THE ARTIFACT

RPG FOURTH EDITION

ROUGH DRAFT

EMMETT O'BRIAN

The Artifact

Fourth Edition

Created By Emmett O'Brian and Mike Switzer

By Emmett O'Brian

The Artifact Development: Cody Pelz, Victor Doino, Bjorn O'Brian

Playtesters: Kate Sutton, Nick Sutton, Alexia O'Brian, Kiara O'Brian, Dominic Doino

Rough Draft

This document is a rough draft of The Artifact 4th edition. If you have constructive comments you would like to make on this document, email emmett.obrian@store32.net

We appreciate your input.

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When No Place Will Take You

Where do you go when you can't find a place to exist? There's really only two options, give up or fight. That's the primary story that The Artifact tells. It's not fair, it's not nice and it's not easy. There are some options available to you but none of them are simple and few of them are "good." In some ways, this is the story of growing up. You leave your cradle and try to etch out a place of your own. Instead of the story of one person struggling for place, the whole human species is thrown into this struggle when the home we took for granted will no longer host us.

The Artifact is a cyberpunk dystopian world. If it were empty we could just start living there. If if were inhabited by aliens that we didn't relate to, we might easily justify fighting for it. If the inhabitants were friendly we could negotiate for a place of our own. Unfortunately, all these things are true and not true to different extents and that makes the way forward difficult. No one approach will get you what you need. What you need is a little different for everyone.

The Artifact is a manufactured world that holds traces of science beyond what we would think possible. At the same time, much of the technology in use is familiar if only slightly advanced from today. Artificial intelligence is limited to give humans a place in the story. AI advancement has taken place, but its scope is limited and feared because it can be turned against its users. Powerful hacking tools have made it necessary to limit the use of autonomous vehicles and advanced robots.

Characters adventuring in The Artifact are often in, or involved with military efforts to gain a foothold or defend a place to start off with. They are under resourced compared to the threats they face, so the structures of missions, commanding officers and following orders often breaks down as Earth slowly loses its grip on Player Characters. They then need to find or even make a new home. This is when they seek out allies, resources and technology that might allow them to settle into a safer place.

There are character occupations that are suited for large groups and there are occupations that are best for two player games with just a Facilitator (often called a Game Master in other games) and one other player. Although no hard barriers prevent the solo characters from joining a group, their role is difficult to accomplish with others around.

The Session
A session is the time that the players get together physically or virtually to play the game. It can include time that the players use to simply socialize or can be kept strictly to game play according to the group's preferences.

The Facilitator
In most sessions the Facilitator is the player that helps the game go smoothly, introduces situations to the other players and represents the world around them in play. In other games, this job is called the Game Master, Storyteller, or Referee. If you are interested in this role the Facilitator's Section of this book is just for you.

Player Characters
The other players take on the persona of their character. This character is theirs, they make decisions for the character and play them according to their tastes.

Supporting Characters
The Facilitator seeks to represent the world that acts and reacts to the player characters. In doing so, they take on the persona of characters in the world. The story that unfolds is about the Player Characters but the characters the Facilitator plays support the story so are the Supporting Characters.

History
In the year 2085, Earth began its campaign to colonize The Artifact. Although there was a meteoric rise in the world's standard of living stretching well into the middle of the century, the latter half saw a precipitous drop. Mass extinctions of both animal and plant species built on each other causing crop failure and starvation. Natural and manmade disasters forced huge percentages of the population into refugee camps.

Before the fall, wonderful technologies emerged. Teleporters for moving resources around the

planet in the blink of an eye. Vacuum engineering allowed autonomous unmanned albecurrie drive probes to travel faster than light to distant stars. No human could survive the radiation pressures along the trip but each carried a teleporter receiver that could instantly bring us to it. Despite the thousands of exoplanets that were cataloged, none were found that we could simply pack up and move to.

In 2065 an unusual astronomical footnote ended up in the path of one of the probes. In a binary star system at the Lagrange point between the stars was a heavy planetoid. No one expected it to catch the probe's attention but it sent a message that indicated a breathable atmosphere and organic chemistry as well as liquid water at its equator. The first images of the planetoid stunned the team. It stretched in an oblong shape with each pole tidally locked to the stars. It was enormous, far bigger than Earth and there were indications that it was constructed by someone, an artifact. It was *the* artifact, the largest constructed object ever known.

The first two teams sent were lost to unknown circumstances despite promising first findings. The third larger expedition brought back evidence of habitation and a native inhabitant that, despite some genetic anomalies appeared human himself. The inhabitants had attacked the expedition but they were rescued in their last moments.

The prisoner brought back, explained that the world was at constant war between two major powers. The exploration team was rescued by one of the minor nations.

The Kelrath
The nation that the prisoner came from, this is the most populous group on the planetoid. Organized according to a caste system of workers, law enforcement, merchants and rulers, they claim one half of the planet closest to the yellow sun.

The Chezbah
A technologically advanced nation, half the size of the Kelrath but holding onto half the planetoid nearest its red sun while claiming all of it as rightfully theirs. The Chezbah worship the world they call Loc and are ruled by priests.

The Scimrahn
The minor nation that rescued the third expedition. They are nomadic, pariahs driven away or hunted by the two major nations. They struggle to exist in the deepest parts of the world.

Earth
The planet we know is still divided into national groups and conflicting interests vying for a dwindling pool of resources. Most players will come from earth under the direction of two organizations the Artifact Study Organization (ASO) and the Indo-China Alliance (ICA). Both of whom maintain their own teleporters to the planetoid.

The Artifact
This giant planetoid has a solid core and two structures built on either pole that nearly triple the size of the planet. The majority of the people that live here reside inside these structures in hexagonal chambers ten kilometers across and two kilometers tall called Grier or Hexes by Earthers. There are different kinds of Hexes and they are in various states of disrepair. The Artifact is old and it's falling apart. Recorded history on the planet goes back three thousand years.

How To Approach This Book
The main thing to remember when reviewing the rules is, play using what you know.

There's often a fear of getting the rules wrong. Rules mastery is great but the concept makes games intimidating to new players. When I started playing RPGs, we didn't know a lot but we played anyway. We got a lot wrong but we still had fun.

So if you can have fun not using the rules, do you need them? Rules can help you tell a story, they're a partner in the creative process that makes for a level playing field. Ignoring rules can make things too easy, too hard or maybe make things that should be possible impossible. They guide the story being told.

If you leave rules out, as long as you have a way of handling conflicts between players you can form a narrative together. The most common conflict to resolve is establishing a cost for

success. Usually that cost is some kind of skill check.

Aim for play that follows the rules as you understand them. There will be times when you realize you don't know how something is supposed to work. Usually this results in the game's Facilitator frantically reading through the book trying to find a relevant rule. That may be necessary if the condition is likely to come up frequently in the game session you're in.

If it's something that's only going to come up once a session, consider ruling in favor of the players this time and make a note to study the problem later in between sessions. Automatically favoring the players can serve as a signal that no rule is being used and the players should not always expect that result. There is a problem with establishing the precedence of a house rule. It will stick in the players minds and it will be hard for them to remember it was a stop gap.

There is a long history of house rules in RPGs. They became an important part of play because rules were often poorly written and players were left to fill in the gaps.

Today there's more page count being dedicated to better descriptions and a greater knowledge of what works for players. House rules are best when a rule gives the players an experience they don't want or they don't cover a subject the players are interested in exploring.

As you learn, update your play to match the rules as written. This way you'll get the experience that was intended.

Overview of Play

The Artifact RPG is designed to be played as a series of missions when the characters start out but as they grow into, or are forced into independence, the play becomes more of a sandbox where the characters respond to events around them as they see fit and the world responds to them.

What This Game Does

This game is built to deliver the feeling that starting characters struggle but are still competent while experienced characters are never untouchable. There are no challenge ratings to increase the difficulty of a Supporting Character as the Player Characters become more experienced. There's no challenge they face early on that becomes so trivial that they don't have to be careful.

This game rewards non-violent solutions. The game is intended to include character death, but not as a punishment to players. The effect of character lethality in play has encouraged the use of alternative solutions, often tactical, social, or technical, to solve problems. Clever player characters, that fight as a last resort live much longer.

At the same time this game celebrates success and takes inspiration from cinematic action adventure along with real life experiences in displays of skill.

In The Artifact RPG you'll fight in combat robots, duck through tunnels to sneak around overwhelming armies. You'll roam the vast underground in search of a place to make your own.

Player Characters usually start out in a group supported by other Non-player Characters such as a platoon, company, colony or Scimrahn tribe. As they gain ability and resources, they often strike out on their own or are separated from that community and eventually have to find, or make their own community until they find a home to rest at.

The game works well when the players are in a state of scarcity most of the time. There are solutions to problems they might have, but the availability of those solutions are limited or absent. The feeling that misusing a valuable resource could doom them is a feature of how this setting is designed.

While the characters are experiencing this scarcity, it's important to make sure they do have viable options. They can be difficult or costly options but play stops being fun if there is no way to move toward the character's goals.

In most situations the characters can thrive best where there's conflict between the major nations. That's because when enormous war machines are focused on each other, the

characters can slip between them and effect the balance more than if they were to take on one side by themselves.

You Will Need
A copy of this book for reference of maps, stats and rules.

The Artifact RPG uses various dice during the game. Each player will need one twenty sided die (d20) for rolling against attributes. At least two ten sided dice (2d10) for effects called Boosts to start with but the number they need may increase as their characters improve. At least two six sided die (2d6) for rolling on some charts and character generation. Optionally a twelve sided die (d12) can be used in character generation.

Play will require printing out character sheets that are included in this book but also available for download. Each player that is not the Facilitator will need a sheet for tracking their character.

A pencil for each player to record information will be needed.

A place to gather together and play where you will be able to hear each other and not disturb others is needed. A kitchen table can be conducive to concentration or a living room with surfaces to roll dice can work if you want a more laid back atmosphere. An open floor can also work if you'll be comfortable. Video conferencing software has become an important tool for getting distant and time crunched players together and stay safe. Video conference games require more discipline than in person sessions because there's no room for multiple conversations except in chat.

You May Want
There are a number of things that can enhance your gameplay. These are optional but can be enjoyable additions.

Having more dice than is strictly needed can be useful in certain situations.

There are a number of published expansions to this book that examine different environments and locations.

Pens and spiral bound notebooks are useful for players that enjoy chronicling their games. These players are very helpful to Facilitators and the

investment is minimal. It can help players remember events in the game and what they meant to them at the time.

An initiative tracking method can take a mental load off the Facilitator. There are many different ways of tracking initiative available.

Dice trays keep the player's dice from flying away when they are thrown enthusiastically.

Maps like the Scout Maps books can make tracking places and events easier.

When To Roll
When a player wants their character to carry out a plan of action, they discuss what they intend for the character to do. If the narration explains how the plan is carried out, the character performs their intended plan without any test needed.

Is there an important step that the player missed in their narration? If so completing the missing step prompts them to roll.

Is there a factor that the player is not aware of in their narration? If so reacting to the hidden information prompts them to roll.

Is the outcome of a narration uncertain because it is opposed? Opposition can be from another character or from things that would significantly block progress (ex. like a lock on a door). If so, the opposed effort requires the player to roll. This is the most common reason for requiring a roll.

Is the character rushed so they need to act as quickly as possible? If so, rushing requires a roll. This is commonly the case in a physical or verbal fight.

Is the character under half hit points? If so, their wounds require them to roll for tasks that are normally simple.

Are any of the character's stress tracks higher than the threshold attribute for that track? If so, their fatigue requires them to roll for tasks that are normally simple.

Rules
Players mainly act through nine attributes arranged in three groups. All rolls made with these attributes are on a d20 sometimes with Boosts and Drains made on d10s changing the

result. Not all rolls use Boosts and Drain modifiers.

On the character sheet each attribute has four columns called success columns. The first column is the full value of the attribute. The next column is half of that rounded down, each column halving the value before it until you hit zero or run out of columns.

An attribute block looks like this.

	Success Columns			
	1	2	3	4
Physical				
Strength	6	3	1	0
Constitution	12	6	3	1
Reflex	8	4	2	1
Functional				
Agility	10	5	2	1
Dexterity	4	2	1	0
Charisma	5	2	1	0
Mental				
Intuition	3	1	0	0
IQ	7	3	1	0
Psyche	9	4	2	1

Hit Points	15

When rolling, pick the lowest column that you've rolled under. This column will tell you how well the character did. Each column gives one more success. Successes allow the player to accomplish tasks, ask more questions and to buy extra effects called Stunts.

Boosts can add successes while Drains can remove Boost dice. Boosts have a number value between 1 and 9. Skills are one kind of Boost but vehicles, equipment and even conditions can give a Boost. Count up the number of Boosts you have and roll 1d10 per boost at the same time as your attribute roll. If there are any Drains, the highest Drain is paired with the highest Boost. The second highest Drain is paired with the second highest Boost and so on. If the Drain is higher than its Boost, they cancel each other out. The players then assign the rolled dice to each

Boost arranging the dice results to get as many successes as they can. If there is a paired Drain or a Drain on it's own, rolling under it removes a success.

Character Generation

There are four main player character groups. The Artifact Study Organization, the Indo-China Alliance, the Scimrahn and Corporate. These groups can mix and match ASO and ICA groups may be working together in many situations. Corporate characters often follow along with military units to collect technology and information. Scimrahn are often the focus of missions, so they fit naturally into most groups.

There are two main methods of character generation. The discovery method is largely random. The player rolls dice to find out who the character is and what they're capable of. This method is enjoyable to players that want to explore different possibilities or aren't sure what they want from the character yet. The second method is the design method. The player decides what role they wish to fulfill with the character, makes some rolls and then assigns them where they will work best for that concept.

Discovery Method

Start by rolling 1d12 or 2d6 (player's choice) for each attribute down the list on the character sheet except Hit Points under success column 1. Cut the number in half and round down, enter that number into the 2 column. Repeat the process until you've run out of columns. A six is considered an average human level with twenty being the limit of unaltered human ability.

Attribute Level	1	2	3	4
1	1	0	0	0
2	2	1	0	0
3	3	1	0	0
4	4	2	1	0
5	5	2	1	0
6	6	3	2	1
7	7	3	2	1
8	8	4	2	1
9	9	4	2	1
10	10	5	2	1
11	11	5	2	1
12	12	6	3	1
13	13	6	3	1
14	14	7	3	1
15	15	7	3	1
16	16	8	4	2
17	17	8	4	2
18	18	9	4	2
19	19	9	4	2
20	20	10	5	2

Look at the three highest attributes rolled. Next look at the list of Character Occupations and pick the one that fits them best in the list. Two attributes are listed. If the character has a higher number in these stats they may be suitable for these occupations. You're not required to match these perfectly, these are simply guidelines for making a more effective character.

Group

Agility and Reflex - Footsoldier, Grunt or Bodyguard
Intuition and Agility - Scout
Dexterity and Reflex - E-Suit Pilot
Dexterity and IQ - Tank Pilot, Engineer, Mechanic or Medic
Dexterity and Charisma - Communications Officer or Train Operator
IQ and Intuition - Scientist

Solo

Charisma and IQ - Subversive Action Agent, Free Trader
Agility and Charisma - Espionage Specialist
Intuition and Dexterity - Scavenger

Apply all skills, equipment and attribute bonuses that come with the character occupation to your character.

Roll on the character tables to fill out the details for your character noting any bonuses the options offer.

Roll on the Bonus Tables and apply any bonuses or equipment to your character.

If you have a low attribute that you think will be problematic for your character, roll on the

Limitations Table. Apply its effect and add 4 to an attribute of your choice. This can be done two times for a character.

Look at the tables for generating Hit Points based off the Constitution attribute and Strength. Add up their values and record them.

Design Method
Roll 2d6 nine times and record the results. Assign each roll to the first success column for an attribute that will fit the kind of character occupation you want to play. Cut the number in half and round down, enter that number into the 2 column. Repeat the process until you've run out of columns. See the chart for the column distribution under the Discovery Method if you don't want to do the math.

Select the character occupation you want.

Apply all skills, equipment and attribute bonuses that come with the character occupation to your character.

Roll on the character tables to fill out the details for your character noting any bonuses the options offer.

Look at the tables for generating Hit Points based off the Constitution attribute and Strength. Add up their values and record them.

Hit Points
Once the character has established their primary attributes, they are now able to determine the character's hit points. The number of Hit Points a character starts with are based on their Constitution attribute and modified by their Strength.

Find the character's Constitution on the chart. This is their base HP. Now find their Strength and add the bonus to their base HP.

Con	HP	Str	HP
1-5	5	1-5	+2
6-11	10	6-11	+5
12-15	15	12-15	+10
16-20	20	16-20	+15

Home
In The Artifact, the characters are looking for a home but that can mean different things to each individual.

The character's concept of home is an in game value called a Priority. Priorities are things that are important to the character that they will fight vigorously for. A Priority gives the character a chance to ignore stress effects for a period of time. (See Tools, Priorities for details).

Home is... Roll 1d100

1-3	children playing
4-6	a warm bed
7-9	sturdy walls
10-13	a full stomach
14-16	smells of cooking food
17-19	time to read
20-23	a noisy dinner table
24-26	playing music
27-29	sweets
30-33	someone by your side
34-36	full contact scrum
37-39	rolling fields
40-43	the forest
44-46	life on the sea
47-49	small town life
50-53	nighttime in the city
54-56	the mountains
57-59	a tight knit community
60-63	growing your own food
64-66	a safe place
67-69	your favorite dish
70-73	the sound of rain
74-76	a place always ready to entertain guests
77-79	a place to relax

80-83	a quiet game between friends
84-86	the sound of humming machinery
87-89	sharing a refreshing drink
90-93	the sound of laughter
94-96	cuddling with pets
97-99	a long bath
100	the sound of domestic animals.

Character Occupations

ASO

The Artifact Study Organization is a United Nations special task group made up of volunteers from member states. Their mission is to learn about the planet and develop solutions that can aid in removing barriers to colonization.

ASO Foot soldier

Trained to supply infantry support, the ASO foot soldier is tough and reliable. They are equipped to repel threats of enemy infantry and from armored vehicles.

ASO foot soldiers are often deployed in squads of ten, with three to four squads making a platoon. A squad has two Transports for movement. Each squad has a Sergeant in command and the platoons are commanded by a Sergeant first class and a 2nd Lieutenant. Each platoon is supported by a Communication Officer, a Scout, along with an E-suit and tank.

Equipment
Standard Issue: G-82, 5.56 mm Ammunition(10 clips of 30 rounds), 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, 5 ASO Uniforms, ASO TRSD (Transmitter/Receiver Scrambler/Descrambler), ASO Troop Armor, Binoculars, Nightvision Goggles, Infra-red Scope, Vac-suit, Tactical backpack.

Clearance Upon Assignment: P.E.T., Grenades (5 standard but more if allowed), M-240B, 7.62 cal. Ammunition, AVW 678 Rocket Launcher

Skills: Ambush +1, Camouflage +1, Computer Operation +1, Ambush +1, Explosives +1, First Aid +1, HTH Combat +2, Preparation+2,

Mathematics +3, Navigation +1, Pilot Automobile +3, Radio +1, Repair Weapon +1, WS Thrown +2, WS Ranged +3, plus 5 skills at +1

Attribute Bonuses
Str +2
Con +2

Starting Rank: Private

ASO Scout

A Scout acts as an intelligence gatherer and light combat support to the units they're assigned to. They are equipped with motorcycles that allow them to operate independently of regular platoons and cover large areas on patrol.

Foot soldier squads sometimes replace one of their members with a scout in exploratory missions.

Equipment
Standard Issue: G-82 or Projectile Rifle with Infrared Scope 5.56 mm Ammunition (10 Clips 30 Rounds for either), 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) ASO Uniforms, ASO TRSD (Transmitter/Receiver Scrambler/Descrambler), ASO Scout Armor, Binoculars, Nightvision Goggles, Infra-red Scope, Laser Marker, Vac-suit, Tactical backpack.

Clearance Upon Assignment: P.E.T., Grenades (5 standard), ASO Motorcycle

Skills: Ambush +3, Botany +1, Camouflage +2, Computer Operation +1, First Aid +1, Foraging +1, Hide +2, HTH Combat +2, Hunting +1, Mathematics +3, Navigation +3, Pick Locks +1, Pilot Automobile +3, Pilot Motorcycle +1, Radio +1, Stealth +2, Surveillance +2, Tracking +1, Repair Weapon +1, WS HTH +2, WS Ranged +4 Focus Sniper, plus 3 skills at +1

Attribute Bonuses
Agi +1
Int +3

Starting Rank: Private

ASO Tank Pilot

Light tanks have been transported to The Artifact to aid in defense. They are highly maneuverable over open terrain but limited when it comes to moving between floors in the city hex structures inside the planet. With help

from Engineers, barriers to movement can be overcome and the tank pilot is the heavy hitter in an ASO Platoon.

A tank pilot can be assigned to support a platoon or to defend a base of operation.

Equipment
Standard Issue: 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) ASO Uniforms, ASO TRSD (Transmitter/Receiver Scrambler/Descrambler), ASO Light Armor, Binoculars, Night vision goggles, Vac-suit.

Clearance Upon Assignment: P.E.T., ASO KS-10 Urban Combat Tank, Grenades (5 standard but more if allowed)

Skills: Computer Operation +1, Explosives +1, First Aid +1, Gunnery +2, HTH Combat +1, Mathematics +3, Navigation+1, Pilot Automobile +3, Pilot Tank +3, Sensors +2, Radio +1, Repair Weapon +1, WS Thrown +2, WS Ranged +2, plus 5 skills at +1

Attribute Bonuses
Str +1
Con +1
Dex +1

Starting Rank: Private

ASO E-suit Pilot
The Scimrahn have provided their TF E-suits to earth forces. These highly maneuverable combat vehicles are designed to protect communities in the interior of the planet. The pilots chosen to operate these E-suits are the best the ASO have.

The ASO has developed their own operating AI to avoid translation problems. It is functional but lacks some of the intuition of the Scimrahn AI that has been refined over centuries.

An E-suit is often assigned to support a platoon of Foot soldiers or may be assigned to protect a base of operations.

Equipment
Standard Issue: 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) ASO Uniforms, ASO TRSD (Transmitter/Receiver Scrambler/Descrambler), ASO Light Armor, Binoculars, Night vision goggles, Vac-suit.

