate itself. The Titan takes half damage from absorbed attacks. The amount of damage that the Titan's armor absorbs counts toward the absorbed energy. The energy absorbed can go into satisfying a conditional ability or can regenerate Hit Points if there are no conditional abilities. For every 10 points absorbed, one HP can be regenerated.

Conditional: 10%

Phase – Rare

This ability is the same as the Major Ability with the exception that most of the time it is conditional. If the ability is not conditional then the pilot must make a Psy roll for every turn that it is used.

If the Titan solidifies within another object, both take damage equal to 5d10x5,000 up to the hit points of the object with the lowest hit points.

Conditional: 90%

Agile

The Titan is especially nimble. 10% Advantage to pilot.

Physical damage x1.5

Conditional: 2%

Telekinesis

The Titan can remotely manipulate objects. The ability can be used on any single object up to a size of 20 meters. The Titan can move the object at a speed of 1D6x50 Km/h. If the object can fly by itself it can counteract the movement.

The ability can be used defensively to move objects so that they will miss. This requires a Ref roll by the pilot to defend. If the attacker would have the ability to correct for the movement they must now make another skill test to hit.

Conditional: 30%

Warp Gravity

The Titan has the ability to increase or decrease gravity by 1 G in any direction they desire within a 1 Km radius. This direction can be changed once a turn. This can be used to negate gravity in the area, causing all objects to float, or make a single object the focus of gravity. Anti-Grav vehicles are not affected by this but objects in the vehicle may be. All other vehicles are -10 to pilot if gravity is simply increased per G. All characters must make STR rolls to move and may only move at half speed.

Conditional: 30%

Vehicles

The vehicles given here are of special interest to civilian or freelance characters. They include rare and special use vehicles that may

be of interest to collectors or certain occupations.

Titan Destroyer

Type E-Suit Model Destroyer

The Destroyer is a single purpose E-Suit. Although it is very tough, it takes a very skilled pilot to disable a Titan. In addition it's ability to fight other E-Suits is only average.

Overall height 4.9m
Overall width 3.7m
Overall length 2.5m
Dry Mass 6052 kg
Full Mass 6535 kg

Power plant type: Lithium Ion Battery
Secondary: Thruster pack

Movement
Running Top Speed 80 Km/h
Flight Top Speed 200Km/h divided by
Environmental Class (1-10)
Total fuel capacity: 15 hours
Fuel type: Electric
Secondary: Liquid Carbon

Armor Rating: 200
Hit Points: 675
Barrier Points: 300
Crew: 1
Passengers: 0
Piloting Modifier: 0

Titan Torpedo

This device must be fired at the Titan using a called shot to the engine. If this is missed, the attack has failed. It attaches to the Titan by partially phasing into it and fusing with it's armor. After this, the torpedo slowly bores into the hull of the Titan. In 1D10 hours the torpedo will drill into the power core of the Titan and completely disable it. Once the torpedo is fired, it must be replaced at a Chezbah city.

Range Class A
Payload 1
Rate of fire 1
Fire Arcs 1

1 Laser

	PB	S	Med	L	Ex
Damage	200	200	100	50	16
Range Class D					
Rate of fire 1					
Fire Arcs 1					

2 Plasma Cannons

	PB	S	Med	L	Ex
Damage	200	200	150	100	30
Range Class C					
Payload 6 each					
Rate of fire 3 each					
Fire Arcs 1					

ECM: 20% Advantage
Range Class: C
ECCM: 20% Advantage
Range Class: C
Sensors: 50% Advantage
Range Class: D
Strength: 1000
Punch Damage: 100

Shield information

Shields: 3 active 260hp each
No. of shields 5

Fire Arcs

\ 1 /
4 | 2
/ 3 \

Hit locations 1d10

Arc 1	Arc 2	Arc 3	Arc 4	
1	1	1	1	Head
2	2-3	2	-	R Arm
3	-	3	2-3	L Arm
4-8	4-5	4	4-5	Body
9	6-7	5	-	R Leg
10	-	6	6-7	L Leg
-	8-9	7-8	8-9	Engine
-	10	9-10	10	Thrusters

Critical hits 1d10

Head 50% chance of critical
1-6 Sensor system destroyed -20 to sensor, ECM, and ECCM rolls

7-10 Balance -20 to piloting skill

Arm 20% chance of critical

1-10 Linkages, Arm Inoperable

Body 20% chance of critical

1-4 Cockpit, pilot killed

5-6 Computer Destroyed -50 to Piloting skill

7-8 Laser Destroyed

9-10 Plasma Cannon Destroyed

Leg 20% chance of critical

1-10 Linkages, Leg inoperable Top speed down to 1/4

Engine 25% chance of critical

1-10 Engine damage, all systems at half power.