Clearance Upon Assignment: P.E.T., Scimrahn TF-2394 E-suit with one fewer

Performance Rating, Grenades (5 standard but more if allowed)

Skills: Computer Operation +1, First Aid +1, Gunnery +3, HTH Combat +1, Mathematics +3, Navigation +1, Pilot Automobile +3, Pilot E-suit +3, Radio +1, Sensors +2, Repair Weapon +1, WS Thrown +1, WS Ranged +3, plus 4 skills at +1

Attribute Bonuses
Str +1
Con +1
Dex +2

Starting Rank: Private

ASO Vanguard Pilot
The Vanguard pilot is the calvary that is called in when everything has gone wrong. They rely on their unparalleled firepower to repel enemy forces as they have very little in the way of defensive capabilities.

Equipment
Standard Issue: 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) ASO Uniforms, ASO TRSD (Transmitter/Receiver Scrambler/Descrambler), ASO Light Armor, Binoculars, Night vision goggles, Vac-suit.

Clearance Upon Assignment: P.E.T., ASO Vanguard attack helicopter, Grenades (5 standard but more if allowed)

Skills: Computer Operation +1, Countermeasures +3, First Aid +1, Gunnery +3, HTH Combat +1, Mathematics +3, Navigation +1, Pilot Automobile +3, Pilot Helicopter +3, Sensors +2, Repair Weapon +1, WS Thrown +1, WS Ranged +3, plus 4 skills at +1

Attribute Bonuses
Str +1
Con +1
Dex +1

Starting Rank: Private

ASO Engineer
A wide array of problems fall to the Engineer to solve. The need to overcome structural obstacles is vitally important to the success of many missions. There are no depots to repair transportation, having someone to handle vehicle maintenance is crucial. In addition, roads, berms and bunkers are needed.

Engineers can be deployed at the platoon or company level and are sometimes deployed in special engineer corps.

Equipment
Standard Issue: 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) ASO Uniforms, ASO TRSD (Transmitter/Receiver Scrambler/Descrambler), ASO Light Armor, Binoculars, Night vision goggles, Vac-suit, Deluxe Tool kit, Diagnostic Computer, Blasting Caps, Mini-Arc Welder, Tactical backpack.

Clearance Upon Assignment: P.E.T., Grenades (5 standard but more if requested), Access to Explosives, Use of ASO repair facilities

Skills: Camouflage +3, Computer Operation +1, Construction Bunker +1, Construction Trap +3, Construction Road +2, Construction Shelter +3, Explosives +3, First Aid +1, HTH Combat +1, Mathematics +3, Navigation +2, Pilot Automobile +3, Radio +1, Repair Electronics +3, Repair Machinery +4, Repair Weapon +3, WS Thrown +1, WS Ranged +1, plus 2 skills at +1

Attribute Bonuses
Str +1
Con +1
IQ +1
Dex +1

Starting Rank: Warrant Officer

ASO Field Scientist
Selected for their intelligence, these volunteers are often university students that have completed two or more years of study. They are given a two month training course on The Artifact and then sent to the planet.

A Field Scientist's main role is to collect data and samples that would constitute new scientific and cultural knowledge and publish that data. Their secondary role is to advise command on matters of science and culture to the extent of their ability.

Field Scientists are not officially attached to any military units, but are under the command of commissioned officers.

Equipment
Standard Issue: 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) ASO Uniforms, ASO TRSD (Transmitter/Receiver Scrambler/Descrambler), ASO Light Armor, Binoculars, Night vision goggles, Vac-suit, Bio-Sample Containment Unit, Haz-mat Containment Unit, Portable Smart-Microscope and protective case, Surgical Tools, Digital camera w/low light, Laptop Computer, Disposable Surgical gloves (300), Geiger Counter, Flashlight, Portable Spectrometer, Tactical backpack.

Clearance Upon Assignment: P.E.T., Access to appropriate ASO files and labs.

Skills: Architectural +1, Biology +3, Botany +3, Chemistry +3, Computer Operation +3, Computer Programming +2, First Aid +1, History +4, HTH Combat +1, Mathematics +5, Pilot Automobile +3, Physics +3, Psychology +3, Radio +1, WS Ranged +1, plus 3 skills at +1

Attribute Bonuses
Int +1
IQ +4

Starting Rank: Warrant Officer

ASO Medic
In a potentially hostile environment, with no hospital or other health care available, a medic is likely the only person that ASO units can fall back on when their health is in danger.

Medics can be deployed individually or in a larger medical unit designed to support units at the company level or larger.

Equipment
Standard Issue: G-82, 5.56 mm Ammunition(10 clips of 30 rounds), 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) ASO Uniforms, ASO TRSD (Personal Radio Transmitter/Receiver Scrambler/Descrambler), ASO Troop Armor, Binoculars, Night vision goggles, Vac-suit, Medical Checkup Tools, Surgical Tools, First Aid Kit, Sterilizing Spray, 50 small Steri-patches, 20 Medium Steri-patches, 5 Large Steri-patches, Syringe with (20) disposable needles, Disposable surgical gloves (300), Antibiotics, Tactical backpack.

Clearance Upon Assignment: P.E.T., Medicine needed for assignment, Grenades (5 standard but more if allowed)

Skills: Biology +3, Botany +2, Computer Operation +1, First Aid +3, General Medicine +3, Mathematics +3, Pilot Automobile +3, Surgery +2, Radio +1, WS Ranged+1, plus 5 skills at +1

Attribute Bonuses
IQ +1
Dex +1

Starting Rank: Private

ASO Communications Officer

The Comm Officer is the conduit for information in this constructed planet. The world itself is networked with AIs that can send information to any other point in the network. Comm Officers are trained to use this resource to keep lines of transmission open.

Simple radio communications are stunted by the structures inside the planet. Comm Officers are adept at overcoming these barriers.

The primary job of the Communications Officer is the coordination of friendly units. They also play a role in supporting units with digital warfare tactics.

Equipment
Standard Issue: 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) ASO Uniforms, ASO TRSD (Personal Radio Transmitter/Receiver Scrambler/Descrambler), ASO Light Armor, Binoculars, Night vision goggles, Vac-suit. ASO Communication Hub, Computer, Tactical backpack.

Clearance Upon Assignment: P.E.T., Grenades (5 standard but more if allowed)

Skills: Computer Operation +3 Computer Programming +3, Defeat Security +2, First Aid +1, Repair Electronics +1, HTH Combat +1, 3 Languages +3, Mathematics +3, Navigation +1, Pilot Automobile +3, Radio +5, Repair Weapon +1, Sensors +3, Speak one Artifact language +2, WS Thrown +1, WS Ranged +2, plus 3 skills at +1

Attribute Bonuses
IQ +1
Dex +3

Starting Rank: Warrant Officer

ASO Subversive Action Agent (Solo)

The ASO sees great potential in toppling the power structure of the Kelrath caste system. To that end, there is a secret program of Agents that are trained and surgically altered to infiltrate Kelrath society.

The goal of the SAA is to structure and support resistance movements among the Geetin and Gijorn castes. They are primarily tasked with training and education in resistance philosophies and tactics. They are authorized to take part in resistance activities.

Many SAAs prefer to try integrating into the Gijorn caste as it creates several advantages such as covering their face and their ability to communicate with Gijorn and Geetin. However, it is more difficult to easily slip in to these communities unnoticed. It's far easier to hide among the Geetin caste.

This program is highly secretive. Only very high levels of the command structure are aware of its existence. To anyone else, the SAA is identified as a sympathetic Kelrath that is assisting the ASO. They memorize a special command code that they can give ASO personnel. This command code brings up instructions on how to treat the sympathetic Kelrath and what supplies and support they are required to aid them with.

Equipment
Standard Issue: 7.6mm Compact Pistol, 7.6mm Ammunition (5 clips of 5), Knife, Authentic Looking clothing.

Clearance Upon Assignment: The SAA is trained to use whatever becomes available to him, as too much equipment could give him away.

Skills: Computer Operation +1, Concealed Object +3 Persuasion +4, HTH Combat +3, History +3, Mathematics +3, Pilot Automobile +3, Speak Kelrath +3, Radio +1, WS Ranged +1 plus 4 skills at +1

Attribute Bonuses
Psy +2
Str +2
Cha +2

Starting Rank: Not officially ranked.

ASO Character Tables

Roll on these tables to fill in details about an ASO character. Players may alternately choose one of the options but can't take any stat or skill bonuses of an option they choose.

Background Roll 1d100

1-10	Grew up in a refugee camp. You joined the military to get a regular meal.
11-15	Parents immigrated to the nation you're now coming from
16-20	Of your family only you and one sibling survived the shelling in the last conflict
21-25	Half your family has died from a deadly disease outbreak.
26-35	You come from a community threatened by a natural disaster that you know will come one day.
36-40	Flooding destroyed your family home and you moved to a hyper dense city.
40-45	The home you leave was comfortable and full of love.
46-48	Running from the family business.
49-52	You're a member of a targeted minority.
53-65	Couldn't find a job anywhere
66-80	Born and raised in a megacity
81-85	Came from a failed prepper community that tried to reclaim land hit by a disaster
86-88	This was your last chance to avoid jail
89-94	Giant dust storms consumed your town
95-100	Rioters looted and burned your family home.

Nationality

1-17	NACSP	
	1-20	Canadian
	21-60	American
	61-100	Mexican
18-23	Brazilian	
24-40	EEC	
	1-12	English
	13-18	Scottish
	19-24	Irish
	25-35	French
	36-40	Belgian
	41-43	Swiss
	44-54	Spanish
	61-65	Portuguese
	66-80	German
	81-90	Italian
	91-100	Polish
41-51	Baltic Sea States	
	1-34	Swedish
	35-68	Norwegian
	69-100	Finnish
52-67	Russio-Georgian	
	1-70	Russian
	71-100	Georgian
68-78	South African	
79-84	Israeli	
85-100	Japanese	

Height

1-30	Tall

31-70	Average
71-100	Short

Build

1-20	Skinny
21-40	Lean
41-70	Average
71-95	Husky
96-100	Obese

Age

1-5	16-17 years
6-35	18 years
36-60	19 years
61-70	20-22 years
71-80	23-25 years
81-90	26-30 years
91-100	31+ years

Age Modifiers

16-18 years	+1 REF
19-21 years	+1 STR
22-25 years	2 Skills +1,
26-30 years	2 Skills +1, RANK +1
31-40 years	4 Skills +1, STR -1 RANK +1
40+ years	+6 Skills +1, STR -1 Con -1 RANK +2

Hair Color

1-30	Black
31-60	Brown
61-85	Blond
86-100	Red

Eye Color

1-20	Blue
21-25	Green
25-26	Yellow
27-65	Hazel
66-99	Brown
100	Two Different Colors

Attitude

1-6	Devious, not evil but has a knack for scheming
7-12	Brave, takes risks when there is something to be gained
13-18	Fearless, takes risks even when they are unnecessary
19-24	Cold, Emotionless, +1 to PSY
25-30	Flamboyant, Dynamic, always on the move +1 to CHA
31-36	Patient, will take small but determined steps to reach a goal
37-41	Doesn't want to fight or be here but is motivated by duty
42-47	Hyperactive, fun for a little while but gets annoying +1 to REF -1 from CHA
48-52	Always wants to be the boss, doesn't like commanding officer no matter how good they are
53-58	Humble, takes direction readily and easily. Will downplay his/her self.
59-64	Competitive, always has to do it better
65-70	Loves Gadgets, plays with every unusual trinket and tool +1 to DEX
71-75	Honorable, will not do anything that could be considered weak or cowardly. +2 to PSY

76-80	Focused, stays on task no matter what.
81-85	Comedian, always trying to get people to laugh +1 to CHA
86-90	Heroic, will disregard personal safety in order to help others.
91-95	Villainous, gains joy from watching others suffer.
96-100	Determined, does whatever it takes to get the job done.

Bonus Table One

1-5	Father was a mechanic Repair Machinery +1
6-10	Strong Voice Command skill +2
11-15	You look like a Kelrath with a little work, slipping in and out of settlements is much easier.
16-20	Computer Geek, +2 Computer Operation, +1 Computer programming.
21-25	Paid attention in health class +1 to First Aid
26-30	Grew up in a rough neighborhood +1 HTH Combat
31-35	Took Karate for a while +2 HTH Combat
36-40	Brown Belt in Martial Arts of choice +4 HTH Combat
41-45	Marksman, +2 WS Gun
46-50	Raised on a farm +1 Animal Riding +1 Animal Care +1 Farming
51-55	Wealthy, start game with $20,000 extra
55-56	Starting rank is that of a commissioned officer, Second Lieutenant assisting a Lieutenant. +2 Command, +2 Military Intelligence
57-61	You were the boxing champion in high school. +1 STR +1 CON +2 HTH Combat

62-65	Savant. You learn one skill at half the Experience Point cost.
66-70	Strong immune system +2 to Con.
71-75	Very Large, ignore random size table results, 2.3 m tall, 175 kg. +4 STR +2 Con +2 HP
76-80	Ambidextrous either, no Drain for firing wrong handed
81-85	Ambidextrous both, can use both hands equally well +1 Action per turn, no Drain for firing wrong handed.
86-00	No Bonus

Bonus Table Two

1-75	No Bonus
76-80	Gifted, +4 to one attribute, players choice.
81-85	Ace +6 to AGI or Dex, one attribute, players choice.
86-90	Strong Mind, +2 to IQ, +2 to Int, +4 to PSY.
91-95	Famous +6 Fame Points
96-00	Charming, +6 to CHA, The character can charm just about anyone.

Limitations Table

A player may roll up to two times on this table to raise low attributes up four points (+4) each roll. Rolling on this table is not mandatory.

1-5	High ranking officer has a vendetta against you	
6-10	Trick Knee, must make AGI roll when jumping or running or takes 3 Physical Stress	
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. 2 Drain to all Navigation skills.	
21-25	Hard of hearing. -1 INT 2 Drain to all Language rolls unless 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 takes 5 Physical Stress and 1 Functional Stress	
41-45	Nervous Twitch, gives you away when you're lying.	
46-50	Missing Front Teeth, -1 Cha	
51-53	Supporting a family back on earth. The character sends half their earnings back home.	
54-55	Seizures, when the character gets any Mental Stress must make a PSY roll or have a seizure. (incapacitated for 1D10 turns)	

55-56	Asthma, must make a CON roll when taking physical stress. 1 Physical Stress per turn until the character stops all exertion for 2D10 turns An inhaler will stop the attack and relieve 5 Physical Stress.
57-61	Bad eyesight (Myopic), 1d10 Drain to distance vision unless the character wears glasses.
62-65	Prominent birthmark covering 1D6 x 10% of the character's face
66-67	Character has six fingers on one hand.
68-70	Prominent facial scar. -1 Cha
71-72	Tormented by the past. Character takes 1 Mental Stress if they are asked about their past back on earth.
73-75	Bald, character is lacking hair atop their head. -1 Cha
76-80	Stutters, 2 Drain to all language skills, -1 Cha
81-85	First language is not English or Scimrahn.
86-00	No Limitation

I-CA

The Indo-China alliance wants to establish colonies quickly. The alliance members have been some of the hardest hit countries. Some say they are on the verge of collapse within five years. Toxic mold, deadly heat waves and collapse of food crops have caused hundreds of millions of deaths in the last decade.

I-CA Foot soldier

Colonies need protection from the hostile nations of the Kelrath and Chezbah. Foot soldiers are sent to secure a site and then transition into a defense and policing role once the colonist arrive.

I-CA foot soldiers are deployed in squads of ten, with three to five squads making a platoon. A platoon uses trucks for movement. Each squad is commanded by a Sergeant first class and a 2nd Lieutenant. Each platoon is supported by a Communication Officer, a Scout, along with an E-suit and tank.

Equipment
Standard Issue: AK-140, 7.62mm Ammunition (10 Clips 30 Rounds), 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) I-CA Uniforms, ICA Personal TRSD, Scimrahn Heavy Armor, Binoculars, Night vision goggles, Vac-suit, Tactical backpack.

Clearance Upon Assignment: P.E.T., VA-2 Rocket Launcher, Scimrahn Plasma Gun, Plasma Clips (5 Clips 10 Rounds), Grenades (5 standard but more if allowed).

Skills: Ambush +1, Camouflage +1, Computer Operation +1 Detect Ambush +1, Explosives +1, First Aid +1, HTH Combat +2, Command +1, Mathematics +3, Navigation +1, Pilot Automobile +2, Preparation +2, Radio +1, Repair Weapon +1, Speak 1 additional earth language +2, WS Thrown +2, WS Ranged +3, plus 4 skills at +2

Attribute Bonuses
Str +2
Con +2

Starting Rank: Private

I-CA Scout

Colonies need an early warning system in case hostile forces enter the area. The role of Scouts are to be that early warning system.

I-CA Scouts are deployed along with foot soldiers and travel along with them. They use their micro drones to surveil the area. In most cases, every other squad is assigned a Scout. Expeditionary missions are heavily crewed by Scouts.

Equipment
Standard Issue: AK-140, 7.62 mm Ammunition (10 Clips 30 Rounds), 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) I-CA Uniforms, ICA Personal TRSD, Scimrahn Light Armor, Binoculars, Nightvision goggles, Laser Marker, Vac-suit, Tactical backpack.

Clearance Upon Assignment: P.E.T., Scimrahn Laser Gun, Energy Clip (1 of 50), Microdrone Launcher, 6 Microdrones, Grenades (5 standard but more if allowed).

Skills: Ambush +3, Botany +2, Camouflage +1, Computer Operation +1, First Aid +1, Foraging +2, Hide +2, HTH Combat +2, Hunting +2, Mathematics +3, Navigation +2, Pick Locks +1, Pilot Automobile +2, Radio +1, Speak 1 additional earth language +2, Stealth +2, Surveillance +2, Tracking +1, Repair Weapon +1, WS Ranged +4 Focus Sniper, WS HTH +2, plus 2 skills at +1

Attribute Bonuses
Agi +1
Int +3

Starting Rank: Private

I-CA Tank Commander

The Storm tanks are the backbone of colony defense. They are harder to transport than E-Suits, but when their limitations are properly planned around, they are powerful contenders in the underground.

An I-CA tank commander may operate alone or they might be assigned a crew mate that can take on piloting or gunnery tasks.

Two to four Storm tanks are deployed along with a platoon to protect a colony. One tank is assigned to protect remote operation stations used in expeditionary missions.

Equipment
Standard Issue: AK-140, 7.62 mm Ammunition (10 Clips 30 Rounds), 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) I-CA Uniforms, ICA Personal TRSD, Scimrahn Pilot

Armor, Binoculars, Night vision goggles, Vac-suit.

Clearance Upon Assignment: P.E.T., I-CA GRX Storm Heavy Combat Tank, Grenades (5 standard but more if allowed).

Skills: Computer Operation +1, Explosives +1, First Aid +1, Gunnery +2, HTH Combat +1, Mathematics +3, Navigation +1, Pilot Automobile +2, Pilot Tank +3, Sensors +1, Speak 1 additional earth language +2, Radio +1, Repair Weapon +1, WS Thrown +2, WS Ranged +2, plus 5 skills at +1

Attribute Bonuses
Str +1
Con +1
Dex +1

Starting Rank: Private

I-CA E-Suit Pilot

The Scimrahn have favored the I-CA as an ally because of their willingness to protect the territory of colonies. Because of this, the I-CA has been assigned more of the TF models than the ASO. They have also provided additional weapon systems for the I-CA. The Scimrahn have also invested time in training I-CA pilots to understand the Scimrahn AI. The I-CA have developed reactive armor plates on their E-suits for protection from plasma weapons.

One E-suit could be assigned to protect a platoon or they may operate in a mechanized platoon of five E-Suits. Some colonies have several E-suits that protect them.

Equipment
Standard Issue: AK-140, 7.62 mm Ammunition (10 Clips 30 Rounds), 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) I-CA Uniforms, ICA Personal TRSD, Scimrahn Pilot Armor, Binoculars, Nightvision goggles, Vac-suit.

Clearance Upon Assignment: P.E.T., Scimrahn TF-2394 E-suit, Optional Scimrahn Weapon System, Reactive Armor (+300 hp), Grenades (5 standard but more if allowed).

Skills: Computer Operation +1, Explosives +1, First Aid +1, Gunnery +3, HTH Combat +1, Mathematics +3, Navigation +1, Pilot Automobile +2, Pilot E-Suit +3, Sensors +2, Speak 1 additional earth language +2, Radio +1,

Repair Weapon +1, WS Thrown +1, WS Ranged +3, plus 4 skills at +1

Attribute Bonuses
Str +1
Con +1
Dex +2

Starting Rank: Private

I-CA Communications Officer

In a colony assignment, the Comm Officer acts as a hub for information. They coordinate the military communication and watch for emergency civilian broadcasts. They are in charge of securing the local network and getting reliable access to Hex mainframes and Hosent.

The Comm Officer is tasked with keeping communications open during operations, intercepting enemy transmissions and using cyber attacks to degrade the capabilities of enemy forces.

Equipment
Standard Issue: AK-140, 7.62 mm Ammunition (10 Clips 30 Rounds), 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) I-CA Uniforms, ICA Heavy TRSD, Scimrahn Light Armor, Binoculars, Nightvision goggles, Vac-suit, Tactical backpack.

Clearance Upon Assignment: P.E.T., Grenades (5 standard but more if allowed).

Skills: Computer Operation +4, Computer Programming +3, Defeat Security +2, First Aid +1, Electronics +1, HTH Combat +1, 3 Languages +3, Mathematics +3, Navigation +1, Pilot Automobile +2, Radio +5, Sensors +3, Speak 1 additional Artifact language +2, Speak 1 additional earth language +2, Repair Weapon +1, WS Thrown +1, WS Ranged +2, plus 3 skills at +1

Attribute Bonuses
IQ +1
Dex +3

Starting Rank: Warrant Officer

I-CA Engineer

The construction of defensive structures is a primary function that the Engineer delivers for the protection of a colony. They also establish access to necessities like water, sanitation and electrical power.

Maintaining vehicles and equipment is in constant demand and Engineers keep them in good working order.

Engineers are also responsible for the operation of teleporters in colonies and remote operations stations.

Equipment
Standard Issue: 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) I-CA Uniforms, ICA Personal TRSD, Scimrahn Heavy Armor, Binoculars, Nightvision goggles, Vac-suit, Deluxe Tool kit, Diagnostic Computer, Blasting Caps, Mini-Arc Welder, Tactical backpack.

Clearance Upon Assignment: P.E.T., Grenades (5 standard but more if requested), Access to Explosives, Use of I-CA repair facilities

Skills: Camouflage +3, Computer Operation +1, Construction Bunker +2, Construction Trap +3, Construction Road +2, Construction Shelter +3, Explosives +3, First Aid +1, HTH Combat +1, Mathematics +3, Navigation +1, Pilot Automobile +2, Repair Electronics +3, Radio +1, Repair Machinery +4, Repair Weapon +3, Speak 1 additional earth language +2, WS Thrown +1, WS Ranged +1, plus 3 skills at +1

Attribute Bonuses
Str +1
Con +1
IQ +1
Dex +1

Starting Rank: Warrant Officer

I-CA Field Scientist
With the aggressive schedule the I-CA is moving people to the planet, Field Scientists have to work quickly to learn about the environments that will soon be filling with colonists.

The Field Scientist's role is to collect information about The Artifact that will assist military and civilian projects. They are expected to regularly share their discoveries.

Equipment
Standard Issue: 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) I-CA Uniforms, ICA Personal TRSD, Scimrahn Light Armor, Binoculars, Nightvision goggles, Vac-suit, Bio-Sample Containment Unit, Haz-mat Containment Unit, Portable Smart-Microscope and protective case, Surgical tools, Digital

Camera w/ low light, Laptop Computer, Disposable Surgical gloves (300), Geiger Counter, Flashlight, Tactical backpack.

Clearance Upon Assignment: P.E.T., Access to appropriate I-CA files and labs.

Skills: Biology +3, Botany +3, Chemistry +3, Computer Operation +4, Computer Programming +2, First Aid +1, History +4, HTH Combat +1, Mathematics +5, Physics +3, Pilot Automobile +2, Psychology +3, Radio +1, Speak 1 additional earth language +2, WS Ranged +1, plus 3 skills at +1

Attribute Bonuses
Int +1
IQ +4

Starting Rank: Warrant Officer

I-CA Medic
While colonies will have their own civilian medical professionals, in combat the medic is responsible for helping soldiers stay alive. The medic is expected to support units they're assigned to in combat.

Medics are often assigned on the company level but can be attached all the way down to a ten person squad.

Equipment
Standard Issue: AK-140, 7.62mm Ammunition (10 Clips 30 Rounds), 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) I-CA Uniforms, ICA Personal TRSD, Scimrahn Light Armor, Binoculars, Nightvision goggles, Vac-suit, Medical Checkup Tools, Surgical Tools, First Aid Kit, Sterilizing paint, Disposable Surgical Gloves (300), Antibiotics, Tactical backpack.

Clearance Upon Assignment: P.E.T., Medicine needed for assignment, Grenades (5 standard but more if allowed)

Skills: Computer Operation +1, Biology +3, Botany +2, First Aid +4, General Medicine +3, Mathematics +3, Pilot Automobile +2, Speak 1 additional earth language +2, Surgery +2, Radio +1, WS Ranged +1, plus 5 skills at +1

Attribute Bonuses
Dex +1
IQ +1

Starting Rank: Private

I-CA Colonist

There are roughly a four and a half billion people in the I-CA. Surveys have estimated that roughly a billion citizens want to be transported to The Artifact. If the I-CA were to completely dedicate their three teleporters to transporting just the people, it would take over five thousand years.

It is no surprise that a majority of the colonists have undergone an extensive selection process and a great deal of expense. These first travelers are often the family of the very rich trying to ensure that at least some of their descendants will make it to this new world. Few of the very wealthy are interested in taking the trip themselves at the moment because of the comparatively high failure rate of teleport batches.

The colonists tend to be adventurous survivalists looking to establish their own place in a new world.

Equipment: 12 gauge Pump Shotgun, 12 gauge Ammunition (200 Rounds), Large hiking backpack (holds up to 25 KG), Light tool kit, Jeep, CB radio, 2 weeks food, Diary, 100m cord 2000kg tensile strength, grappling hook + spikes, hammer/hatchet, 10 signal flares, flashlight, 4 refillable lighters, butane (20 refills), video camera, still camera, 100 (200 liter) garbage bags, soap, sleeping bag, water filter, extra filters, gas mask, large survival knife, tent, 10 bungee cords (.3m long stretches to 1m), canteen.

Skills: Animal Handling +1, Computer Operation +1, Construction Shelter +2, First Aid +2, Hunting +2, Mathematics +3, Radio +1, Speak 1 additional earth language +2, Speak Scimrahn +1, WS HTH +1, 1 skill at +3, 5 skills at +1

Starting Rank: Civilian

I-CA Character Tables

Background Roll 1d100

1-10	Grew up in a refugee camp. You joined the military to get a regular meal.
11-15	Parents immigrated to the nation you're now coming from
16-20	Of your family only you and one sibling survived the shelling in the last conflict
21-25	Half your family has died from a deadly disease outbreak.
26-35	You come from a community hit repeatedly by disasters and weren't allowed to leave
36-40	Flooding destroyed your family home and you moved to a hyper dense city.
40-45	The home you leave was comfortable and full of love.
46-48	It was the military or forced labor in the dying rice paddies
49-52	You're a member of a targeted minority.
53-60	Couldn't find a job anywhere
61-80	Born and raised in a megacity
81-85	Came from a failed redevelopment community that tried to reclaim land hit by a disaster
86-88	This was your last chance to avoid jail
89-94	Earthquakes destroyed your town
95-100	Warlords looted and burned your family home.

Nationality

1-17	China
18-23	India
24-40	Egypt
41-51	Korea
52-67	Saudi-Arabia
68-78	Irani-Iraqi Alliance
	01-50	Iran
	51-00	Iraq
79-84	Syria
85-100	Libya

Height

1-30	Tall
31-70	Average
71-100	Short

Build

1-20	Skinny
21-40	Lean
41-70	Average
71-95	Husky
96-100	Obese

Age

1-5	16-17 years
6-35	18 years
36-60	19 years
61-70	20-22 years
71-80	23-25 years
81-90	26-30 years
91-100	31+ years

Age Modifiers

16-18 years	+1 REF
19-21 years	+1 STR
22-25 years	2 Skills +1,
26-30 years	2 Skills +1, RANK +1
31-40 years	4 Skills +1, STR -1 RANK +1

40+ years	+6 Skills +1, STR -1 Con -1 RANK +2

Hair Color

1-40	Black
41-95	Brown
96-98	Blond
99-100	Red

Attitude

1-6	Devious, not evil but has a knack for scheming
7-12	Brave, takes risks when there is something to be gained
13-18	Fearless, takes risks even when they are unnecessary
19-24	Cold, Emotionless, +1 to PSY
25-30	Loyal, very dedicated to his/her country and the I-CA
31-36	Patient, will take small but determined steps to reach a goal
37-41	Doesn't want to fight or be here but is motivated by duty
42-47	Practical, does what it takes, doesn't like weapons that are overly big or powerful.
48-52	Always wants to be the boss, doesn't like commanding officer no matter how good they are.
53-58	Depressed, unhappy with life but kind. -1 from REF
59-64	Competitive, always has to do it better
65-70	Loves Gadgets, plays with every unusual trinket and tool +1 to DEX
71-75	Honorable, will not do anything that could be considered weak or cowardly. +3 to PSY
76-80	Focused, stays on task no matter what.
81-85	Comedian, always trying to get people to laugh +1 to CHA
86-90	Heroic, will disregard personal safety in order to help others.
91-95	Villainous, gains joy from watching others suffer.
96-100	Cowardly, will avoid danger and risks whenever possible. -1 to PSY

Bonus Table One

1-5	Father was a mechanic +1 Repair Machinery
6-10	Strong Voice +2 Command skill
11-15	You look like a Kelrath with a little work, slipping in and out of settlements is much easier.
16-20	Computer geek, +2 Computer Operation, +1 Computer programming.
21-25	Paid attention in health class +10 to First Aid
26-30	Grew up in a rough neighborhood +1 HTH Combat
31-35	Took Karate for a while +1 HTH Combat
36-40	Brown Belt in Martial Art of choice +3 HTH Combat
41-45	Marksman, +2 WS Gun
46-50	Raised on a farm +1 Animal Riding +1 Animal Care +1 Farming
51-55	Wealthy, start game with ¥100,000 extra
55-56	Starting rank is that of a commissioned officer, Second Lieutenant assisting a Lieutenant. +2 command, +2 Military Intelligence
57-61	You were the boxing champion in high school. +1 STR +1 CON +2 HTH Combat
62-65	Savant. You learn one skill at half the Experience Point cost.
66-70	Strong immune system +4 to Con.

71-75	Very Large, ignore random size table results, 2.3 m tall, 175 kg. +4 STR +2 Con +2 HP
76-80	Ambidextrous either, no Drain for firing wrong handed
81-85	Ambidextrous both, can use both hands equally well +1 Action per turn, no Drain for firing wrong handed.
86-00	No Bonus

Bonus Table Two

1-75	No Bonus
76-80	Gifted, +4 to one attribute, players choice.
81-85	Ace +6 to AGI or Dex, one attribute, players choice.
86-90	Strong Mind, +2 to IQ, +2 to Int, +4 to PSY.
91-95	Famous +6 Fame Points
96-00	Charming, +6 to CHA, The character can charm just about anyone.

Limitations Table

A Character may roll on this table up to two times to raise low attributes up four point (+4) each roll. Rolling on this table is not mandatory. However each four point increase requires the character to roll on the limitations table.

1-5	High ranking officer has a vendetta against you	
6-10	Trick Knee, must make AGI roll when jumping or running or takes 3 Physical Stress	
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. 2 Drain all Navigation rolls.	
21-25	Hard of hearing. -1 INT 2 Drain to all Language rolls unless 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 takes 5 Physical Stress and 1 Functional Stress	
41-45	Nervous Twitch, gives you away when you're lying.	
46-50	Missing Front Teeth, -1 from Cha	
51-53	Supporting a family back on earth. The character sends half their earnings back home.	
54-55	Epileptic, when the character gets any Mental Stress must make a PSY roll or have a seizure. (incapacitated for 1D10 turns)	
55-56	Asthma, must make a CON roll during any exertion. 1 Physical Stress per turn until the character does stops all exertion for 2D10 turns An inhaler will stop the attack and relieve 5 Physical Stress.	

57-61	Bad eyesight (Myopic), 1d10 Drain to distance vision unless the character wears glasses.
62-65	Prominent birthmark covering 1D6 x 10% of the character's face
66-67	Character has six fingers on one hand.
68-70	Prominent facial scar. -1 Cha
71-72	Afraid of others disapproval. Takes double stress in Social Conflicts
73-75	Bald, character is lacking hair atop their head. -1 Cha
76-80	Stutters, 2 Drain to all language skills, -1 Cha
81-85	First language is not Mandarin, Cantonese or Scimrahn.
86-00	No Limitation

Scimrahn

Centuries ago, a small group broke away from the Chezbah nation. There was a growing weariness with the never ending war with the Kelrath, and peace groups started to organize. They were hunted down and had to hide from the Chezbah priests that sought to eliminate them.

In time, the Scimrahn have developed as a distinct culture that is still centered on avoiding extermination by the Chezbah. The vast internal space of The Artifact means that the small communities can evade capture, but the Chezbah are immensely resourceful and nearly all Scimrahn have had to run from the Chezbah at some point in their lives. This requires the Scimrahn to be anything from partly to entirely nomadic.

Although the Kelrath sometimes turn a blind eye to the Scimrahn because they cause trouble for their enemy, they will often exterminate them for little or no reason. There are very few places a Scimrahn can find safe harbor in.

To combat the augmented Chezbah, Scimrahn have turned to performance enhancing drugs as a way to cope with attacks. This causes physical and mental health problems. Because of the threat they face and this drug inclusive lifestyle, a Scimrahn life span is on average less than twenty years.

Scimrahn are usually a member of a tribe that carries out one of three main roles. Raiders, that steal from the Chezbah and Kelrath. Carriers who move food and equipment with caravans of vehicles. Industry tribes build weapons and tools for the other tribes.

Scimrahn Scout/Guide

A Scimrahn Scout is a vital member to tribes. They often live by themselves and travel around an extensive territory. They know how to live off resources in their circuit of travels.

The first Scimrahn Earthers get to know is usually a Scout that has been employed to act as their guide. In this role, a guide will travel as long as needed with the newcomers.

In the Scimrahn culture, a Scout is a privileged position. They can request food and supplies for travel from other Scimrahn and they are rarely turned down. They will stay with passing tribes and exchange information about resources and dangers in and around their territory.

Scouts are skilled artists in a form of communication called En that are painted on walls and ceilings. This pictorial and often abstract language displays a concept using form and color often in a series of breadcrumb directions on how to navigate underground. There is something about this style of visual representation that Chezbah Priests are incapable of interpreting and seem to be uncomfortable even looking at. It's said that a lost race called the Tanroc Fredar passed on the principles of En to the Scimrahn.

Equipment: 2 Dark Stones, Scimrahn Plasma Gun, Plasma Clips (5 Clips 10 Rounds), Laser Pistol, Energy Clip (10 clips of 20), Knife, Scimrahn Wrist Comm/Comp, Scimrahn Light Armor, Binoculars, Sonar Imager, Vac-suit, 10 Grenades

Skills: Camouflage +2, Climbing +3, Detect Ambush +1, Foraging +4, Hide +3, Hunting +2, Iron Will +3, Navigation +5, Pick Locks +1, Scimrahn Sign Language +3, Stealth +2, Surveillance +2, Tracking +1, WS HTH +2, WS Ranged +1, plus 3 skills at +1

Attribute Bonuses
Agi +1
Int +2

Starting Rank: 1st mark Keeper

Scimrahn Guerrilla

Tribes need protection from attack. Only the physically unable are exempted from this duty. There is a difference between Scimrahn that make defense their primary occupation and those that mainly perform other tasks. Those that primarily fight make up around ten to fifteen percent of the population and are considered the guerrilla fighters.

The guerrillas that are primarily fighters, spend most of their time practicing combat skills, building muscle, and patrolling. If fauna is available in the area, their combat training often includes hunting. They will also spend time training others to defend from attacks.

Equipment: Scimrahn Plasma Gun, Plasma Clip (10 Clips 10 Rounds), Thud Stick, Laser Gun, Energy Backpack (500 shots), Laser Pistol, Energy Clips (10 clips of 20), Knife, Scimrahn

Comm/Comp, Scimrahn Heavy Armor, Binoculars, Sonar Imager, Vac-suit, 20 Grenades

Skills: Ambush +2, Camouflage +1, Climbing +3, Detect Ambush +1, Explosives +2, Foraging +2, HTH Combat +2, Hunting +3, Iron Will +3, Navigation +3, Sniper +1, Repair Weapon +1, WS Thrown +2, WS Ranged +3, WS HTH +1, plus 4 skills at +1

Attribute Bonuses
Str +1
Con +3

Starting Rank: 1st mark Keeper

Scimrahn Civilian

In any given tribe, there are functions of survival that individuals need to fulfill. They are often semi-skilled in combat but spend most of their energy in other roles. They often have a good knowledge of herbal medicine that they use to cure illness but also to heal wounds with plants that are available.

Any individual Scimrahn civilian specializes in a few skills that they can use to support their tribe.

Equipment: Laser Gun, Energy Clips (10 of 50), Sonar Imager

Skills: Animal Handling +3, Chemistry +2, Climbing +3, First Aid +2, Foraging +3, General Medicine +1, Hunting +3, Iron Will +3, Navigation +3, Scimrahn Sign Language +2, Stealth +1, plus 3 skills at +2 and 5 skills at + 1

Scimrahn E-suit Pilot

The TF line of environmental suit is the most flexible military vehicle the Scimrahn produce. They are vital to protecting the three main types of tribes, Raiders, Carriers, and Industry. Because of this, pilots are selected for skill they display. From a young age, Scimrahn children are tested for talent.

Equipment: Laser Pistol, Energy Clips (10 Clips 20 Rounds), Knife, Scimrahn Wrist Comm/Comp, Scimrahn Pilot Armor, Binoculars, Sonar Imager, Vac-suit, Scimrahn TF-2394 E-suit, Optional Scimrahn Weapon System, Grenades (5).

Skills: Climbing +3, Explosives +1, Foraging +1, Gunnery +2, HTH Combat +1, Iron Will +3, Navigation +2, Pilot E-suit +4, Sensors +1,

Repair Weapon +1, WS Ranged +3, plus 4 skills at +1

Attribute Bonuses
I.Q. +1
Dex +1

Starting Rank: 1st mark Keeper

Scimrahn Espionage Specialists (Solo)

Much of a raider tribe's success comes from knowing where to find the resources they need. A few skilled Scimrahn slip into Chezbah settlements disguised and seek out those that would sabotage a rival by using the Scimrahn to ruin their trade.

This line of work is dangerous, not only would the Priests, Warriors and Hounds kill them if discovered, the average citizen would also. The Espionage Specialist moves in shadow and must remain little more than a rumor to everyone but their clients.

Equipment: 4 Dark Stones, Laser Pistol, Energy Clips (10 of 20) 6 liter container of LCF for use in making explosives, 3 1 liter jars for LCF bombs, Knife, Light Armor Vest, Scimrahn Wrist Comm/Comp, Binoculars, Sonar Imager, Chezbah Clothing, Makeup for Chezbah disguise, Vac-suit.

Skills: Ambush +3, Camouflage +3, Climbing +3, Detect Ambush +1, Explosives +3, Foraging +1, Hide +3, HTH Combat +3, Iron Will +3, Navigation +4, Construction Trap +2, Pick Locks +2, Persuasion +1, Scimrahn Sign Language +3, Speak Chezbah +2, Stealth +3, Surveillance +3, WS HTH +3, plus 3 skills at +1

Attribute Bonuses
Dex +2
Agi +2

Starting Rank: 1st mark Keeper

Scimrahn Raider

It is easier for the Scimrahn to raid their enemies for food than it is to produce their own in most cases. The raider tribe hunts down shipments of food and supplies to distribute to the other tribes.

This brings them into direct conflict with the major powers of the Chezbah and Kelrath.

Equipment: Heavy Laser, Energy Clips (2 Backpacks 125 Rounds), Particle Beam Gun, Knife, Scimrahn Comm/Comp, Scimrahn Heavy Armor, Binoculars, Sonar Imager, Vac-suit, Grenades (5), Delta (AG-550).

Skills: Animal Handling +1, Botany +2, Climbing +3, Explosives +2, Foraging +1, Gunnery +2, Hide +2, HTH Combat +2, Iron Will +3, Navigation +2, Pilot A-G +2, Sensors +3, Running +2, Stealth +2, Repair Weapon +1, WS Thrown +2, WS Ranged +3, plus 4 skills at +1

Attribute Bonuses
Str +1
Con +1

Starting Rank: 1st mark Keeper

Scimrahn Mechanic
All tribes need their equipment repaired. Vehicles and equipment are needed to get to safety or to fight off attackers. A skilled mechanic can mean the difference between life and death.

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.

Skills: Camouflage +1, Climbing +3, Construction Bunker +1, Construction Road +2, Construction Shelter +3, Foraging +3, Iron Will +3, HTH Combat +1, Hunting +1, Navigation +2, Repair Electronics +3, Repair Machinery +4, Scimrahn Sign Language +1, Repair Weapon +4, WS Ranged +2, plus 3 skills at +1

Attribute Bonuses
Str +1
Con +1
IQ +1
Dex +1

Starting Rank: none

Scimrahn Free Traders (Solo)
Some Kelrath communities offer Free Trader licenses to the Scimrahn. This enables them to approach designated trading posts and barter for goods that the Kelrath have available. This can be very lucrative for a tribe but the Free Trader has no protection from any kind of law and are subject to swindling and double crosses.

They are required to travel to the trading posts alone or they will have their license stripped from them.

Equipment: Laser Pistol, Energy Clips (10 Clips 20 Rounds), Heavy Laser Gun, Energy Clips (5 clips 100 Rounds), Knife, Scimrahn Wrist Comm/Comp, Scimrahn Pilot Armor, Binoculars, Sonar Imager, Vac-suit, Heavily Modified Scimrahn AG Freighter, Optional Scimrahn Weapon System.

Skills: Climbing +3, Explosives +1, Foraging +1, Gunnery +2, HTH Combat +1, Iron Will +3, Navigation +2, Pilot AG +3, Sensors +2, Repair Weapon +1, WS Ranged +3, plus 5 skills at +1

Attribute Bonuses
Cha +2
Dex +1

Starting Rank: none

Scimrahn Scavenger (Solo)
Following combat, especially between the Kelrath and Chezbah, there can be large quantities of valuable equipment left in the wake of battle. This is an opportunity for a scavenger to quickly come in and grab the most valuable left overs they can find while avoiding capture.

Equipment: Laser Gun, Energy Clips (10 Clips 100 Rounds), Knife, Scimrahn Wrist Comm/Comp, Scimrahn Pilot Armor, Binoculars, Sonar Imager, Vac-suit, Scimrahn AG Freighter, Optional Scimrahn Weapon System.