Thrusters 30% chance of critical

1-4 Fuel Explosion! 800 points 10m blast radius

5-10 Thruster damage, cut flight speed in half.

Rall 2

Type
Model

E-Suit
Rall 2



Power plant type: Internal Combustion

Movement

Running Top Speed 75 Km/h

Total fuel capacity: 18 hours

Fuel type: Liquid Carbon

Armor Rating: 60

Hit Points: 500

Barrier Points: 150

Crew: 1

Passengers: 1

Piloting Modifier: 60% Impairment

1 Plasma Cannon

	PB	S	Med	L	Ex
Damage	300	300	225	150	30

Range Class C

Payload 9

Rate of fire 3

Fire Arcs 1

ECM: 20% Advantage

Range Class: C

ECCM: 20% Advantage

Range Class: C

Sensors: 40% Advantage

Range Class: D

Strength: 600

Punch Damage: 60

Shield information

Shields: 3 active 200 hp each

No. of shields 5

Fire Arcs

\ 1 /

4 | 2

/ 3 \

These are very old E-Suits and are extremely rare. They are usually worth more to a collector than in combat.

Overall height 4.9m

Overall width 3.7m

Overall length 2.5m

Dry Mass 6052 kg

Full Mass 6535 kg

Hit locations 1d10

Arc 1	Arc 2	Arc 3	Arc 4	
1	1	1	1	Head
2	2-3	2	-	R Arm
3	-	3	2-3	L Arm
4-8	4-5	4	4-5	Body
9	6-7	5	-	R Leg
10	-	6	6-7	L Leg
-	8-9	7-8	8-9	Engine
-	10	9-10	10	Thrusters

Critical hits 1d10

Head 50% chance of critical

1-6 Sensor system destroyed -20 to sensor, ECM, and ECCM rolls

7-10 Balance -20 to piloting skill

Arm 20% chance of critical

1-10 Linkages, Arm Inoperable

Body 20% chance of critical

1-4 Cockpit, pilot killed

5-6 Computer Destroyed -50 to Piloting skill

7-8 Laser Destroyed

9-10 Plasma Cannon Destroyed

Leg 20% chance of critical

1-10 Linkages, Leg inoperable Top speed down to 1/4

Engine 25% chance of critical

1-10 Engine damage, all systems at half power.

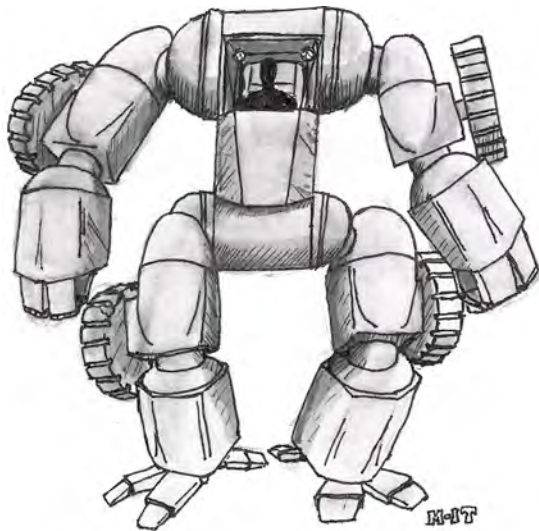
Thrusters 30% chance of critical

1-4 Fuel Explosion! 800 points 10m blast radius

5-10 Thruster damage, cut flight speed in half.

C-Suit

Type C-Suit
Model Rah-Geithdoch

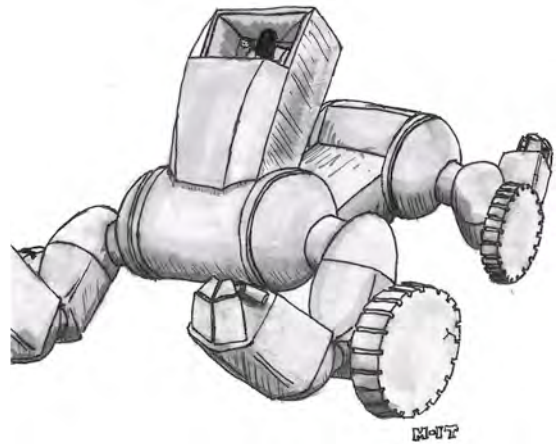


Overall height	4.1 m
Overall width	2.4 m
Overall length	1.4 m
Dry Mass	3806 kg
Full Mass	4354 kg

Power plant type: Internal Combustion

Movement

Running Top Speed	30 Km/h
Driving Top Speed	110 Km/h
Total fuel capacity:	30 hours
Fuel type:	Liquid Carbon



Armor Rating:	40
Hit Points:	350
Barrier Points:	100
Crew:	1
Passengers:	0
Piloting Modifier:	40% Impairment

The Artifact 64

With a simple name meaning "Small Runner" The Rah-Geithdoch is a multipurpose vehicle used by Scimrahn scavengers and scrapyard operators for loading freighters. The design is competent and functional. The C-Suit's control systems are not as sophisticated as an E-Suit and so are harder to pilot.