Skills: Gunnery +1, Camouflage +3, Climbing +3, Explosives +1, Foraging +4, Hide +2, HTH Combat +1, Iron Will +3, Navigation +3, Pilot AG +2, Sensors +1, Stealth +2, Repair Weapon +1, WS Ranged +1, plus 3 skills at +1

Attribute Bonuses
Str +2
Dex +1

Starting Rank: none

Scimrahn Character Tables

Background Roll 1d100

1-5	Your mother fled a raider tribe that was nearly wiped out
6-15	As an infant you were found after a Chezbah attack destroyed your home
16-25	Raised in an industry tribe but found it boring
26-30	The carrier tribe you came from left you behind on a stop. You're not sure why
31-35	A Kelrath Kaloord enslaved and oppressed your tribe
36-50	Gadios born and raised
51-55	Got on the Enforcer's bad side when you stole an E-suit and it fell off a cliff
56-60	Your mother is an influential member of your tribe but recently suffered loss
61-70	For some reason the Chezbah keep finding your tribe
71-75	In your youth you saw something so horrible it's now completely blocked from your mind
76-80	You survived two brouragh attacks, half your tribe thinks you're a luck charm the other half a curse
81-83	A Hosent attacked you once and you can't remember anything before that
84-95	You grew up in one of the mummy fields where the Chezbah don't like to go
95-98	The tribe you come from hides in a reservoir grier on floating pontoons
99-100	A Chezbah priest once spared your life and no one knows why

1-20	1.8 m
21-70	1.6 m
71-00	1.5 m

Build

1-30	Skinny
31-50	Lean
51-85	Average
86-98	Husky
99-00	Obese

Age

1-15	12-15 years
16-35	16 years
36-60	17 years
61-80	18 years
81-90	19-21 years
91-100	21+ years

Age Modifiers

12-15 year	+1 REF -1 STR
16-18 year	+1 REF
19-21 year	+1 STR RANK +1
22-25 year	2 Skills, +1 RANK +1
26-30 year	2 Skills, +1 RANK +1
31+ year	4 Skills, +1 STR -1 Con -1 RANK +2

Hair Color

1-60	Black
61-00	Brown

Eye Color

1-10	Green

11-50	Hazel
51-99	Brown
100	Two Different Colors

Attitude

1-6	Cowardly, will avoid danger and risks whenever possible. -1 to PSY
7-12	Brave, takes risks when there is something to be gained
13-18	Fearless, takes risks even when they are unnecessary
19-24	Cold, Emotionless, +1 to PSY
25-30	Protective of the Scimrahn. Will attempt to save Scimrahn life whenever possible
31-36	Patient, will take small but extremely determined steps to reach a goal
37-41	Curious, loves exploring and experimenting +1 to Navigation Subterranean
42-47	Practical, does what it takes, doesn't like weapons that are overly big or powerful.
48-52	Flamboyant, Dynamic, always on the move +1 to CHA
53-58	Reveler, uses drugs all the time. 1 Addiction, +1 Drug Resistance Skill
59-64	Competitive, always has to do it better
65-70	Loves Gadgets, plays with every unusual trinket and tool +1 to DEX
71-75	Honorable, will not do anything that could be considered weak or cowardly. +2 to PSY
76-80	Focused, stays on task no matter what.
81-85	Comedian, always trying to get people to laugh +1 to CHA
86-90	Heroic, will disregard personal safety in order to help others.

91-95	Villainous, gains joy from watching others suffer.
96-100	Determined, does whatever it takes to get the job done.

Bonus Table One

1-5	Grandpa Genoidn left you his E-suit.
6-10	Strong resistance to drugs and toxins +1 Con.
11-15	You are a Chezbah raised as a Scimrahn. Total immunity to disease and drugs.
16-20	Raised in a tribe of minstrels +2 to Play Scimrahn Instruments +1 Computer Operation +1 Computer Programming
21-25	Natural sense of direction and memory for tunnels. +2 Navigation
26-30	You are a Kelrath, taken in by Scimrahn after a raid. +2 to Str +2 to Con +4 to Speak Kelrath, +2 Kelrath Culture
30-35	You have a loyal pet Gunthar. It follows you everywhere and hunts down food for you.
36-40	Father was a mechanic +1 Repair Machinery
41-45	Strong Voice +2 Command skill
46-50	Computer Geek, +2 Computer Operation, +1 Computer Programming.
51-55	Grew up in a rough tribe +1 HTH Combat
56-60	Marksman, +2 WS Ranged
60-65	Raised on a farm +1 Animal Riding +1 Animal Care +1 Farming (You're a "rich kid")
66-70	Found a map leading to a hidden treasure!
71-75	Savant. You learn one skill at half the Experience Point cost.
76-80	Strong immune system +2 to Con.

81-85	Very Large, ignore random size table results, 2.3 m tall, 175 kg. +4 STR +2 Con +2 HP
86-90	Ambidextrous either, no Drain for firing wrong handed
91-95	Ambidextrous both, can use both hands equally well +1 Action per turn, no Drain for firing wrong handed.
86-00	No Bonus

Bonus Table Two

1-75	No Bonus
76-80	Gifted, +4 to one attribute, players choice.
81-85	Ace +6 to AGI or Dex, one attribute, players choice.
86-90	Strong Mind, +2 to IQ, +2 to Int, +4 to PSY.
91-95	Famous +6 Fame Points
96-00	Charming, +6 to CHA, The character can charm just about anyone.

Limitations Table

A Character may roll on this table up to two times to raise low attributes up four points (+4). Rolling on this table is not mandatory. However each four point increase requires the character to roll on the limitations table.

1-5	Matriarch has a vendetta against you
6-10	Trick Knee, must make AGI roll when jumping or running or takes 3 Physical Stress
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. 2 Drain to all Navigation rolls.
21-25	Hard of hearing. -1 INT 2 Drain to all Language rolls unless 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 takes 5 Physical Stress and 1 Functional Stress
41-45	Nervous Twitch, gives you away when you're lying.
46-50	Missing Front Teeth, -1 to Cha
51-55	Epileptic, when the character gets any Mental Stress must make a PSY roll or have a seizure. (incapacitated for 1D10 turns)
55-56	Asthma, must make a CON roll during any exertion. 1 Physical Stress per turn until the character does stops all exertion for 2D10 turns An inhaler will stop the attack and relieve 5 Physical Stress.

57-61	Bad eyesight (Myopic), 1d10 drain to distance vision unless the character wears glasses.
62-65	Slow witted. -1 IQ
66-67	Character has six fingers on one hand.
68-70	Prominent facial scar. -1 Cha
71-72	Totally Deaf! -2 to INT. but an extra +2 to one attribute of player's choice.
73-75	Bald, character is lacking hair atop their head. -1 Cha
76-80	Stutters, 2 Drain to all language skills, -1 Cha
81-85	Missing fingers. -1 to DEX
86-00	No Limitation

Corporate Characters

Corporations are in a race to accumulate and patent as much technology and claim as many ideas on this new world as they can. They may work along side military forces or strike out on their own.

Corporate Scout

Identifying potentially valuable tech, and creatures then bringing them back for evaluation is the primary function of a Corporate Scout. Payment for their services often comes as a cut of the profitable resources they acquire.

Equipment: Scimrahn Plasma Gun, Plasma Clip (10 Clips 7 Rounds), 12 gauge Pump Shotgun, 12 gauge Ammunition (200 Rounds), Scimrahn Wrist Comm/Comp, Scimrahn Heavy Armor, Binoculars, Night vision goggles, Vac-suit, Large hiking backpack (holds up to 25 KG), Light tool kit, Jeep, CB radio, 2 weeks food, Diary, 1000m cord 2000kg tensile strength, grappling hook + spikes, hammer/hatchet, 10 signal flares, flashlight, 4 refillable lighters butane (20 refills), video camera, still camera, 100 (200 liter) garbage bags, soap, sleeping bag, water filter, extra filters, gas mask, large survival knife, tent, 10 bungee cords (.3m long stretches to 1m), canteen.

Skills: Construction Shelter +1, Foraging +2, Hunting +1, HTH Combat +1, Navigation +2, Speak Scimrahn +1, WS Ranged +1, WS Pistol +1, WS HTH +1, 6 skills at +1

Attribute Bonuses
Con +1
IQ +1
Int +2

Starting Pay: ¥40,000 per month plus ¥5,000 x 1d20 in bonuses for finds, double if pre-verified by a company scientist.

Corporate Bodyguard

Even when embedded with military forces, corporate agents are responsible for their own security.

Equipment: Heavy Laser, Energy Backpacks (2 Backpacks 125 Rounds), Particle Beam Gun (2 Backpacks 25 Rounds), 12 gauge Pump Shotgun, 12 gauge Ammunition (200 Rounds), Knife, Scimrahn Wrist Comm/Comp, Scimrahn Heavy Armor, Binoculars, Night vision goggles, Vac-suit, Grenades (5), Large hiking backpack (holds up to 25 KG), 2 weeks food, 1000m cord 2000kg tensile strength, grappling hook + spikes, hammer/hatchet, flashlight, 4 refillable lighters butane (20 refills), soap, sleeping bag, water filter, extra filters, gas mask, tent, canteen.

Skills: Ambush +2, Camouflage +1, Detect Ambush +1, Explosives +1, HTH Combat +3, Sniper +1, Repair Weapon +1, WS Thrown +2, WS Ranged +3, plus 4skills at +1

Attribute Bonuses
Str +3
Con +2

Starting Pay: ¥80,000 per month

Corporate Scientist

Being able to evaluate new technologies, materials, and organisms for their potential profitability streamlines the resource acquisition process for the company. A corporate scientist understands what their employer is looking for in a find.

Equipment: 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, ICA Personal TRSD, Scimrahn Light Armor, Binoculars, Night vision goggles, Vac-suit, Bio-Sample Containment Unit, Haz-mat Containment Unit, Portable Smart-Microscope and protective case, Diagnostic Computer, surgical tools, Digital Camera with lowlight, Laptop Computer, Disposable Surgical gloves (300), Geiger Counter, Flashlight.

Clearance: Access to appropriate Corporate files and labs.

Skills: Biology +3, Botany +2, Chemistry +3, History +3, Mathematics +3, Physics +3, Psychology +3, Computer Operation +2, Computer Programming +2, WS Ranged +1, HTH Combat +1, plus 3 skills at +1

Attribute Bonuses
Int +1
IQ +4

Starting Pay: ¥100,000 per month plus ¥5,000 x 1d10 for pre-verification of a find.

Corporate Character Tables

Background Roll 1d100

1-10	You rose from the bottom ranks of your company through determination
11-15	You were headhunted for this position. The money looked good so why not?
16-20	Escaped the streets by doing anything the corporation asked
21-25	You haven't always seen eye to eye with the corporation but you have bills to pay
26-35	Dealing with your superiors is miserable but leaving isn't an option
36-40	Flooding destroyed your family home and you moved to a hyper dense city.
40-45	The home you leave was comfortable and full of love.
46-48	You were in an office position that was killing you. Hopefully this is better.
49-52	There was only one employer where you come from and you're still tied to them
53-60	Your options were to join the military or tie your life to a corporation to survive.
61-80	Born and raised in a megacity
81-85	This job was your one chance to make a difference so don't want to mess up
86-88	Started out as a relief aid worker and have moved through many positions.
89-94	Giant dust storms consumed your town
95-100	Your memory of the past is hazy, you suspect you might be a clone.

1-20	Skinny
21-40	Lean
41-70	Average
71-95	Husky
96-100	Obese

Age

1-5	18-20 years
6-35	21-25 years
36-60	30 years
61-70	31-35 years
81-90	36-40 years
91-100	41+ years

Age Modifiers

18-21 years	+1 STR
22-25 years	2 Skills, +1
30 years	2 Skills, +1 Pay +10,000 Yen
31-40 years	4 Skills, +1 STR -1 Pay +20,000 Yen
40+ years	6 Skills, +1 STR -1 Con -1 Pay +30,000 Yen

Hair Color

1-30	Black
31-60	Brown
61-85	Blond
86-100	Red

Eye Color

1-20	Blue
21-25	Green
25-26	Yellow
27-65	Hazel

66-99	Brown
100	Two Different Colors

Attitude

1-6	Devious, not evil but has a knack for scheming
7-12	Brave, takes risks when there is something to be gained
13-18	Fearless, takes risks even when they are unnecessary
19-24	Cold, Emotionless, +1 to PSY
25-30	Flamboyant, Dynamic, always on the move +1 to CHA
31-36	Patient, will take small but determined steps to reach a goal
37-41	Greedy, will go for the gold, no matter who or what is in the way.
42-47	Hyperactive, fun for a little while but gets annoying +1 to REF -1 from CHA
48-52	Backstabbing, will join forces quickly to get the job done but turn on his "allies" as soon as it is convenient.
53-58	Aloof, thinks very highly of themselves
59-64	Competitive, always has to do it better
65-70	Loves Gadgets, plays with every unusual trinket and tool +1 to DEX
71-75	Honorable, will not do anything that could be considered underhanded or cowardly. +2 to PSY
76-80	Focused, stays on task no matter what.
81-85	Comedian, always trying to get people to laugh +1 to CHA
86-90	Heroic, will disregard personal safety in order to help others.

91-95	Villainous, gains joy from watching others suffer.
96-100	Determined, does whatever it takes to get the job done.

Bonus Table One

1-5	Corporate big shot owes you a big favor.
6-10	Strong Voice +2 Command skill
11-15	You look like a Kelrath with a little work, slipping in and out of settlements is much easier.
16-20	Computer Geek, +2 Computer Operation, +1 Computer Programming.
21-25	Paid attention in health class +1 to First Aid
26-30	Grew up in a rough neighborhood +1 HTH Combat
31-35	Took Karate for a while +2 HTH Combat
36-40	Black Belt in Martial Art of choice +6 HTH Combat
41-45	Marksman, +2 WS Ranged
46-50	Secretary of a corporate big shot likes you, will get info. and more whenever you want
51-55	Wealthy, start game with 400,000 Yen extra
55-56	Found a map leading to a hidden treasure!
57-61	You were the boxing champion in high school. +1 STR +1 CON +2 HTH Combat
62-65	Savant. You learn one skill at half the Experience Point cost.
66-70	Strong immune system +2 to Con
71-75	Very large, ignore random size table results, 2.3 m tall, 175 kg.+4 STR +2 Con +2 HP

76-80	Ambidextrous either, no Drain for firing wrong handed
81-85	Ambidextrous both, can use both hands equally well +1 Action per turn, no Drain for firing wrong handed.
86-00	No Bonus

Bonus Table Two

1-75	No Bonus
76-80	Gifted, +4 to one attribute, players choice.
81-85	Ace +6 to AGI or Dex, one attribute, players choice.
86-90	Strong Mind, +2 to IQ, +2 to Int, +4 to PSY.
91-95	Famous +6 Fame Points
96-00	Charming, +6 to CHA, The character can charm just about anyone.

Limitations Table

A Player may roll up to two times on this table to raise low attributes up four points (+4) each roll. Rolling on this table is not mandatory. However each four point increase requires the character to roll on the limitations table.

1-5	Corporate Bigwig has a vendetta against you
6-10	Trick Knee, must make AGI roll when jumping or running or takes 3 Physical Stress
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. 2 Drain to all Navigation skills.
21-25	Hard of hearing. -1 INT 2 Drain to all Language rolls unless 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 takes 5 Physical Stress and 1 Functional Stress
41-45	Nervous Twitch, gives you away when you're lying.
46-50	Missing Front Teeth, -1 Cha
51-53	Supporting a family back on earth. The character sends half their earnings back home.
54-55	Epileptic, when the character gets any Mental Stress must make a PSY roll or have a seizure. (incapacitated for 1D10 turns)
55-56	Asthma, must make a CON roll during any exertion. 1 Physical Stress per turn until the character stops all exertion for 2D10 turns An inhaler will stop the attack and relieve 5 Physical Stress.
57-61	Bad eyesight (Myopic), 1d10 Drain to distance vision unless the character wears glasses.

62-65	Prominent birthmark covering 1D6 x 10% of the character's face
66-67	Character has six fingers on one hand.
68-70	Prominent facial scar. -1 Cha
71-72	Tormented by the past. Character takes 1 Mental Stress if they are asked about their past back on earth.
73-75	Bald, character is lacking hair atop their head. -1 Cha
76-80	Stutters, 2 Drain to all language skills, -1 Cha
81-85	First language is not English Cantonese or Mandarin.
86-00	No Limitation

Maps

Very little metal is used in building things on the planet. The Scimrahn and all the other cultures of The Artifact use a material called CCC (Carbon Ceramic Composite), A stone like material that is composed of micron thick layers of diamond laced with molecular carbon cords. This is the same material that the Hexes are built from, ground down and reconstituted into new forms. There are different qualities of CCC used for specific purposes. The layers are glued together by a ceramic material. The aggregate of which is a strong but surprisingly flexible material. CCC can be recycled by having a Hosent grind up chunks of it and reconstitute the materials.

To Be Determined

This page is mostly a placeholder. This is where the maps section will go eventually. Why is it not here now? Because it's a lot of images that will make the file bigger. 3rd edition maps may pass right through if I want any of this done in any short order.

Rules

There are only a few rules in this game. What you will find a lot of are tools. Rules should always be used during play, while tools are there to enhance the game experience but they aren't always needed to handle every situation.

In this game, players take on the roles of various characters, creating a story told by the group and mediated by the rules. Players take turns declaring what they want their characters to do and then test if the characters can do what they set out to by using the tools.

In many situations simply saying that the character will follow a course of action is enough for the group to accept that it has happened in the story. Only when the character's action is challenged by another player, often the Facilitator, or the result of a test would be interesting to the story do the formal rules need to be used.

Players

One of the players in the group takes on the role of the Facilitator. Even though this role is different than the rest of the players, in most situations where the text references "the players" it usually includes the Facilitator.

The Facilitator is an important job with responsibilities and privileges. They act as a host to the game and its story, their job is to move the story in interesting ways. Interesting in this context means encouraging action and dramatic events. The Facilitator takes on the role of the entire world around the other player's characters, their allies, their enemies and the environment they're in.

What does that look like? The Facilitator sets the stage for the other players to act on. They outline the situation the characters find themselves in and give them situations to react to at first and then respond to the directions that the player characters move in.

The Facilitator also acts as an arbiter of the rules and tools. It's usually best if they have a good grasp on how the game works, although another player can help them navigate rules during play if needed. Knowing how the game will work requires that they've read the rules and are familiar with the tools they'll need for the game to go smoothly.

The Facilitator's role and what it entails are described in more depth in The Facilitator section of this book.

The other players take on the role of a character. They concentrate on this character and attempt to embody them for the other players. Player characters are the protagonists of the sessions they're in. They're the focus of the action, there can be armies or whole cities moving around them but it only matters as much as the player characters can have an effect on them.

Usually the players will slowly discover who their characters are. As they play, they find out more about what the numbers and the various facts that are recorded on a character sheet say about them. Play becomes a conversation about who the characters are, their motivations and their potential. The characters the players take on are often ordinary but facets of their extraordinary eventualities emerge.

The Facilitator may give the players a situation and get their reaction or the players may choose a course and the Facilitator sets in motion what the rest of the world does in response. The story can go back and fourth this way on the small and the grand scale. Play is a conversation. Everyone contributes their own uniqueness to the result.

The Round and The Turn

It's important that each player gets a chance to contribute. One way this happens is each player taking a turn during a round. A round is the period of time it takes everyone to take their turn. Think of it as going "around" the table and everyone has participated even if their choice is to pass.

The order players take their turn can be determined by events in the story or through a tool called initiative. A facilitator can call on players to take their turn when it makes sense that a particular character would act next, they might ask the players who wants to act next or call for an initiative roll when there is a contention about who should go next.

When there is no contention among the players for who should go next in the round, the facilitator can call on who should go next. This is called spotlighting. The spotlighted player calls on the next player that hasn't had a turn this round.

No one should be skipped over for the opportunity to take a turn. No one is required to

act on their turn but if a player is repeatedly not contributing, have a conversation about what is holding them back and how it might be fixed.

Autonomy and Authority

Each player has the right to make their own choices when it comes to their area of authority. Other players can offer suggestions but no player should be forced to take options that are against their wishes. It doesn't matter if certain choices are "optimal" from a strategic, game mechanic or story viewpoint, each player has the right to choose what they will do under their own authority.

Each game group has the right to remove players that abuse their authority and make others uncomfortable either by their in game actions or their behavior at the table. Efforts should be made by the group to politely communicate that the player is making people unhappy, what they might do to fix the problem and give them a chance to change the offending behavior. If they cannot or will not change, then they can be removed and find another group that will better suit their choices.

The players have the right to make narrative choices for the characters they control. They can make use of any tools they desire to effect the narrative of the game. They cannot arbitrarily make changes to their characters that are defined by tools. They also cannot make choices for characters that are under someone else's authority.

The Facilitator has the right to create narrative elements, introduce content from the game books and create their own content to include in the game.

The Facilitator also has the right to delegate the control of in game narrative elements to the players temporarily or permanently if that player is willing. They may allow a player to take control of equipment, one of the Facilitator's characters or generate certain narrative elements in the game.

The Facilitator could delegate the narrative description of the environment characters travel through or the clothing characters under their control are wearing. They could also delegate the action of certain tools to another player that wanted the responsibility. In this way the Facilitator can lighten their load of responsibility and concentrate on elements they enjoy. No player can be forced to take on a delegated task

and the choices a player makes with their delegated authority are binding until the Facilitator takes back that authority.

Time

Time can pass in the game at different rates. The more exciting and difficult the situation, the slower time usually passes during play.

When action is fast paced and instant choices need to be made, turns are 10 seconds long. This pace of play frequently makes use of the initiative process tool.

If the characters are building, traveling, fixing or in other words doing important things but it's not interesting to explore moment by moment, a turn can be minutes or hours of in game time. In these turns, the order of who goes first is less important and can make use of the spotlighting process.

If very little is happening, for example the characters are healing, taking on significant crafting projects or traveling large distances, a turn can be days or even weeks long. Again spotlighting is usually employed here.

Persistence and Continuity

In game, narrative elements are considered persistent. They exist in the game until they are removed narratively or through tools. If an object or character is introduced by the Facilitator or other player that has been delegated the authority to do so, any other player can react to the existence of that in game element. They can interact with these elements in a way that is consistent with the narrative or tools.

The continuity of the narrative and tools should be maintained for a character group from session to session. Although in game time may pass between sessions, the situation that the characters are in is maintained and continues for that character group unless the player group as a whole agrees to change the overall narrative.

Event Resolution

During play, the emphasis is on the parts of the story that players find interesting. While doing so, making the events consistent is important for immersion. If the characters can easily rig an explosive to destroy an enemy base one session

but can't do the same in a later story, we lose credibility in the telling.

So what fits the criteria of "interesting?" All you need is something that the players want to explore. One way of finding the things that are "interesting" is by looking for what the consequences of making a choice will be. If the player makes a choice that changes the story in some way, it's probably interesting. It doesn't have to be a large change either, small changes can become significant in time.

To hit the two criteria of interesting and consistent requires some flexibility. It might be interesting for the players to manage their supplies in a situation where scarcity is a concern but we don't need to explore the minute by minute process of eating the food they conserve. We fast forward through the mundane parts and concentrate on the things that impact the character's end goals.

In the same way, many technical characters have the ability to dramatically alter the direction of the story being told but their efforts take time. A detailed consideration of those efforts is not the focus of the interest. To get the parts we want from their efforts but not the brute effort they would have gone through, we treat time as elastic. The flow of time changes according to the needs of the interest of the players. If the Facilitator is comfortable with it, this may even allow the characters to retroactively explore preparations the character might have made.

This focus on the interest of the players and flexibility leads into the question of when to use formal tools for resolving an event in the story and when to just talk it out. Whenever possible, the story is explored through a conversation between the Facilitator, and players.

Rolling dice still has a significant place, and can make up most of the time at the table. The reason is, the dice are used to resolve when there is contention about the outcome of an event. At any point when two players, including the Facilitator want different things, there is a contention between them and this means there's something interesting to explore. It is the part of the story where the characters are pushing their limits when the dice come out.

The formal resolution system gives the game three things, consistency, detailed descriptions and periodic surprises.

The consistency comes from a rate of success given by the statistics like attributes. Even with the randomness of the dice, the players can predict how often the characters can expect to succeed and not worry about arbitrary measures like if the other players permit a course of action. If the dice say they can, they can.

The detailed descriptions come from the mechanical resolution of an action. The resolution process describes aspects of the in game action. Very often a highly descriptive story comes out of recounting the results of following the dice rolls.

Periodic surprises are important to keep play from getting stale. Here, these surprises are accomplished by the tiered resolution system that occasionally gives a character more tools to accomplish their goals.

It's recommended to use the formal resolution system when a character opposes one of the player characters, when the player characters are opposed by their environment, when a there are hidden factors the characters are not aware of and when a character's skills could better reflect events than the player's.

Path Explains

When do you roll the dice? When dice rolling is interesting. But what does that mean?

Sometimes the players want to roll the dice, because a roll says when their character is able to get things done. They might want their brilliant character to think of a solution for them. They might want to use their muscle to solve a problem.

Rolling can also provide unexpected answers. In fact if it doesn't, maybe it's not worth rolling at all.

Most of all rolling gives the players the right to claim success because the dice said they succeeded.

What does rolling look like? Pick up a D20 and maybe some D10s if you've got Boosts or Drains. The Facilitator can try and remind you of how many D10s to roll if you forget.

Roll all those dice at the same time. On the D20, compare it to the Attribute numbers on your character sheet and see how many successes you get.

If you're rolling D10s, you pick how to apply the dice to any Boosts or Drains you have. Arranging the dice to benefit you the most isn't cheating, it's how this is supposed to work.

Tools

When a tool is helpful, interesting or informative, use it. Each tool given here will describe when you might want to use it. It will describe its effect on the game if you do use it and what other tools you'll need to make everything work. Lots of tools work together to make your game better.

Each tool is a module that connects to other tools. If one or more tools don't work for your style of gaming, You can modify or replace them with your own designs.

Attributes
Use: The Attribute tool is a way of assigning a concrete value to a character's ability and forms the basis of the mechanical resolution system of the game.

Effect: A character can be tested to see if they can accomplish a narratively interesting task. Instead of a player just describing an action and its results, the player tests the character's attribute and the test gives an answer that is sometimes unexpected and generates novelty.

Connects to: Success tiers, Boosts and Drains, Initiative, Stress.

Avoid When: Carrying out mundane or simple tasks or any time the character has abundant time and the opportunity to try again.

There are nine attributes that describe a character in mechanical terms. Attributes are broad categories of a character's raw ability and are assigned a number from one (1) being barely able to accomplish the task to twenty (20) being the upper limit to unaltered human potential while average human ability in any attribute has a rating of six (6).

When a player rolls against an Attribute, they roll a d20 with the goal of rolling equal or less than the Attribute. This means that the average person on any skill test only has a 30% of a basic success which doesn't give very good odds. Skills, situation and equipment are often vital to bringing the chance of success up, this will be described in the Boosts and Drains tool.

The nine attributes are divided into three groups. The three categories of attributes are Physical, Functional and Mental. These groups help to remember what kinds of rolls the attributes are used for but they play an important function when it comes to the Stress tool.

Physical attributes are Constitution, Strength and Reflex. These describe the character's bodily ability.

Functional attributes are Agility, Dexterity and Charisma. These describe the character's ability to act with precision in different situations.

Mental attributes are Psyche, Intuition and IQ. These describe the mental and sensory abilities of the character.

Physical
Con - Constitution is the physical toughness of the character. It's their ability to endure pain from wounds or the pain of exertion. It's their ability to take a punch, to keep going when they've lost blood, to keep traveling kilometer

after kilometer. Constitution sets the base level of a character's hit points.

Value	Comments
2	Tires easily
4	Lazy
6	Average adult
8	Good staying power
10	Tough
12	High tolerance to pain
14	Marathon runner
16	Iron man athlete
18	
20	Unaltered human limit

Str - Strength is the muscle power of the character. This is their ability to lift, run and hit. A higher Strength increases a character's hit points. A character can easily lift a number of kilograms equal to their strength attribute. If the character rolls against strength, they can lift an additional four (4) Kilograms per point of strength per success.

Value	Lift	Comments
2	32 Kg	7 year old's average strength
4	64 Kg	Wimpy
6	96 Kg	Average adult
8	128 Kg	Athletic
10	160 Kg	Muscular
12	192 Kg	Body builder
14	238 Kg	
16	272 Kg	Unusually strong
18	306 Kg	Champion strong man
20	340 Kg	Unaltered human limit

Ref - The physical speed of the character's reactions. It is used to find out how much a character can do in a turn and how fast they take action as opposed to other characters. Reflex is the physical speed of the character. It can be used in initiative rolls to determine who goes first and how many things the character can do in a turn.

Value	Comments
2	Pokey
4	Rather slow
6	Average adult
8	Good reaction time
10	Quick on the draw
12	
14	Hyperactive

Value	Comments
16	Fastest gun in the west
18	Martial arts master
20	Unaltered human limit

Functional

Agi - Agility is the athletic accuracy of the character. It is the gross motor skills they have. It is their ability to throw accurately and hit a target.

Value	Comments
2	Klutz
4	Butterfingers
6	Average human
8	Athletic
10	Graceful
12	Professional athlete
14	Cat like
16	Olympic Gymnast
18	Poetry in motion
20	Unaltered human limit

Dex - Dexterity is the character's ability to use their hands with precision. It includes their fine motor skills. This is their ability to fix things, operate computers and pilot vehicles.

Value	Comments
2	No hope
4	Clumsy
6	Average human
8	Handyman
10	Video game ace
12	Talented enough to fly a helicopter
14	Race car driver
16	Ace fighter pilot
18	
20	Unaltered human limit

Cha - The ability to connect with others socially. This attribute can be used to influence other characters through communication. Charisma describes the character's social skills. It's the character's ability to persuade, curry favor from others and even intimidate them.

Value	Comments
2	People often do the opposite of what you suggest
4	Your suggestions just bring laughter
6	They might listen if you have a great idea

Value	Comments
8	Usually a follower
10	You are taken seriously
12	Often gets their say
14	Effective leader
16	People look up to you
18	Your opinion is sought after
20	Could win major government elections

Mental

Psy - Psyche is the character's strength of personality. It's their self image, their determination, their force of will. This is how well they know themselves and their own motivation. It also represents the character's willpower.

Value	Comments
2	No moral moorings
4	Easily influenced
6	Average adult
8	Stubborn
10	Strong sense of self
12	Disciplined mind
14	Never quits
16	Highly focused
18	Indomitable personality
20	Unaltered human limit

Int - Intuition is the character's ability to take in and process information. It embodies their ability to notice details that others might miss. It's their ability to hone in on tiny details that are out of place. It's their ability to sort confusing events and understand what is happening.

Value	Comments
2	Oblivious
4	Huh? What happened
6	Average
8	Alert mind
10	Observant
12	Keen eye for detail
14	
16	Eyes in the back of their head
18	Nothing gets past them
20	Unaltered human limit

IQ - IQ is the character's ability to remember facts and apply logic. This is the character's ability to apply rules to situation and predict likely outcomes.

Value	I.Q.	Comments
2	80	Drools a lot
4	90	Chess is too hard
6	100	Average adult
8	105	Good Student
10	110	Smart
12	115	Quick mind
14	120	Nearing genius
16	160	Genius
18	180	Try a game show
20	200	Unaltered human limit

Success Tiers

Use: Success Tiers reward good rolls and help to emulate higher effort and skill in a character.

Effect: Success Tiers add surprise to rolls and add mechanical depth to the game.

Connects to: Attributes, Boosts and Drains, Initiative, Stress.

Avoid When: A simple binary test of skill is needed.

Each attribute has five tiers of results. The first tier is failure when the d20 is higher than the attribute. The next tier is a success, each tier after the first adds a success which can be spent to get better results from a roll. Each tier is half (rounded down) the value of the last so a tier 2 roll is half of the attribute's value. These tiers are recorded on the character sheet and in stat blocks so the players do not have to calculate the tiers during play. The players roll and take a number of successes based on the roll they made.

It may sound strange to have more than one success for a roll. After all, if the character had a goal and they succeeded, what does getting more than one mean? In this case, it means the character was able to accomplish a greater degree of success from their effort. They might have noticed more or acted with greater precision. They could have remembered more information or resisted pain better. In the case of initiative rolls, they act faster and do more.

The following table lists all the attribute values and the success tiers that go with them. When an attribute is rolled against, the player rolls a d20 and checks the result. If the dice roll is equal or lower than a tier's value they go with the greatest number of successes they can get for the roll.

Failure	Attribute Tier 1	Tier 2	Tier 3	Tier 4
	Successes 1	Successes 2	Successes 3	Successes 4
2+	1			
3+	2	1		
4+	3	1		
5+	4	2	1	
6+	5	2	1	
7+	6	3	1	
8+	7	3	1	
9+	8	4	2	1
10+	9	4	2	1
11+	10	5	2	1
12+	11	5	2	1
13+	12	6	3	1
14+	13	6	3	1
15+	14	7	3	1
16+	15	7	3	1
17+	16	8	4	2
18+	17	8	4	2
19+	18	9	4	2
20	19	9	4	2
	20	10	5	2

Each tier is half of the last, rounded down. For example, when using the Initiative tool, the player will roll against the character's Reflex.

Attribute	Tier 1	Tier 2	Tier 3	Tier 4
Ref	6	3	1	

If the player rolls six (6) or lower they get one (1) success to spend. Rolling three or under (3) gives them two (2) successes and rolling a one (1) gives them three (3) successes. The main thing the character buys with their successes in the initiative process are actions. The better the roll, the more the character can attempt to do in a turn.

Now let's discuss what this looks like in a stat block. When the Facilitator calls for a roll, the player rolls a d20 and checks against the attribute tiers.

Attribute	Tier 1	Tier 2	Tier 3	Tier 4
Physical				
Con	5	2	1	
Str	12	6	3	1
Ref	8	4	2	1
Functional				
Agi	9	4	2	1
Dex	7	3	1	
Cha	6	3	1	
Mental				
Psy	4	2	1	
Int	2	1		
IQ	6	3	1	

This block is a good example of what the starting attributes for a character could be. Try a few rolls on a d20 against a few different attributes and get a feel for what the chances of rolling against these attributes are like. A lesson to take away from this is the chances of a success is not high. Using the Boost tool with your attribute roll is important to getting successes more reliably.

Many of the tools in this game will specify how to use successes, usually designating "spending" them to get mechanical effects. When a success is spent, it can't be used again for another purpose until another successful roll is made.

Initiative

Use: Anytime there would be a dispute about who will act first or how much a character could accomplish in that turn.

Effect: Orders the game play according to character skill but allowing for variation. Mechanically spotlights characters when they roll well. Characters take turns in order of their success tiers and get a number of actions they can take.

Connects to: Attributes, Success Tiers, Boosts and Drains, Stress.

Avoid When: There's no need to track the order of who goes first. Turns that are long in game time usually don't benefit from initiative. Conversations between characters don't usually benefit from initiative as they usually have their own turn taking flow with the exception being very energetic arguments

When more than one player wants to go first in a round it's time to roll for initiative. This includes the Facilitator. All the characters that will be taking a turn, roll against their Reflex attribute and note their successes.

The number of successes in the initiative roll put the characters in one of five positions in the round order. The characters that got a Tier 4 roll go first, followed by the Tier 3 roll and so on.

If a player wishes, a character can go later in the initiative order. Once their original initiative point has passed, they can take the spotlight at the end of any character's turn.

This could leave several characters in the same initiative position. The facilitator will start by spotlighting one character either their own or one of the other players. The turn order alternates between the players and the facilitator if there are more characters in that Tier. Otherwise the current player can pick the next eligible character they want to go next in their Tier.

Characters start off with one action per turn. They can spend their Reflex roll successes to get additional actions. If you want to keep things simple, this is the default. As the players become more comfortable with the rules, they can spend successes on optional things.

Some effects like ambush can subtract actions the character can use.

If the player spends a success, they can move up one Tier in the initiative order. (This can go above Tier 4)

An initiative success can be spent to get a Boost 1 to all their subsequent rolls this round.

Actions allow the character to roll against an attribute once. This includes rolls used to defend the character. The player should either reserve actions for defense, start with defensive rolls or be ready to take the consequence of not having a defense if they use all their actions offensively. Defensive actions will be discussed in the Actions tool.

Initiative is rolled every round there is a dispute as to who will act first. There should be a dispute for who or what goes first any time there is the potential for fast paced conflict like combat. In general most activities will require rolls during a short ten (10) second turn. This is because the character is trying to do as much as possible in that short time. Even expressing something more complicated than a few words might require an IQ or Charisma roll.

Instead of rolling against Reflex for initiative, a player can opt to roll against Psyche and take a focus round. They get one action that turn and get a Boost 2 to their actions for each success.

Boosts and Drains

Use: When something alters the character's chance of success.

Effect: Allows for internal and external forces to influence success. Adds mechanical weight to things like skills, stress, environment and equipment.

Connects to: Attributes, Skills, Success Tiers, Initiative, Stress.

Avoid When: The facilitator is rolling for stock characters as their base stat blocks are adjusted to take skill into account.

Collectively, Boosts and Drains signify factors that would make an action easier or harder. A Boost is something that makes an action more likely to be successful. A Drain makes the action less likely to succeed.

These modifiers can come from different sources in the story. Skills are a major example of where a character will get Boosts from, another is from using equipment.

Some Boosts are specified by the Facilitator and are situational; they only apply to the action being played. The Facilitator might offer a Boost for noticing a vehicle that is particularly noisy in the distance or firing a weapon at a large target.

Characters can also create situational Boosts by using a Boost Action. This is when a character spends effort to help themselves or others in this turn. (See: Actions Tool)

Drains are often from the effects of Stress which can be found in the Stress tool. These Drains come from the character overexerting themselves and loosing ability from fatigue.

Like Boosts, Drains can also be situational, applied by the Facilitator or they can be created by characters by using a Drain Action. These are actions intended to interfere with another character's ability to act.

Modifiers are represented by a number from one (1) to nine (9).

The modifiers of Boosts and Drains offset each other. The player takes all the Boosts that apply to their roll and arranges them from highest to lowest. They also arrange their Drains from highest to lowest. The highest Boost is paired with the highest Drain. The second highest Boost is paired with the second highest Drain and so on. In many situations a character will have more Boosts or Drains, these still count even if there's nothing to pair them with.

If a Drain is equal or higher than the paired Boost, that pair is eliminated. It is not rolled for.

Each pair of modifiers are rolled for with a d10. Modifiers without a pair also get a d10. If the result is equal or below a Boost, a success is added to the attribute roll. If the result is equal or below the Drain, a success is negated. A zero (0) on the d10 is counted as a zero (0), the lowest possible result.

When in a pair, a roll below both the Boost and the Drain cancel each other out. The goal is to roll between the value of the Boost and the Drain.

Roll all the available d10s at once along with the attribute die. The player picks the order to apply the rolled dice. This makes even low value Boosts valuable as they add more chances to succeed.

Most rolls should only have one to three modifiers on them. There are situations where a player could pile up Boosts but a normal roll will only have a few.

Example

When attacking a large target, offer a Boost of one per meter larger. This effect caps out at a Boost of 9

Example

Fast moving objects get a Drain of one to be hit with an attack for every 100 Km/H (277 Meters/Turn) they are traveling at. So a vehicle traveling at 300 Km/h (831 M/T) has a drain of 3. This Drain caps out at 9.

Example

Fast moving vehicles get a Drain of one to pilot for every 100 Km/H (277 Meters/Turn) they are traveling at. So a vehicle traveling at 300 Km/h (831 M/T) has a drain of 3 to pilot. This Drain caps out at 9.

Skills

Use: When a character has a skill on their character sheet that applies to a roll.

Effect: Allows for proficiency in a type of task independent of the character's attribute and may call for special in game effects.

Connects to: Attributes, Boosts and Drains, Success Tiers.

Avoid When: The facilitator is rolling for stock characters as their base stat blocks are adjusted to take skill into account.

When a character has trained in a specific kind of action, they get a skill.

Most skills can be attempted without having trained in them. They simply don't get a boost and are rolled directly against the attribute. Skills represent proficiency in the task that get a Boost.

Some skills cost more to advance. This is denoted on the character sheet by a (2) or (3) next to the skill meaning advancing cost two or three times as much. These skills cannot be attempted untrained. The skill represents specific knowledge that is required to attempt the task.

Whenever the character wants to use the skill's Boost, they have to roll under the linked attribute to get it.

Focus Skills
For every three points of a skill that the character has, they get a Focus Skill. In the skill description, the available focuses are listed but

commonly they make the skill available under different attributes or enable specific effects.

Skills are listed and described in the Skills section of this book.

Stress

Use: Introduces types of harm that does not require physical damage. Allows characters to take stress to pass rolls they would have failed otherwise.

Effect: Creates tension for situations that are not directly life threatening. Evens out effects of random dice rolls.

Connects to: Success Tiers, Attributes, Drains.

Avoid When: No consequence is needed for rolls.

Stress is a measure of strain or exhaustion the character is under. Various effects will cause characters to take points of stress during game events. As stress on the character builds they have a harder time accomplishing things.

Characters have three categories of stress, Physical, Functional and Mental just like the Attribute groups. When a category takes 5 points of stress they are strained and get a Drain with a value of 4. If the character takes five more stress in that category the Drain becomes a 8. The next five stress in that category creates a new Drain 4. This repeats for however many strains the character takes. Every third strain, a new Drain is created.

Each stress category has a key attribute that sets a soft limit to how much stress the character can take in that category. The key attribute for Physical is Constitution, for Functional the key attribute is Agility and for Mental stress it's Psyche. At any point that the character has as number of strain as the key attribute level, they must roll against that attribute. This takes an action if the character is under initiative. The number of successes they get is how many turns before they have to roll again. If they fail, the character collapses under the strain they've taken. They are not able to make any rolls or move on their own but are conscious.

Extra Effort

Whenever a character rolls, they may take stress in the category of the attribute they're rolling under to improve the result. For every stress

point taken, the player's Attribute roll on the d20 die is reduced by one.

Using Extra Effort allows the players to pass rolls that are important to them. There is a cost to doing this too much, but it can save the character's life in many situations.

Getting Rid of Stress

Eating
Characters can relive one physical stress by eating half a Kilogram of food (500 g). Eating more than 2 Kilograms of food in a single meal requires a Constitution roll to keep eating.

Resting
Resting for one hour relives one point of stress of any kind. The player may roll against Constitution and relive one point of stress per success.

Example

A character rests for one hour. They are aware of what is around them and can react. They automatically relive one stress point of their choice, and the player rolls against their Constitution getting one success. They then relive one more point of stress of their choice.

Sleeping
Each hour of sleep relives one point of stress from each of the three stress categories. If the character sleeps for four or more hours, the player can roll for Constitution and reduce one additional point in each stress category for every success.

Example

A character sleeps for eight hours. In each of the three stress categories they relive eight points of stress for a total of 24 points. Because they slept for more than four hours the character rolls against Constitution and get two successes and remove two more stress of the player's choice.

Sacrifice

Use: Allows the character to pass rolls they have failed or to gain an extra success.

Effect: Decouples success or failure from the dice.

Connects to: Success Tiers, Attributes, Boosts and Drains, Offense Stunts.

Avoid When: Playing with newer players.

A player can volunteer to the Facilitator to sacrifice something to gain a success on a roll. This is very subjective to the situation and the satisfaction of the players. A sacrifice can seem appropriate in one situation but not work in another.

Sacrifices are interesting when they will generate tension in the story down the line. It can also be interesting if the sacrifice makes reasonable sense in the situation.

Some ideas for sacrifices are as follows.

2 HP off the Character
10 HP off equipment
Loss or using up a weapon or its ammunition
Using up 2 of an item's Boost
Loss of food reserve
2,000 Yen of currency or equal value in items

Actions

Use: Allows players that roll well in initiative to get the spotlight for longer.

Effect: Sets up speed as a viable mechanical goal and requires players to strategize their choices in a turn.

Connects to: Initiative, Success Tiers, Attributes.

Avoid When: There is no time restrictions on a character. When the characters are out of the initiative system.

Getting actions during an initiative round and spending them in different ways is called an "action economy". Each action gives the player choices. Having more actions does not guarantee better outcomes but gives more opportunities to succeed.

Offense Actions

There are different ways to spend actions. One action type is what is called an offense action. In this action, a character rolls against an attribute to put a mechanical effect on another character. With this type of action, the character rolls against an attribute and successes are used to increase the mechanical effect applied to the other character by buying stunts.

Path Explains

If a character attacks another character, physically, socially, mentally, whatever, they're making an Offense Action.

If they get at least one success that means the action worked.

Defense Actions

The corresponding action type is a defense action. This type of action is used to negate the successes of an offense action. Each success in a defense action applies to all offense actions of the same type in that turn. A player should consider having successful defense actions in place before using all of their actions. Defense actions are the one kind of action that can be taken outside of the initiative order.

When an offense action is taken against a character, if they have any actions available they can immediately use one to protect themselves. The player rolls for the defensive action on an appropriate attribute and applying any Boosts or Drains that apply. Any successes for this defensive action reduce the successes of any actions of that type for the round.

Each kind of action may have a different Attribute and Boost that apply to it. Physical attacks against individuals can be defended from by using Reflex and the Dodge skill, Strength and the Running skill, Block and Agility or Intuition and Hiding. There are different effects that go with each of these skills but any one of them can be used to defend against an attack. Skills will describe what they may be used to defend against.

Path Explains

When a character has an Offense Action taken on them or they think they might be subjected to one, they can spend an action to protect themselves.

Each success on a Defense Action reduces the successes of types of Offense Actions against the character for that round. Dodging around or running makes a character harder to hit, but it won't protect against a social Offense Action where they're calling you names.

Test Actions

A test action allows a player to gather information with an attribute roll. The Intuition and IQ attributes are often used in this type of

action but it also includes simple tests to see if a character can accomplish a task quickly or accurately that isn't opposed by another character.