There are a number of operators that have made modifications to this C-Suit to make it a more capable combat vehicle for defending against attacks.

The Artifact 65

Cost: ¥10,000,000
Sensors: 40% Impairment
Range Class: B
Strength: 500
Punch Damage: 50

Shield information
Shields: 1 active 220hp
No. of shields 1

Fire Arcs
 \ 1 /
 4 | 2
 / 3 \

Hit locations 1d10
Arc 1 Arc 2 Arc 3 Arc 4
1-3 1-2 - 1-2 Cockpit
4 3-4 1 - R Arm
5 - 2 3-4 L Arm
6-8 5-6 3-5 5-6 Body
9 7-8 6 - R Leg
10 - 7 7-8 L Leg
- 9-10 8-10 9-10 Engine

Critical hits 1d10
Cockpit 50% chance of critical
1-6 Sensor system destroyed. No sensors
7-9 Balance -20 to piloting skill
10 Pilot killed.

Arm 20% chance of critical
1-6 Linkages, Arm Inoperable
7-10 Wheel damaged, speed down 1/2

Body 20% chance of critical
5-6 Computer Destroyed -50 to Piloting skill
7-8 Hydraulic system damaged -50 Piloting

Leg 20% chance of critical
1-6 Linkages, Leg inoperable Top speed down to 1/2
7-10 Wheel damaged, speed down 1/2

Engine 25% chance of critical
1-10 Engine damage, all systems at half power.

Variants

HDCCC Wheels

This variant replaces the arm wheels of the vehicle with HDCCC wheels. The pilot can then use them as shields to parry attacks. A successful piloting skill roll is needed to parry attacks.

HP +20
Wheel AR: 200
Cost: ¥200,000

Plasma Gun
One of the forearms are replaced by a TF-2394 optional plasma gun.

Top Speed: -10 Km/h
Cost: ¥650,000

Shield Upgrade
The shield generator is replaced with a more powerful unit.

Shields: 1 active 270hp
Top Speed: -15 Km/h
Cost: ¥340,000

Custom Equipment

This section provides a player a mechanism for generating rules for premium equipment. These may include field upgrades but primarily is intended to simulate the availability of high price, high performance

equipment. Because of the sheer number of possible items that are possible individual items will not be given but rules for altering stats on equipment will be.

Weapons

All production weapons are balanced between effectiveness, usability and cost. Any attempts to enhance them on all three points are likely to fail but sacrificing one to benefit the others makes it possible to boost performance in another.

All effects are cumulative. For example if a weapon normally costs ¥20,000 the first time it's cost is doubled the cost goes to ¥40,000. The second time it is doubled the price goes to ¥80,000. The third time it's price is doubled the price becomes ¥160,000.

Greater Damage

Raising one point of damage doubles the cost of the weapon (and it's ammunition for projectile weapons).

or

Raising one point of damage doubles the mass of the weapon (and it's ammunition for projectile weapons).

or choose one

Painful to use Con roll or character takes 1 Physical stress.

Highly unreliable 15% chance of jam

Unstable, requires a prone position to fire

Greater Range

Raising one range class quadruples the cost of the weapon (and it's ammunition for projectile weapons).

or

Raising one range class doubles the mass of the weapon (and it's ammunition for projectile weapons).

or choose two

Painful to use Con roll or character takes 1 Physical stress.

Highly unreliable 15% chance of jam

Unstable, requires a prone position to fire

Higher Rate of fire

By using cooling systems and heat resistant alloys a projectile weapon can have it's rate of fire increased. Plasma weapons may also increase their rate of fire by making their containment coils larger and increasing the power to them.

Doubling the ROF for a weapon quadruples it's cost.

or

Doubling the ROF for a weapon doubles the mass of the weapon.

Higher Payload

Higher Payload is often a relatively simple modification of a larger clip.

Doubling payload doubles the mass of the clip and increases the cost of the clips by 50% (multiply cost by 1.5).

Lower Mass

The use of high strength low mass materials can lighten certain parts of the weapon.

Reducing the mass of a weapon by 10% doubles the cost.