Test actions should always have a consequence, or a failed roll doesn't mean anything. This consequence is often spending time but many other consequences could be taking stress, missing vital information or possibly getting wrong information. If there is no consequence to the test, it probably doesn't cost an action.

When there are small details or odd facts that the characters could pick up the Facilitator may call for a player or players to make an Intuition or IQ roll.

Players may also call for a Test roll and describe what they're looking for.

Intuition is rolled for when there is something the character could notice with their senses. The IQ attribute is used when the character may know something the player wouldn't.

On the first success, the Facilitator can offer a description of what the character becomes aware of from the roll.

With any successes not spent for the description the player can ask a yes or no question for each success. They may even forgo the description if they want to gain an extra question. If the character could possibly become aware of the information from their senses with an Intuition roll or from logic and prior knowledge with an IQ roll, the Facilitator answers the question. If the awareness is not available to them the question is still spent and their character can't discern that information.

The facilitator may offer more than just a yes or no answer if they want. Usually this is in the form of describing the nature of the obscuring factors involved.

Boost Actions
Boost actions are used to create more favorable conditions for certain types of actions. The player should describe what the character is doing to gain the Boost and what type of action they're helping to accomplish. Each success builds up a Boost that will help the character and possibly others.

Designate a character that will get the Boost. For each success, a Boost of 2 is created for that character to use.

The player can spend additional successes to increase the Boost by 2. They can spend a success to share the Boost with another character. They may also spend a success to extend the Boost another turn.

Drain Actions
Drain actions create difficulty for another character for certain types of actions. The player should describe what the character is doing to inflict the Drain and what type of action they're interfering with. Each success builds up a Drain that makes things harder for one or more characters.

Designate a character that will get the Drain. For each success, a Drain of 2 is created on a character.

The player can spend additional successes to increase the Drain by 2. They can spend a success to apply the Drain to an additional character. They may also spend a success to extend the Drain another turn.

Advanced Option

For groups of characters performing the same action, roll once for the group with a Boost equal to the group size up to 9. One in every five of the actions equals one success.

This can apply to Initiative rolls, Offense, Defense and Drain actions. Boost actions only get a +1 for the group per success.

Motion
Use: When figuring out how far characters have traveled. When theres a chase.

Effect: Allows travel to be gauged. Also allows for speed to be expressed in a concrete manner.

Connects to: Range, Survival Tests.

Avoid When: Dealing with small distances or long travel times and Survival Tests would be a better fit.

When something moves, it does so at a rate described as a distance over time. Distance is measured in Meters and Kilometers (1000 Meters). Motion of less than a Meter is not considered mechanically significant but may be

narratively significant. When the speed of a character or vehicle is given, it is written in meters per ten second turn (M/T) or Kilometers per ten second turn (Km/T) and Kilometers per hour (Km/H).

Running
Humans can move at a jogging speed for one minute (six turns) at 20 M/T. They can spend an action to run, each success on a Strength roll adds their Strength to the number of meters they run that turn.

Walking
Humans generally walk at a speed of 3-5 Km/h or 10-14 meters per turn. Walking at 10 M/T does not require any rolls or actions.

When walking distances, roll against the character's Constitution. For each success the character travels for 1 kilometer per success with no penalty. If the roll is failed the character travels 1 kilometer (15-17 minutes) and takes a Physical Stress.

Horizontal Jump
Adult humans can make a standing jump 1 meter horizontally without a test. To jump larger distances, roll against the character's Agility, for every success they jump ten cm per Strength point further.

This means a character with an average Strength of 6 can routinely jump 1 meter but with one success can jump 160 cm. With two successes, they can jump 220 cm.

With a running jump, they can double that distance. So the average adult can run and jump 2 meters without test.

Vertical Jump
Adults can jump 30 cm straight up without a test. To jump higher, roll against the character's Agility and add their Strength value in cm per success.

This means a character with a strength of 6 can routinely jump 30 cm straight up. With one success they can jump 36 cm and with two successes can jump 42 cm.

Climbing
A human can climb 10cm multiplied by their Strength attribute, plus 30cm for each success from a Strength roll.

Failing a climbing roll does not mean the character falls. It only means the character does not progress that turn. A character only falls when they collapse due to Physical stress.

Swimming
A character can swim 25cm multiplied by their Strength, plus 1 meter for each success from a Strength roll.

Failing a swimming roll does not mean the character drowns. It only means the character doesn't move on their own. The character only starts to drown when they collapse due to physical stress.

Wounds
If a character loses half their hit points their movement is cut in half.

Vehicle Movement
Unlike characters, vehicles cannot move in combat unless the pilot rolls for piloting or a vehicle performance point is spent.

Range
Use: To determine if an effect can reach a distant point.

Effect: Allows for distance based tactics and character skill to play a part in ranges.

Connects to: Motion, Success Tiers.

Avoid When: Distance is not a significant consideration.

A large number of effects happen at a distance, these effects have a range given in Meters or Kilometers. Things like sensors, weapons and explosions have a range. A success can be spent to increase the distance of the effect by its range value. Weapons have a Damage Drop that is applied each time the range is extended this way.

Path Explains

The ranges given for weapons and sensors are not the absolute limit of the distance they can act on. Each success increases the range but reduce a weapon's damage.

For example a Heavy Laser with a range of 200 meters can hit a target at 400 meters if a success is spent. Anything over the original 200 meters gets a damage drop of -15 points. A second success increases its range to 600 meters but takes another damage drop. This can be done as many times as the character has successes to spend.

Vision and Sensors

Humans with good eyesight can make out details in their field of view up to about one kilometer away. They may be able to make out the movement of objects further than that. The size of the Grier structures in The Artifact are immense. In many instances a character may have a clear line of sight to things over ten kilometers away but unless its very large, they would not be able to make out any detail.

The exception to this is if it's giving off light. In a dark Grier, a character might be able to notice a bright light over ten kilometers away. Even this would be an indistinct point of light with its only features being brightness and color.

Vehicles and structures may have sensors that allow them to detect things around them. Even though there are different technologies for what are called sensors, they are all intended to enhance the ability to detect things in an area.

Damage

Use: Allows physical harm to be represented mechanically.

Effect: Creates tension from the threat of physical harm.

Connects to: Attributes, Armor.

Avoid When: Harm is not physical in nature.

When a character or object is physically harmed it takes damage. Anything that can take damage has a number of Hit Points. In general, the Hit Points that an object or character has are how much physical harm they can take before they can no longer function. For a character, losing all their Hit Points means death. Loosing all a vehicle's Hit Points means it can no longer operate. A tool that has lost its Hit Points no longer functions.

If a character takes more than half their hit points in damage, they need a successful Surgery roll made on them or they will die. Have the player roll against their Constitution attribute at the end of an hour. The number of successes delays the next roll for one hour each. If the roll is failed, the character dies.

If anything takes damage ten times its rated Hit Points, very little of it remains.

Large amounts of damage is sometimes abbreviated. For example 1K of damage is 1,000 points, while 1M is 1,000,000 points.

Optional

If a character has their hit points reduced to half or more, they must make a successful Con roll or are incapacitated. Extra successes can be spent for additional turns of being able to act.

Armor

Use: Provides a method for describing physical toughness mechanically

Effect: Reduces the threat of physical harm from some types of harm, allowing the tension to be avoided.

Connects to: Damage.

Avoid When: Harm is not physical in nature.

Some materials are resistant to damage, often because they're especially sturdy. These structures are given an Armor Rating. Every time something with an Armor Rating is damaged, the Armor Rating is subtracted from the damage before any hit points are effected.

Armor is never perfect, there are gaps and angles that reduce armor's effectiveness. Finding these weak points is done by spending a success and reducing the Armor Rating by half rounded down. Each success spent after that cuts the Armor Rating in half rounded down again. (See: Offense Stunts)

Example

In some cases the GM may need to know how to estimate how much damage an object can take. This information can be used as a benchmark for those estimates. The Hit Points of a material increases for each centimeter in thickness. The Armor Rating stays the same.

hex walls AR=10 HP=10 per cm
light plastics AR=2 HP=1 per cm
plastics AR=1 HP=2 per cm
industrial plastics AR=4 HP=4 per cm
super hard plastics AR=5 HP=5 per cm
dirt/earthworks AR=0 HP=5 per cm
brick/stone AR=3 HP=1 per cm
iron AR=7 HP=10 per cm
mild steel AR=8 HP=10 per cm
hardened steel AR=15 HP=12 per cm
armor alloys AR=30 HP=15 per cm

Force Fields

Use: Provides a refilling reservoir of Hit Points to shielded objects.

Effect: Creates a strategic goal to overcome in combat.

Connects to: Damage, Vehicle Fire Arcs.

Avoid When: Harm is not physical in nature. Shields are not powered or engaged.

Many vehicles are protected by ion cascade shields. There are other kinds of force fields but most provide hit points that replenish each turn. When all the hit points of a force field are depleted in a turn, the target starts to take damage directly. Force Fields do not have an armor rating.

Most force fields cover a single fire arc on a vehicle. There are exceptions like the Kerdi's shield. These are given the designation "Omnidirectional."

A force field does not always completely protect from attacks. Successes can be used to avoid the protection of the field by attacking windows that are opened for outgoing weapon fire or gaps in-between emitter coverage. The first success spent in an attack avoids half the shield's hit points, the second success spent avoids the shield's protection entirely. (See: Offense Stunts)

Path Explains
If a target has a force field, the field takes damage first. Once the field is depleted or avoided, remaining damage is reduced by the Armor Rating and if anything is left, the target's hit points are reduced.

Passing through an ion cascade shield does one point of damage per 100 HP the shield has.

Ion cascade shields are easily detected by sensors. A vehicle with shields up cannot use Stealth.

Hit Location

Use: When a character does damage to another character. When determining where on a character an effect lands

Effect: Adds novelty to the combat process. Simulates the varying severity of physical harm.

Connects to: Hit Points, Stress, Armor.

Avoid When: Attacking vehicles, use the Vehicle hit location Tool. Attacking inanimate objects.
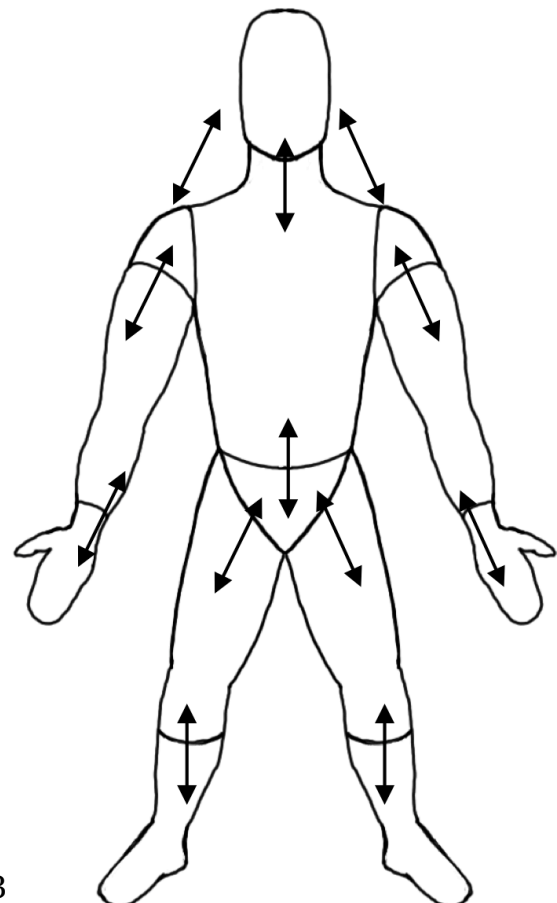
When a character attacks another and they are successful in hitting, where the attack landed is important. Harming different places on the body, changes the effects on the target.

The process of assigning a hit location is called the negotiation and it follows the following process.

The attacker declares where they intended to hit. If they have more successes to spend, they can use a Called Shot stunt (see Offense Stunts) to make sure the attack stays there.

If the Called Shot stunt is not used, or if the defender can remove that stunt with a defense success of their own, they can move the hit to an adjacent hit location if they choose.

Each hit location on the body can change the amount of damage done and the amount of stress caused by the damage.

The hit locations are as follows.

Hit Location	Stress	Damage
Head	10 Physical 10 Mental	Damage x2
Body	10 Physical	Standard Damage
Shoulder	5 Physical 5 Functional	Standard Damage
Arm	5 Physical 10 Functional	Half Damage
Hand	10 Functional	Quarter Damage
Pelvis	15 Physical	Standard Damage
Leg	5 Physical 3 Functional	Half Damage
Foot	5 Physical	Quarter Damage

During the negotiation, the hit location can be moved in the following ways.

Head to shoulder or shoulder to head
Head to body or body to head
Body to shoulder or shoulder to body
Shoulder to arm or arm to shoulder
Arm to hand or hand to arm
Body to pelvis or pelvis to body
Pelvis to leg or leg to pelvis

Leg to foot or foot to leg

Optional

A simplified system for assigning hit location effects is to ignore the hit location for the character's damage and do standard damage and cause 10 Physical stress for each hit.

Encumbrance

Use: When characters lift or carry heavy equipment.

Effect: Introduces tension in resource management and incentivizes lighter equipment. Limits unreasonable access to resources.

Connects to: Attributes

Avoid When: There is easy access to transportation or if the characters are not overloaded.

Lifting

A character can easily, with two hands, lift a number of kilograms equal to their strength attribute for long periods of time. If the character rolls against strength, they can lift an additional four (4) Kilograms per point of strength per success.

Failing a lift roll causes 1 point of Physical stress.

If only lifting with one hand, the character can lift a number of kilograms equal to half their strength attribute rounded down. Strength rolls add 2 kilograms for each point of Strength per success. Failing a roll adds one physical stress.

Carrying

A character can freely carry 1 Kilogram per point of Strength if it is in a container like a backpack or strapped to their body.

Equation

carry mass / STR in kilograms = Drain

This is different than their Wield Mass, the mass they can carry in their hands, which will be explained below. Each capacity is separate from the other. If the character is carrying mass on their back or shoulders, that is one capacity they have. Wielding in their hands is an additional separate capacity.

The following table displays up to a 5 Drain carry mass. Drains up to a 9 are possible.

Str	Free Carry	1 Drain	2 Drain	3 Drain	4 Drain	5 Drain
1	1 Kg	2 Kg	3 Kg	4 Kg	5 Kg	6 Kg
2	2 Kg	4 Kg	6 Kg	8 Kg	10 Kg	12 Kg
3	3 Kg	6 Kg	9 Kg	12 Kg	15 Kg	18 Kg
4	4 Kg	8 Kg	12 Kg	16 Kg	20 Kg	24 Kg
5	5 Kg	10 Kg	15 Kg	20 Kg	25 Kg	30 Kg
6	6 Kg	12 Kg	18 Kg	24 Kg	30 Kg	36 Kg
7	7 Kg	14 Kg	21 Kg	28 Kg	35 Kg	42 Kg
8	8 Kg	16 Kg	24 Kg	32 Kg	40 Kg	48 Kg
9	9 Kg	18 Kg	27 Kg	36 Kg	45 Kg	55 Kg
10	10 Kg	20 Kg	30 Kg	40 Kg	50 Kg	60 Kg
11	11 Kg	22 Kg	33 Kg	44 Kg	55 Kg	66 Kg
12	12 Kg	24 Kg	36 Kg	48 Kg	60 Kg	72 Kg
13	13 Kg	26 Kg	39 Kg	52 Kg	65 Kg	78 Kg
14	14 Kg	28 Kg	42 Kg	56 Kg	70 Kg	84 Kg
15	15 Kg	30 Kg	45 Kg	60 Kg	75 Kg	90 Kg
16	16 Kg	32 Kg	48 Kg	64 Kg	80 Kg	96 Kg
17	17 Kg	34 Kg	51 Kg	68 Kg	85 Kg	102 Kg
18	18 Kg	36 Kg	54 Kg	72 Kg	90 Kg	108 Kg
19	19 Kg	38 Kg	57 Kg	76 Kg	95 Kg	114 Kg
20	20 Kg	40 Kg	60 Kg	80 Kg	100 Kg	120 Kg

For weights heavier than this, subtract the character's free carrying weight and then divide the remaining mass by the character's Strength attribute. The result is the Drain the character gets to all physical and functional rolls.

When the character prepares for one hour to carry a new load, they roll versus Strength and any carrying skill they have. Reduce their carrying drain by one for each success. The character can spend another hour and repack their gear to re-roll the reduction. This replaces the original roll if the player chooses, it does not stack onto it.

Any time more equipment is added or swapped out, the new equipment does not fall under their prepared carry value. They must spend another hour and roll for the new equipment that they will carry or add the Drain of the new equipment weight.

Alternate

For quick encumbrance, count each piece of equipment that weighs more than the character's strength in Kilograms. Each item that weighs more than their Strength level causes a drain. They can roll to reduce their drain as normal.

If the mass is greater than the character's strength multiplied by 10, it cannot be carried.

Wielding

A character can wield one item in each of their hands that weighs up to half of their Strength in Kilograms. Alternatively, they can wield an item in both hands equal to their Strength in Kilograms. If the character wields more in their hands than this limit, they take one functional stress per turn. If the mass is twice this limit they take two stress per turn.

Equation

On hand		
wielded mass x 2 / STR in kilograms = stress per turn		
Two hands		
wielded mass / STR in kilograms = stress per turn		

The character's wielding capacity is separate from their carrying capacity. Wielding capacity applies only to what the character holds in their hands for longer than a ten second turn.

If the character uses an action and makes a Strength roll, they can reduce the stress they take from wielding by one for each success.

If the mass is greater than the character's Strength multiplied by 5, it cannot be wielded in one hand. If the weight is greater than the character's Strength multiplied by 10, it cannot be wielded.

Falling and Collisions

Use: Converts speed in a collision into damage.

Effect: Enables consequences to collisions.

Connects to: Hit Points, Armor, Movement.

Avoid When: Moving at low speeds.

The bigger and faster something is, the more damage that is done when it runs into something else. That's the general idea behind what this tool does.

A collision can't do more damage than the Armor Rating plus Hit Points of the weaker object times two.

The total speed of the collision is important. If two objects are moving toward each other their speeds are added together. If the objects are moving in the same direction, use the difference in their speeds for the collision.

0-30 M/T	0-10 Km/h	No Damage
31-75 M/T	11-27 Km/h	Mass / 50
76-110 M/T	28-39 Km/h	Mass / 20
111-150 M/T	40-54 Km/h	Mass / 8
151-200 M/T	55-72 Km/h	Mass / 6
201-300 M/T	73-108 Km/h	Mass / 4
301-500 M/T	109-180 Km/h	Mass / 3
501-1000 M/T	181-360 Km/h	Mass / 2
1001-2000 M/T	361-720 Km/h	Mass
2001+ M/T	721+ Km/h	Mass x 2

Fall damage is based on the speed the character or object is falling at. Use the collision calculations to find damage. Fall speeds are complicated but use this list as an approximation.

Less than	Speed	Damage	
4 meter fall	62 M/T	mass/50	
9 meter fall	100 M/T	mass/20	
11 meter fall	140 M/T	mass/8	
14 meter fall	150 M/T	mass/6	50% fatality
49 meter fall	200 M/T	mass/4	
199 meter fall	300 M/T	mass/3	
499 meter fall	500 M/T	mass/2	Max human fall rate
500+ meter fall	1 Km/T	mass	

A character's mass may not be specified if the player didn't choose to. Assuming 80 Kg as an average gives a reasonable starting point.

Weapons

Use: Explains the various statistics commonly used in weapon descriptions.

Effect: Explains the use of statistics.

Connects to: Hit Points, Armor, Range.

Avoid When: Not using equipment.

This tool describes the qualities or effects of weapons in the game. These descriptions may carry over to other types of equipment.

This tool also describes special use situations that can apply to weapons and equipment.

Damage

This is the material disruption the weapon causes. Damage is taken off of the target's hit points. Some weapons may have effects listed that modify their damage in certain situations like armor piercing.

Effect

Some weapons do not do damage, but instead have an effect that is described here.

Secondary Damage

Only weapons that have an area effect have a secondary damage. The main damage is applied to a single target at the center of the area effect, secondary damage is applied to the 1d6 targets closest to the center of the blast.

Using a second target hit stunt adds another 1d6 targets that are hit by the explosion. (See: Offense Stunts)

Range

The distance the weapon can reliably hit a target. By spending another success, the range listed is added on to the distance a target can be hit at. Each time the range is extended, apply the Damage Drop to the weapon's damage.

Example

A weapon has a range of 300 meters. By spending a success on the Extend Range stunt, the distance that weapon can hit a target at becomes 600 meters. Applying another Extend Range stunt allows the weapon to hit 900 meters away.

Blast Range

This is the maximum radius that targets can be chosen from in an area effect.

Damage Drop

Each time a weapon's range is extended, the total damage of the weapon may drop by this number. A small damage drop means that the weapons range can be extended many times. A large damage drop may only allow the range to be extended once or twice before there is no more damage left.

Rate of Fire

Many weapons have a Rate of Fire (ROF). This indicates how many times the weapon can attack in a round. Beam weapons like lasers usually have a ROF of one because their beam is constant throughout the turn. Projectile and Plasma weapons fire individual rounds at a target but some can fire many times a turn. The ROF includes the time needed to adjust settings and reload a weapon.

Having a higher ROF makes it easier to hit a target, so most weapons get a Boost of 1 for every three ROF used in that turn, up to a Boost of 9.

When a character uses a weapon that has a rate of fire greater than one, they can split the fire

from that weapon into as many actions as they have or use a single action to control all of the attacks in a burst.

Take the number of attacks the character is making in that action, and for every success spent, one attack in five hits. This is outlined in the Target Hit Stunt in the Offense Stunt tool.

Example

A weapon has a rate of fire of three times in a round, with a single action the character can hit a target once for each success they roll in that Offense Action.

If a weapon has a ROF of 6, and a success is spent, one in five attacks hit the target. One success hits twice but a second, third, fourth and fifth success only adds one more hit each time.

Example

A weapon with a ROF of 15 hits 3 times per success up to 5 success and cannot hit any more beyond that but other stunts could be applied. A weapon with a ROF of 30 hits 6 times per success up to 5 successes.

Overfire

Ranged weapons such as projectile and plasma have a Rate Of Fire (ROF) this is the number of times the weapon can safely fire in a turn. However it is possible to continue to fire over this limit but this runs the risk of the weapon failing. Disregarding the safe limits of a weapon is called Overfire.

A character must use an action for every time a weapon is Overfired. This means the initial actions are used up to the weapon's safe ROF, then an action for each multiple of that ROF.

Example

A G-82 has a ROF of 15. One action could be used to fire a burst of fifteen (15) and then a second action could be used to fire another burst of fifteen (15) for a total of thirty (30) rounds. Or in the case of a GRX-Storm's Main Gun, one attack is used to fire the cannon once (1) which is it's safe limit, but a second attack can be used to Overfire another one (1) round.

Plasma weapons require a successful Repair Weapon roll to disable their safety systems before they can be Overfired.

For every Overfire there is a chance that the weapon will fail. This chance of failure varies by weapon type. Roll a 1D10 each time the gun Overfires.

Projectile Guns	1
Projectile Artillery	2
Plasma Guns	2
Plasma Artillery	3

If the roll is equal or under the number listed, roll on the failure table below.

Overfire Failure Table 1d10	
1-6	Gun jams, repair roll required
7-9	Barrel melts, must be replaced
9-10	Barrel explodes, character or vehicle takes 1d6 x the weapon's damage

Payload
This is the number of times a weapon can be used based on its internal storage. Most weapons with a payload can be reloaded.

A character using weapons that use magazine clips or a replaceable battery clip can be automatically reloaded at the end of a turn. If the player wants the clip replaced in the middle of a turn, the character must use an action and make a successful Agility roll with any Repair Weapon skill for a Boost.

Weapons like knives do not have a payload because there isn't a practical limit to how many times they're used.

Weapons like grenades are not listed with a payload because they are single use.

Mass
This is the mass of the weapon and any ammunition it carries internally.

Cost
The cost for an item is described in Japanese Yen. In 2085 the exchange rate for Yen to American dollars is 20 to 1.

Area Effect (Explosives)
Use: When explosives, gas released, radiation, or any other effect will encompass multiple targets.

Effect: Describes how to apply area effects to a group.

Connects to: Damage, Range, Weapons, Hit Locations

Avoid When: Single targets are in an area effect or the effect automatically impacts everyone in range.

Area effects impact to a primary target that the radius is centered on. This is most often damage but it can be Boosts or Drains that apply to those impacted. A single success means that the chosen target takes the listed damage of the explosive. If the roll is failed, 1d6 targets in the blast range chosen by the Facilitator take secondary damage.

Explosions also do Secondary Damage most often to 1d6 targets in the blast range chosen by the attacker on a success. By spending another success, the secondary damage can hit 1d6 more targets. (See: Offense Stunts)

Area effect damage is not modified by hit location on characters. The damage is considered a torso hit. However the defender can absorb damage with an armor hit location of their choice.

If a vehicle is hit by an area effect the defender picks the Critical Category in the fire arc it was hit from.

Offense Stunts
Use: Adds tactical depth to combat situations.

Effect: Players have opportunity to shine when they roll well and adds novelty to combat.

Connects to: Actions, Success Tiers, Hit Location.

Avoid When: Starting new players, let them get the hang of basic resolution before introducing stunts.

These are stunts the character can spend a success on when making attacks in combat.

Extend Range
This condition increases the distance a weapon can hit by its range again. For example a weapon with a range of 250m can hit a target up to 500m away when using this stunt once, or 750m away using it twice. Each time this stunt is used, apply

the Damage Drop modifier to the weapon's damage. This stunt can be used as many times as possible.

Target hit

The target has been hit by the attack. The first success must be spent on this condition. For multi-round bursts one in five attacks hit their target per success spent. Weapons with a rate of fire higher than one can spend an additional success to hit another target with one in five of the rounds fired hitting that target.

Avoid Armor

Cut Armor Rating of a target in half rounded down. Selecting a second time cuts the Armor Rating in half again.

Avoid Shields

Avoid half the hit points of a target's shields. Selecting again avoids shields entirely.

Called Shot

Designate the hit location of an attack instead of the usual hit location negotiation.

Damage Gear

Damage something worn, carried or handled by the target. Half damage goes to the gear. If this option is selected again, all damage goes to the selected gear.

Wear Down

Cause 10 stress of attacker's choice on a living target or cause a critical hit on a vehicle. Selecting this stunt multiple times can cause catastrophic critical on vehicles.

Lower Damage

This condition can be freely selected as long as the target was hit, this condition does not cost a success to take. Reduce damage done by half but apply another stunt. If selected again, damage is reduced to one quarter. Beam weapons can use this stunt to do half damage to two targets and if selected again, do quarter damage to three targets. Defender picks hit location.

Unarmed Combat

Use: When a character uses only their body to attack another character with strikes like punching and kicking.

Effect: Gives consequences for fighting without weapons.

Connects to: Stress, Damage, Skills.

Avoid When: Contact such as wrestling is not intended to harm a character. Use a drain action for those situations.

A character may be in a position where they are unarmed or they may want to use less than deadly force.

To hit, the player rolls against their Agility attribute plus a Boost for HTH Combat.

A character can inflict physical stress on an opponent equal to their Strength attribute for each success. For every ten points of Physical stress, the hit does one point of damage.

Healing

Use: When characters need to recover from damage they've taken.

Effect: Adds significant consequences to taking damage.

Connects to: Hit Points.

Avoid When: There is the potential for months long down time.

When a character takes damage they must heal to get their hit points back. This can be a long process. It is sped up by characters with the General Medicine skill.

A character gets a chance to heal every six days. Their Constitution is rolled for, each success means that one HP is healed.

If the character gets bed rest subtract one day from the time in between rolls to five days.

With quality care a character makes a successful general medicine skill roll, the Physical stress on the character is reduced and the time between rolls is reduced a day for each success

Social Exchange Stunts

Use: Modeling the effect that persuasive conversation can effect how non-cooperative characters act.

Effect: Allows for social actions to be impactful. Prevents social success from being used as a form of mind control.

Connects to: Attributes, Boosts and Drains, Stress.

Avoid When: Characters are fully cooperative with each other.

When characters interact socially, the first step is to have a conversation about what is being said, what the characters might want out of the conversation and their attitudes toward each other. If there is no conflict between the characters, the conversation just happens as described. However if they want different outcomes (the outcome is opposed), the results of the conversation is rolled with one player initiating on their turn and others defending.

In a situation where characters are having a conversation, players can attempt to apply stunts to characters to influence their behavior. Players who's characters are effected by these stunts do not lose their agency in the character. This is not mind control. These stunts only set up consequences for player choices.

To initiate a Social Exchange the character directs an Offense Action towards another character, rolling for a Charisma or IQ, while adding applicable Boosts. They then spend their successes on stunts.

The targeted player has the opportunity to roll for a Defense Action against Psyche or IQ, any successes reducing the initiator's successes. For each remaining success, the player may choose one of two effects.

Social Stunts

Present a reaction - Pushes another character to react in a way the character would want. The initiating player selects one reaction per success that their character is trying to get the other character to adopt. The defending player can accept the reaction and apply its effects or reject it taking a penalty of 3 stress and selecting their own reaction.

Deny a reaction - The initiating player selects one reaction per success that their character is trying to avoid. The defender can only select a denied reaction by taking 10 Mental Stress. The defender must take one reaction. Conformity is a good target for a deny when trying to influence hostile characters.

Reactions

The reactions and their effects are as follows. Each reaction can constrain a character but will never completely remove their autonomy.

Pressure - The effected character is put under social pressure. They're reprimanded, confused or coaxed in a direction they don't want to take but can't easily dismiss. The effected character takes one mental stress per success spent.

Attachment - the affected feels some kind of attachment, whether amusement, affection or camaraderie with the initiator. The affected gets Drain - 4 to any action not perceived to be in the interest of the initiator. This condition ends if the initiator harms the affected by doing damage or inflicting stress.

Aggression - The affected feels hate, anger, loathing or indignation toward the initiator. They focus their hostile actions on the initiator and have a Drain - 2 to IQ and Intuition based tests while in the presence of the initiator and a Drain - 4 to any actions that are not aggressive toward the initiator. This condition ends when the affected harms the initiator by doing damage or causing stress equal to the initiator's Psyche.

Passive - The affected is either soothed, perplexed, lost or troubled. They lose one actions a turn until they can pass an IQ or Psyche roll.

Coercion - The affected is intimidated by fear of loss or enticed by some kind of situationally significant bribe. Large bribes may give a Boost to the initiator's roll. The affected loses 1 action per turn if they do not work to carry out a reasonable task specified by the initiator. This condition's affect ends when the task is attempted or the initiator is no longer present.

Conformity - The affected is under peer pressure to act as others in their social group or class is behaving. They must follow a behavior that at least appears to be what the majority is doing until the condition ends. This condition ends when the character appears to be accepted by their group. Remember that a hostile character can conform to their own peers and not necessarily the wishes of the initiator.

Path Explains

When you're trying to influence a character that doesn't want to do what you ask, you apply reactions to get them closer to doing what you want.

Just watch out for the Conformity reaction. All it means is they keep doing what people expect of them. If they're a guard, they'll do guard stuff. If they're a merchant, they'll do what's in the interest of making a profit. It's really handy to at least deny them the Conformity reaction.

Relationships

If the initiator can get the same effect on a character three times, they form a relationship based on it and get a bonus to initiate that condition again. Mark down the relationship and the condition it gives a Boost 2 to initiate an exchange presenting that condition on the initiator's character sheet. Each subsequent three rolls on the relationship increases the Boost by 1 to a maximum of 9. They may track up to five of these relationships at any time.

Priorities and Principles

Use: Defines aspects of a character's personality that are important to them and deserve special treatment.

Effect: Allows characters to play out strong convictions.

Connects to: Stress

Avoid When: No strong emotional needs are being expressed. When nothing threatens the character's core needs and desires.

Priorities

Each character starts out with their Priority of Home but they may adopt more Priorities as they play. Priorities are things that are important to the character.

Once per day, if a player feels like a Priority is threatened they can ignore one type of stress for a time. This effect can only be used once per day, regardless of the number of Priorities they have. The player chooses the stress type, either Physical, Functional or Mental that they want to ignore and rolls against their Psyche. For every success, they can ignore that type of stress for one minute. They continue to accumulate stress during this time but it does not affect them until the time elapses.

A player can declare a character is taking on a new Priority at any time.

Principles

Some people have core beliefs that frame how they view the world. When a character has a Principal and social pressure would cause them to act against it, the character does not take any mental stress and cannot be affected by social effects.

If the player takes an action that the Facilitator feels violates one of their principals, the character suffers 10 mental stress.

A player can declare a character is taking on a new Principal at any time.

Reaching the limit

If a character accumulates Mental Stress Five times their Psyche attribute, the conditions they are currently under remain in effect until all the stress they currently have is removed or the player has to declare a Principal.

If the player decides to declare a principal fill in the blanks below with choices meaningful to the character's situation. The player thinks about the situation that lead to the stress they've taken and picks two things that were at stake and picks one thing over the other.

Will sacrifice _ to preserve my _.

Fame and Infamy

Use: To recognize socially significant milestones and their effects on how the characters are seen by others.

Effect: Makes fame a valuable resource. Allows characters to become socially prominent.

Connects to: Boosts and Drains

Avoid When: Introducing starting players.

When a character has accomplished significant things that catch people's attention, they may gain fame or infamy points.

On The Artifact, people become known by having their stories told by word of mouth or songs sung about them. Composing songs to memorialize important events is a Kelrath practice that the Scimrahn have embraced.

Earth forces have their own rumor mill, but even official channels of recognition like awarding medals can be reflected with this tool.

Fame and Infamy act as social Boosts or Drains dependent on the situation they apply to.

Fame points act as a Boost when making Charisma rolls for allied groups. For the player characters, this means Earth forces and the Scimrahn.

Fame points act as a drain to making Charisma rolls on enemy forces like the Chezbah and Kelrath.

Infamy points act as a Boost for the Persuasion skill through intimidation and Command skill rolls but as a Drain for any other social rolls.

The Facilitator awards fame points in situations where the characters earn medals, when they're thanked by a Scimrahn tribe for their help, or they defeat a famous enemy.

Infamy points are awarded when the characters cause substantial harm (like stealing or destroying resources) to people they should be allied to, or any time the characters are the sole survivors of a mission.

Fame and Infamy points only count as a boost at 1 and cap out at 9. Characters automatically loose one fame and one infamy point per year.

Advancement

Use: Enables the characters to grow in capability.

Effect: Characters grow in competence through play.

Connects to: Attributes and skills

Avoid When: In the middle of a session.

Advancement is a way to represent the growth that a character goes through through experiences. This tool also rewards the players for playing into themes that are important to the tone of the game and recognizing the value of making hard choices.

After each session the Facilitator checks if the characters accomplished each line item and awards experience points according to each line.

These questions are not judgements and most players don't get all of them. A player shouldn't feel bad about not getting points, but can feel good about any points they do get.

Criteria
The standard criteria for awarding experience points are as follows. They support the type of play intended in this game but if you want a different set of incentives, replace one or all of them as you see fit.

Did the player stay in character? +2
Did the player attempt to advance their character story? Did the player act in harmony with the character's story interest?

Did the player cooperate? +1
Was the player cooperative, helping other players efforts to move the story forward?

Was the player an active participant? +2
Was the player invested in the results of the story? Did they participate in the table conversation about the game?

Did the player use their head? +1
Did the player offer thoughtful solutions to problems? Did they make plans to improve the outcome of the character's actions?

Did the character avoid violence? +1
Did the player use nonviolent solutions throughout the game?

Was the character good or noble? +1
Were the character's actions good, helping others, and acting fairly? Were the character's actions noble, holding to their code of ethics?

Was the character brave or heroic +2
Was the character brave, disregarding potential dangers to gain an advantage? Did the character act in a heroic manner, put others safety ahead of their own safety.

Good humor award +1
Did the player lighten the mood with jokes?

Spending Experience Points
Once the player has accrued some experience points, they can spend them during downtime to improve skills and attributes.

The cost of improving skills and attributes is dependent on the current level the skill or attribute is at. Low levels advance faster than

higher levels. The higher a character's IQ attribute, the faster their skills advance.

Skill Advancement

To buy or increase a skill, find the character's IQ attribute on the left hand side of the chart, this row is the experience cost schedule for the character. Each time a skill is raised, it is increased by one Boost, and costs the amount of experience under their desired skill Boost.

Skill Boost

I.Q.	1-2	3-5	6-8	9
1-4	3	6	10	12
5-9	2	5	8	10
10-15	1	4	5	8
16-18	1	3	4	7
19-20	1	2	3	6

Example

A player has a character with an IQ of 6. They look down the left hand column until they get to the 5-9 row. They are buying a new Running skill. The first Boost costs two experience points, as does the second. Buying the third Boost level costs five experience.

Attribute Advancement

To raise a character's attribute, experience points are spent to increase its level by one. As an attribute increases, raising it costs the amount listed in the following chart.

Attribute Level

1-7	8-13	14-20
5	8	15

Survival Challenges

Use: When the characters are traveling through a difficult environment.

Effect: Establishes an in game effect of travel.

Connects to: Attributes, Stress, Damage.

Avoid When: Traveling through mundane environments.

The environment can be treated as a foe the characters must defeat. By giving it some values that can be handled mechanically, travel can have an impact on the characters. This creates a whole new dimension to your game where travel might otherwise only be seen as window dressing.

What might qualify as a survival challenge? Much of the interior of The Artifact is a cold dessert, simply traveling for hours even in a vehicle in this environment can be taxing to characters. Climbing up a conveyer or up a wall of collapsed hex rubble is strenuous activity. A powered hex may be dense with thousands of years of vegetation and passing through it can be difficult.

There are two methods of generating the difficulty of a challenge. In an endurance test, all the characters must defeat the challenge. In a way finding test, the CP can be reduced by the group.

For endurance tests estimate the time that a survival challenge would take. For every hour it gets one Challenge Point (CP). If you estimate that it would take less than an hour, give it 1 Challenge Point.

For way finding tests, such as tracking a subject or finding a passage through a cave system, estimate the time the challenge should take and give the challenge one point for every fifteen minutes. If there are specific features you want to include in the test, like red herrings or especially difficult to find details, add one to three CP for each.

Next, determine what attribute the characters will primarily need to surmount the challenge along with any skill Boosts that apply. Be open to the players creative use of attributes and skills that may also apply. Some examples are given below.

Examples

Distance travel - Constitution
Climbing - Strength
Icy surfaces - Agility
Piloting hazards - Dexterity
Irritating sound - Psyche
Searching or pathfinding - Intuition

As always, describe the environment that the characters are in. The mechanics give weight to your descriptions but the narrative brings it to

life and lets the players empathize with their characters. Don't be afraid to describe the character's shifting in their seat because their rear end is falling asleep. It's not nail biting action and it doesn't have to be. It's a very relatable difficulty that the characters have to endure.

Don't dwell on any one detail of the difficulty, briefly mentioning them paints the picture well enough. Describe details and nuances of the environment, the cracked dome of a hex or the slight tilt of its floor. The carvings in a Scimrahn safe house wall made by a novice or skilled hand are details that the players hold onto.

When the characters attempt to surmount the challenge, they roll against the surmount attribute. For every success, they reduce the challenge by one CP.

If a character fails a roll, They can take one stress to the attribute category the surmount attribute is in and make no progress or take one stress to the surmount category and four more stress to categories of their choosing and reduce one CP.

Reasons for added stress

Cold - Physical or Functional
Wet - Physical or Functional
Minor scrapes and bruises - Physical
Confusion - Mental
Irritation - Mental
Strain - Functional

Players may aid another character by sharing their successes with one other character each turn. If a character failed their roll they still take a stress point even if they're aided.

It's likely that at some point in an endurance challenge the characters will become mismatched as to how many CP they have left to overcome. If anyone is more than three points ahead of the character with the most CP left, suspend rolling for that character unless they are creating Boosts for others. This doesn't mean the character has to stop and wait for the others to catch up, it simply means they've weathered the same leg of the journey better than the others.

Living Challenges
So far this tool has gone over the basics of a survival challenge but to make a challenge

interesting, the challenge has to change as the players progress.

Each round, roll 2d6 and compare the rolled numbers.

If the numbers match, consult the table of attributes. For the next round, a change in the environment causes the surmount attribute to become the new attribute. Take time if needed to describe what has changed to make this happen. If two sixes are rolled, travel is easy. There is no surmount attribute for that turn, everyone reduces a CP in endurance tests and one CP is reduced for way finding challenges.

Match	Attribute
1	Constitution
2	Strength
3	Agility / Dexterity
4	Psyche
5	Intuition
6	No Roll

If the numbers are one apart, the environment becomes especially hazardous and any failed rolls do one point of damage this turn. Take the time to describe how this happens. This could be the danger of falling short distances, dangerous storms, extremely cold or hot temperature changes, poisonous plants, stinging insects or anything else that would fit the situation.

If the numbers are 6 and 1, create a landmark of a distinct formation, plant growth, marking made by people that came before or an encounter of an animal or other characters, either friendly or hostile.

Path Explains

For survival situations, figure out how many Challenge Points the situation warrants.

In an endurance test, 1 CP is fine for a minor challenge. 3 can slow the group down and they might be spending some time on 9 or more.

Figure out what attribute and skill they'll use to reduce the CP

Roll 2d6 each turn.

Matches changes the surmount attribute this turn.

Hacking

Use: Allows technical characters to attack an automated system's security.

Effect: Creates an alternative tool for finding information, and defeating opposition.

Connects to: Actions, Skills, Boost and Drains.

Avoid When: There are no automated systems to effect.

Computer systems on The Artifact are everywhere. Many of the systems have an artificial intelligence that is semi-autonomous, meaning that the system reacts to input on its own but does not initiate actions by itself. This includes vehicles like E-Suits and many larger anti-gravity vehicles.

These systems have their own digital immune systems and can learn to recognize and neutralize attacks against them.

There are also powerful hacking algorithms and artificial intelligences that can mimic trusted systems and fool another AI into thinking an attacker is a trusted user.

Barrier Points

Computer systems have a number of Barrier Points that signify the difficulty of gaining access to the system. This includes the difficulty of establishing a communications link and defeating the security built into the software.

BP 0 no security
BP 1 basic user control
BP 2 Algorithm list based control
BP 3 AI controlled access

BP 4 AI that can identify its users
BP 5 AI that understands its purpose
BP 6 Hive of self correcting AI

Attacks

When a character attempts to break the security of a system, they roll verses Dexterity with a Boost of the Defeat Security skill.

Groups of hackers can assist each other by using Boost actions.

Interference

When a hacking attempt is made, the player can use successes to create Drains on individual systems or to interfere with a vehicle's performance rating being used on a specific system.

A success can be spent to create a Drain on a system. For every hacking attempt, a success creates a 2 point Drain. This drain is then reduced by the system's Barrier Points.

Example

A Communications Officer rolls against Dexterity with their Defeat Security skill and get two successes. The system they are hacking has a BP of 3. They generate a Drain of 4 with their successes but it is reduced to a Drain of 1 by the Barrier Points.

Each hacking attempt after this follows the same process and creates a new drain.

If a roll generates a Drain, the player may choose to replace the Drain effect with preventing a vehicle's Performance Rating from being used on that system.

Example

A Drain of 1 is created in an attack on a vehicle's sensor system. The player chooses to restrict the use of Performance Ratings on the sensors. Now sensor locks cannot be automatically maintained until the condition is removed.

These Drains are persistent until removed by a computer programming skill roll. One point of Drain is reduced for each success.

Even if a player intended to generate Drains on a system with a roll, and then discovers they can

reduce a system's Barrier Points, with their successes, they may do so.

Gaining Access

A character can avoid a barrier by spending a success.

Once they have enough successes to avoid all of the barrier points, they can spend a success to give commands to the system like they were an authorized user or they can spend further successes to eliminate the barrier points in future rolls reducing the rated BP of the system.

If the hacker eliminates a system's barrier points to zero, they have taken over control of it.

Stealth

The hacker can spend successes to make it harder for authorized users to recognize they've accessed the system. Each success gives a Drain 2 to anyone trying to look for evidence that the system was accessed.

Time

Instead of rolling once during a regular 10 second combat turn, the player can decide to take longer for each attempt. If the character takes time, the roll gets a Boost to assist in the roll

1 minute Boost 1
15 minutes Boost 3
30 minutes Boost 5
1 hour Boost 8

Computers

Use: Allows technology centered characters to make use of communication technology

Effect: Opens up avenues of automation and control

Connects to: Hacking, Computer Programming Skill

Avoid When: Computer use is not needed

Characters may interact with computers that they carry with them, part of the vehicles they own, and built into the planet itself. Computers colloquially referred to as "Hex Mainframes" manage the maintenance systems in each hex. In addition, the vast automated industrial production facilities of the planet are semi-autonomous structures called Hosent. Each

Hosent has its own powerful computer that can talk to other systems around them.