Added Effects

Devices such as tazers or even other weapons can be combined into one weapon. This reduces the mass of the added equipment and eliminates the need to draw another weapon or fire wrong handed.

Adding another device to a weapon reduces the mass of the added device by 10% and eliminates the need to draw the device but doubles the cost of the original weapon and the added device since both must be redesigned.

Premium Add Ons

Just to show off their wealth, a weapon or other device can be detailed with precious metals detailed engraving or custom paint jobs.

Silver Plating

Cost x 4

Gold Plating

Cost x 20

Detailed Custom Engraving

Cost: 1600 per square cm

Custom Paint Job

Cost: ¥4000

Internal Design

There are a number of add on devices outlined in the Player's Handbook such as Advance Fire Systems, flashlights, muzzle brakes and recoil reducers. These can be permanently integrated into a weapon. This saves some of the mass of the devices added on.

Integrating an add on device to a weapon lowers the mass of an integrated device by 10% but doubles the cost of the integrated device.

Armor

Production armor suits are fine tuned for maximum protection, maneuverability and cost. Sacrificing one or more of these aspects makes it possible to achieve better performance in others.

Adding Hit Points

Armor may be plated with more material to add hit points. The plating adds weight and reduces the wearer's ability to move.

Body

For every five (5) points of HP added to the body the following stress effects are added to the armor.

+1 Physical stress per hour
+1 Functional stress per hour
Mass: +1 Kg per 5 HP
Cost: ¥2000 per HP

Shoulders

For every two (2) points of HP added to the shoulders the following stress effects are added to the armor.

+1 Physical stress per hour
+1 Functional stress per hour
Mass: +400 g per 2 HP
Cost: ¥2000 per HP

Head

For every (1) point added to the head, the following stress effects are added to the armor.

+1 Physical stress per hour
+1 Mental stress per hour

Mass: +200 g per 1 HP

Cost: ¥3000 per HP

Arms

For every two (2) points added to the arms, the following stress effects are added to the armor.

+1 Physical stress per hour
+2 Functional stress per hour
Mass: +200 g per 1 HP
Cost: ¥4000 per HP

Legs

For every two (2) points added to the legs, the following stress effects are added to the armor.

+1 Physical stress per hour
+1 Functional stress per hour
Mass: +200 g per 1 HP
Cost: ¥3000 per HP

Hands

For every (1) point added to the hands, the following stress effects are added to the armor.

+1 Physical stress per hour
+2 Functional stress per hour
Mass: +200 g per 1 HP
Cost: ¥6000 per HP

Feet

For every (1) point added to the feet, the following stress effects are added to the armor.

+1 Physical stress per hour
 +1 Functional stress per hour
 Mass: +200 g per 1 HP
 Cost: ¥5000 per HP

Adding each hit point requires eight hours of work and a successful Mechanical Engineering roll. For each fractional success, one point of stress may be negated from the added stress effects.

Adding Improved Materials

Armor plates may be replaced with higher armor rating material to make it more resistant to damage. Standard armor plates are often made of thin high strength material in the first place so improvements are expensive.

For every one added point of Armor Rating to a single hit location or pair of hit locations like arms hands or feet. The cost of the entire armor suit is multiplied by 1.5.

Custom Munitions

Adding custom explosives to grenades or even large caliber bullets produces different effects.

Shotgun Electroshock Round

This round delivers a miniature electroshock device that renders the target incapacitated.

Effects: Victims are rendered unconscious. Save vs. stun: Constitution roll or Psyche roll with three 40% impairments to their roll. Victims over 125 kg have a 10% Advantage to their rolls to resist the stun.

Mass: 20 g
 Cost: ¥3000 per round

Grenade Robot

This is a miniature surveillance robot that can be thrown like a grenade or launched from a tear gas launcher or mortar. The robot can roll at 1 Km/h and transmit video back to a communicator like a PTRSD or Scimrahn Comm/Comp.

Transmission Range: 500 m
 Visual Sensor Range Class: A
 Mass: 800 g
 Cost: ¥8000

Micro Sensors

These tiny sensors slightly larger than a grain of salt that are chemical, pressure and vibration sensitive. The sensors can be deployed by a low yield grenade, or sprayed over an area by an aerosol spray. They automatically set up a sensor and transmission network of their own and set up a map of the area they are in. The sensors themselves are not intelligent enough to

interpret the input they gather but software run on a computer can model the data.

Grenade

Sensor Dispersement Range Class: B
 Mass: 800 g
 Cost: ¥20,000

Aerosol Spray

Coverage: 1 sq m x 40 sq m
 Mass: 750 g
 Cost: ¥12,000