Performance Rating

A computer's capacity to do work is rated with a number value. This Performance Rating (PR) is the number of high power programs the system can run at any one time in addition to its AI operating system.

Programs

There are many computer programs that don't take significant resources and can be freely run without taxing a computer's capabilities. The programs that cost a PR to run allow for Boost to a character's actions, or act as a Boost that the computer acts through. Some of these programs emulate skill boosts.

Skill programs operating without a character's involved get a single Boost roll to get a success. There is no attribute roll connected to this Boost roll for programs acting on their own.

Programs can perform I.Q. skills, Intuition skill if connected to a sensor system, and some Dexterity skills at the Facilitator's discretion.

One program instance can be run per Performance Rating on a computer.

Hex Mainframes - Grier Lah-kahn

These systems act as communication hubs and command centers for Hex systems. Each Hex can communicate with the six Hexes around them and can pass messages along a chain to powered systems. The Chezbah monitor these communications and can trace them to their source if the user does not take measures to hide their activity.

Each Hex has regulatory systems that can be controlled through the mainframe. Agricultural and residential hexes have lighting and rain cycles that are triggered by the mainframe. Industry Hexes have power management systems that shunt power around to the Hosent. Power Hexes have plasma conduit management and transport systems.

Hex Mainframes are "self healing" meaning that the AI notices failed processes and restarts them. If it is unable to repair itself, it will clone software from neighboring mainframes and restore its software.

Hex Mainframes can be communicated with via a successful Radio skill roll.

Barrier Points: 1
Performance Rating: 3
Mass: 480 Kg

Hosent

The industrial capacity of The Artifact is made up of trillions of industrial Hosent units. Each Hosent is able to take design specifications and produce equipment. They are able to make simple inferences but are usually unable to make choices for themselves. There are reported anomalies where hives of Hosent have overcome this limitation and became self guiding.

A Hosent brain is fully used while it runs its built in software. If a Hosent brain is erased and a different operating system is installed on it, they have a large capacity for programs.

Barrier Points: 3
Performance Rating: 0-8
Mass: 2,000 Kg

Technical Challenges

Use: When a character's technical knowledge is the main tool in solving a problem.

Effect: Allows the character's ability to be challenged with more than a pass or fail results.

Connects to: Attributes, Stress, Damage

Avoid When: The players solve a puzzle without using their own skill or abundant time and resources are available.

A number of Character Occupations rely on their knowledge to create powerful effects in the game. Characters like Engineers, Medics, Comm Officers and Scientists will regularly engage in activities where their skills solve puzzles or remove otherwise insurmountable obstacles.

There are many technical challenges that are given specific parameters for what overcoming the challenge will do for the characters. For example, repairing a vehicle or piece of equipment will restore function to the item.

This Tool description will show how to run Technical Challenges that are used as a plot point in the game. These challenges can represent various types of tasks, mysteries or puzzles where the character's knowledge is important to solving it.

For plot point challenges, the challenge is given a number of Challenge Points (CP) that indicate the difficulty of completing the task. CP should range from 3 to 12 for most situations. A CP of 3 would represent a minor task that might take a few rolls to overcome. A CP 12 task might take an effort by several characters or occupy a single character for most of an event.

Some challenges have special conditions defined in their procedures.

Time

The in game time a roll on a challenge takes, may be standard 10 second turns or any other interval up to a month. When a character faces a challenge, match the time you think the time should take in between successes. This is the amount of time the character's efforts take for each roll.

Any time periods longer than an hour should be treated as activity that happens in the background of play. Time scales of turns, minutes, and sometimes hours can fit inside the events of active play but periods of days, weeks, or months mean that other characters will have plenty of time for other activities.

Reducing the time to make a roll gives it a Drain of 5. The time reduction can only be applied once per roll.

Month to week
Week to day
Day to hour
Hour to turn

Taking longer than the proscribed time gives a Boost of 5 to the roll.

Turn to hour
Hour to day
Day to week
Week to month

Skill

Determine what skill the characters are expected to use to overcome the challenge. This is called the primary skill.

If the character fails a roll, they take a point of stress in the category the primary skill is under.

Players may attempt to assist a character if they don't have the primary skill by creating Boosts for them using the attribute the primary skill is

under. The players may also propose other skills that could be used to create a Boost. Reasonable proposals by a player, that describes how the unrelated skill could help, should be allowed.

Resources

A player has the option to use up tools and materials in exchange for successes or to shorten a time frame.

Equipment that could be used to gain a Boost to any roll can be used up in the effort to gain successes. This might be because the character is pushing the equipment too hard and it becomes damaged in the process.

A permanent reduction of one Boost from the equipment adds one success or reduces the time frame of the roll by one.

The players may negotiate sacrificing other materials or items to act as successes in addition to their rolls.

Living Challenges

So far this tool has gone over the basics of a technical challenge but to make a challenge interesting, the challenge has to change as the players progress.

Each round, roll 2d6 and compare the rolled numbers.

If the numbers match, consult the table of attributes. For the next round, to make any more progress in the challenge, a successful roll against an attribute is needed. Take time to describe what condition required the roll.

Match	Attribute
1	Constitution
2	Strength
3	Dexterity
4	Psyche
5	Intuition
6	IQ

If the numbers rolled are one apart, the challenge becomes especially hazardous and any failed rolls do one point of damage this turn. Take the time to describe how this happens. This could be the danger of electrocution, dangerous moving parts, a concealed trap laid out by an

enemy, or anything else that would fit the situation.

If the numbers rolled are 6 and 1, the characters need something to continue with the challenge like parts or a tool.

Character Death

Use: When a character is reduced below 0 HP or are effected by a condition calling for death.

Effect: Reduces the impact of losing a character.

Connects to: Damage

Avoid When: A player accepts the death of the character.

Depending on the story the group is telling, a player character death can derail a session or can be deeply moving to the players. Death of important characters has to follow the intention of the narrative or it will conflict with the emotions the players are primed to feel.

Does this clash mean that player characters or even important characters shouldn't die? It strongly depends on what's been discussed before the game even starts.

Allowing important characters to die can create tension. It can give players and characters motivation. It can ground the story by showing the main characters are vulnerable humans giving a sense of realism. It can also be a valuable incentive to act with caution.

On the other hand, the death of a character could demotivate players since it removes the advancement the character achieved. It could create so much tension that players are afraid to act. Possibly more importantly, a sudden death could make the story being told feel meaningless.

Before a game, the Facilitator should discuss with the other players the tone that the group is looking for. This can help answer what the group wants for the emergent story.

With that considered, the group might accept character death if some of the possible problems are addressed. The following ideas can help resolve some of them.

A Hero's Impact

If a player character dies, one way to reduce the loss to the individual player is to give them more resources to rejoin the group with a new character.

It makes sense that the character's friends will be distressed because of their death. Players may take any number of stress points that they see fit. For every point of stress taken, the player can start a new character with five experience points or ¥50,000 of additional equipment.

One Last Act

A character may have reached the point of dying but if the group agrees, the character gets one last chance to perform an act. It could be to take one last blow on an enemy, protect a friend, say goodby to a loved one, or try to reach some other goal. All their efforts need to go toward this act at this point.

The length of time between death and their last act shouldn't be overly long. The last act should feel like a dying breath. In this act, the character can take more damage, run up their stress points, and expend all their resources. How far the player can carry this is up to the group. The Facilitator should ask the group if the character should stay alive after each attempt at the act or after the end of each event.

Avoiding Death

Instead of dying, the player may accept a penalty to their character's attributes. This represents some kind of grievous harm. It may represent the loss of limbs or disfigurement.

The player rolls 1d10 and then counts down the list of attributes starting at Constitution and down to Psyche. If the die roll is a 0, the effected attribute is Hit Points. Roll 1d12 and subtract the number from that attribute. If the resulting attribute is reduced to zero, the character is severely disabled and can no longer raise that attribute by experience points.

Vehicle Tools

Although many of the tools already described can be used for vehicles, these are special use tools that only apply to vehicles in game.

Performance Rating

Use: When characters use vehicles in conflict.

Effect: Adds an additional management tool that adds functional depth to vehicle operation.

Connects to: Actions, movement, offense actions, sensors and countermeasures

Avoid When: In rounds longer than one minute.

To take actions, vehicles need their pilot to spend successes from rolls or spend a Performance Rating (PR). The PR of a vehicle is a measure of how easy it is to manage the vehicle's systems. This can be from the vehicle having plenty of power available, it can come from having extra pilots to help manage systems or from sophisticated software controls. The difference to the player is not important but looking at the stats of the vehicle can give some clues.

If the vehicle has multiple crew, it will often get a PR from additional crew as long as the vehicle isn't especially large or difficult to control.

Path Explains

When a power guzzling system like a shield generator or laser is fully powered by the vehicle, it will often get a PR for its operation.

Some vehicles have extensive computer guidance. When the computers are powerful enough and their software is well designed, they may gain PR from them.

Performance Rating can be used to move without having to roll for piloting, to keep shields up each turn, keep a sensor lock going, add a Boost 2 to the performance of a system or link the fire of several weapons together on the same target.

A vehicle's power gives it the ability to do more than a person can on their own but requires more control. Because of that, a pilot must spend actions or PR on any energy intensive action the vehicle takes even if that action does not require a roll.

Movement
Whenever a vehicle moves in a turn, it requires the pilot to spend an action or PR. If the movement requires accuracy like avoiding a collision, the action requires at least one success on a Dexterity roll with a relevant piloting skill as a Boost. Avoiding multiple obstacles may require more than one success.

Use a Weapon
Each weapon that is used in a turn takes an action, or Performance Rating to activate. Hitting a target requires a success on a Dexterity roll with Gunnery as a Boost. If that weapon has a Rate Of Fire of more than one, its attacks can be activated in a single action as a burst.

If the vehicle has multiple weapon systems, their attacks can be linked together by spending a PR for each weapon. The player declares which weapons they are linking together, spends the PR and a roll is made for the first weapon in the chain. If individual weapons in the chain would not normally be able to hit the target, for example because of not having enough range, they don't hit.

Example

A Delta can fire both of its plasma weapons at a single target by spending an action for one plasma cannon, and a PR (Performance Rating) for the second cannon. If the first attack hits its target, the PR attack also succeeds with the same stunts.

Improve Performance
By putting more performance rating into a vehicle's systems, those systems become easier to control. For each performance rating spent along with an action in a vehicle, that roll gets a 2 Boost. When this effect is stacked, it can be increased up to an 8 Boost, but this is the limit to the effect.

Activate a Shield
Ion cascade shields used in many combat vehicles require a PR or a Dexterity roll to activate and protect a fire arc until the beginning of the character's next turn. If the vehicle is

attacked before the shield is activated, raising it to intercept requires a Reflex roll with a relevant piloting Focus Skill as a Boost.

Scan With Sensors

Using the sensors in a vehicle to get a general idea of surroundings requires a PR or an IQ roll. Getting an accurate measurement to a target and obtaining a sensor lock requires an IQ roll with a Sensor skill as a Boost. (See: Sensors and Countermeasures)

Fire Arcs

Use: When direction to or from the vehicle is important to effects.

Effect: Introduces tactical limits to vehicle shields and weapons.

Connects to: Force fields

Avoid When: Direction of effects are not important.

Vehicles have the area around them segmented into zones or arcs from a top down perspective that are used to indicate where systems like weapons, force fields, and sometimes sensors are active.

Fire arcs are used to describe what direction weapons and equipment on the vehicle can fire relative to the front of the vehicle. They are also used to determine where a vehicle is hit by incoming attacks.

Light vehicles (under 5,000 Kg) have four fire arcs while larger vehicles have eight.

Fire arcs are general descriptors, if incoming or outgoing fire is approximately on one of the borders, the Facilitator decides which arc the vehicle is hit on.

Light Vehicle Fire Arcs

```
      Front
     \  1  /
 L  4  ●  2  R
     /  3  \
      Back
```
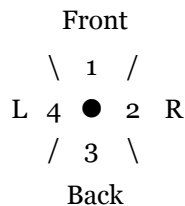
On a light vehicle, arc 1 is the forward facing arc. Arc 2 is the right hand side of the vehicle from the perspective of a forward facing pilot. Arc 3 is the rear of the vehicle and arc 4 is the left hand side.

Medium and Heavy Fire Arcs

```
 LF      Front      RF

       1 | 2 | 3
 L     8   ●   4     R
       7 | 6 | 5

 LB      Back       RB
```
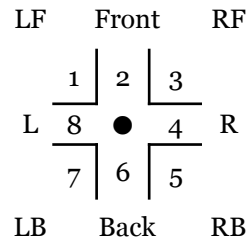
On heavier vehicles arc 1 is the front left corner of the vehicle from the perspective of a forward facing pilot. Arc 2 is directly in front. Arc 3 is the forward right corner of the vehicle. Arc 4 is directly to the right. Arc five is the rear right corner and arc 6 is directly to the rear. Arc 7 is the rear left corner and arc 8 is directly to the left.

Vehicle Critical Hits

Use: When a character does damage to a vehicle and they spend a success to get a critical hit.

Effect: Adds novelty to the combat process. Simulates the varying effects of system damage.

Connects to: Stunts, Hit Points, Armor.

Avoid When: Attacking other characters, use the Hit Location Tool.

When an attacker uses the Wear Down stunt, take the fire arc and defender picks one column or row option from the chart.

	↓ ↓ ↓			
LF	Front			RF
	Protection	Weapon	Protection	
Left Side	Sensors	Control	Weapons	Right Side

Drive	Cargo	Drive	
LB	Back		RB
	↑ ↑ ↑		

Attacker then picks the individual category from the three options.

When a success is spent on a wear down stunt, the attack does a critical hit that effects one system on the vehicle. For example, most vehicles that have ion cascade shields have one per fire arc but some have multiple. If an attack gets a critical, it applies to only one shield generator. If the vehicle has more than one generator, it can activate a backup.

Hits from front or back.

	↓ ↓ ↓		
LF	Front		RF
	Column 1 Protection	Column2 Weapon	Column 3 Protection
Left Side	Sensors	Control	Weapons	Right Side
	Drive	Cargo	Drive
LB	Back		RB
	↑ ↑ ↑		

Hits from the sides.

	LF	Front	RF	
	Row 1 Protection	Weapon	Protection	

→	Left Side	Row 2 Sensors	Control	Weapons	Right Side	←
→						←
→		Row3 Drive	Cargo	Drive		←
	LB	Back		RB	

Corner hits divide the chart up into three parts. In this example the attack would be from the left front or right back fire arc. This selection only applies to medium and larger vehicles.

LF	↘ ↘ ↘ Front			RF
↘	Corner 2 Protection	Corner 3 Weapon	Protection	Right Side
↘	Corner 1 Sensors	Control	Weapons	↖
Left Side	Drive	Cargo	Drive	↖
LB	Back ↖ ↖ ↖			RB

Attacks from the right front or left back arcs use the following selections.

LF	Front ↙ ↙ ↙			RF
Left Side	Protection	Corner 1 Weapon	Corner 2 Protection	↙
↗	Sensors	Control	Corner 2 Weapons	↙
↗				↙

				Right Side
↗	Drive	Cargo	Drive	
LB		↗ ↗ ↗ Back		RB
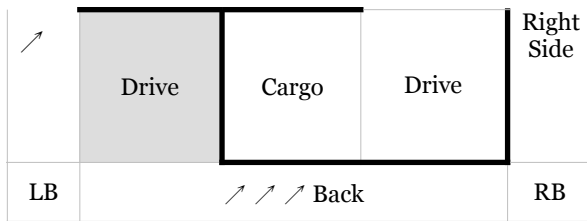
Critical hits on batteries of weapons only damage one of the weapons. If the drive is hit, and the vehicle has more than one drive type, legs and thrusters for example, the critical hit only effects one of the drive types per critical.

Cut one stat in half or put a Drain of 3 on the system. Multiple successes can be spent on this effect to stack them or apply the effect to multiple systems. Alternatively, successes can be spent on catastrophic critical hits discussed below. If the Critical is effecting a hit location with its own hit points (cargo or crew) the hit location takes half the damage the vehicle took.

Critical hits on crew does damage to 1d10 crew.

A catastrophic critical hit reduces one stat to zero. Catastrophic critical hits cost 2 successes by default but larger or heavily armored vehicles cost more. If the cost is greater it is stated in the vehicle stat block. If the catastrophic critical is effecting a hit location with its own hit points (cargo or crew) the hit location takes the full damage the vehicle took.

Sensors and Countermeasures

Use: When pilots need to probe their surroundings.

Effect: Supplies mechanical effect to sensors. Aids in tactical maneuvering.

Connects to: Defense actions, Boosts, test actions.

Avoid When: Sensors are not in use.

Vehicles and structures may have sensors that allow them to detect things around them. Even though there are different technologies for what are called sensors, they are all intended to enhance the ability to detect objects in an area.

Sensors can be used actively or passively, each mode has its own advantage. Active sensors transmit a signal and are more accurate. They can find the range to objects in the environment and form sensor locks. However their transmissions can be more easily picked up by other sensors. They are "noisy," when activated. Any sensors in the area are alerted that they are in use. Fast moving vehicles tend to use active sensors to get accurate maps of the environment.

Passive sensors "listen" to their environment. They wait for incoming signals. Passive sensors do not alert others to their existence. They can provide the direction of a sensor contact, but only an approximate distance to it. They can't easily pick up the background environment like walls or other inert objects. This makes them preferable for slower, stealthy vehicles trying to avoid being noticed.

Sensor Lock
When a sensor is actively scanning the surroundings, a success allows it to lock onto a target. Each turn a lock is maintained, either a new roll is made or one of the vehicle's Performance Ratings must be spent to maintain a lock.

For each success with a sensor skill roll, a character can get a sensor lock on a target. Until that target breaks the lock with an Countermeasures or Camouflage skill, that sensor system gives a Boost 4 to hit the locked target. Adding a second success raises the Boost to an 8. Multiple targets can be locked from a single roll or all the Boosts can be put on a single target.

Countermeasures
Countermeasures are used to confuse sensors, remove sensor locks and make it harder for heavy weapons to locate a vehicle.

Countermeasures are "noisy", when they are activated, any sensors in the area are alerted that they are in use, but obscures where they are.

Path Explains
When countermeasures are used, the effect is very much like someone using a smoke bomb. It's harder to see where things are, but you know someone used the smoke bomb. In fact smoke grenades are a common type of countermeasure by earth vehicles.

When a player rolls for countermeasures, a success can break a sensor lock or reduce a success from another vehicle's attack.

Stealth

Some vehicles have a stealth rating. If the vehicle is not using weapons, ion cascade shields, active sensors (usually indicated by attempting or maintaining a sensor lock) or using countermeasures, this Drain is applied to any sensor rolls that would detect them.

Vehicle Repair

Use: Allows vehicle restoration by player characters

Effect: Adds a role for mechanic characters

Connects to: Tech Challenges

Avoid When: Repair is available from others

The process of repairing vehicles is handled as a tech challenge. Repair jobs are given a number of CP based on what needs to be fixed.

ASO and I-CA characters can rely on the repair resources when at a base. Teleporters make parts available and engineers stationed at the base will do the needed repairs for them.

If unable to reach a base, or for Scimrahn characters, they may need to barter or pay for repairs if they can't perform them on their own. Tribes often perform repairs for characters that defended them but the characters may need to provide replacement parts for Earth vehicles.

Parts

When a vehicle suffers a critical hit, a system has been damaged. Replacement parts will be required to restore functionality.

Parts may be ordered through an ASO or ICA teleported or found in a Scimrahn scrapyard. Alternately a Scimrahn industry tribe may be able to fabricate new parts for a design they're familiar with.

Restoring a critical hit as a tech challenge has a CP of 3. Restoring a Catastrophic Critical has a CP of 9.

Paying or bartering for a critical hit repair cost ¥10,000, but ¥40,000 for catastrophic criticals.

Repairing Hit Points

Repairing the structural integrity of a vehicle has a CP of 1 for every 30 HP.

Paying or bartering for 30 HP of repair costs ¥4,000.

Vehicle Modification

Use: Allows players to create custom vehicles

Effect: Adds a personal connection to a vehicle. Gives engineers an added way to effect play.

Connects to: Tech Challenges

Avoid When: Characters don't have personal vehicles

Modifying vehicles is a Tech Challenge with a time scale of a day per roll. These challenges primarily use Repair skills and Computer Programming to alter the performance of a vehicle. The Facilitator should vary the skill required during the Tech Challenge to represent different aspects of the alterations.

On each roll, the player chooses a consequence. They may not pick the same consequence twice in a row.

Total upgrade time doubled
Reduce fuel capacity 2%
Reduce top speed by 2% minimum 1 Km/h
Drop sensor Boost by 1 or increase Drain by 1
Drop countermeasure Boost by 1 or add Drain 1
System damaged, must be repaired
Fire, vehicle takes 1d100 damage
Drop piloting Boost by 1 or increase Drain by 1
Reduce Hit Points by 2% minimum 1 HP
Reduce Armor Rating 5% minimum 1 AR

Upgraded Parts

The characters can buy, barter for, or find upgraded parts to improve the performance of their vehicles. These parts act as stored successes in their upgrade attempts.

¥60,000 per success

General Modifications

Modification		
Top Speed	1% increase	1 CP
1 Shield HP	1% increase	2 CP

Cargo Capacity	1% increase	1 CP
Piloting	Boost 1	5 CP
Piloting	Reduce Drain	6 CP
Sensors	Boost 1	5 CP
Sensors	1% range increase	1 CP
Stealth	Boost 1	6 CP
Hit Points	30 HP	1 CP
Armor Rating	1% increase	1 CP

Vehicle Ratings
Some modifications are effected by the full mass of the vehicle.

Mass	Vehicle Class
Below 500 Kg	Ultra Light
Below 5,000 Kg	Light
Below 10,000 Kg	Medium
Below 50,000 Kg	Heavy
Above 50,000 Kg	Super Heavy

Armor Plating

Replacing the outer skin of the vehicle alters its Armor Rating, and Hit Points.

CCC - Carbon Ceramic Composite - Rone Giken
This is the most common building material use in nearly all Artifact vehicles. It is light weight and very strong. The Scimrahn word for the material is Rone Giken translated as layer stone because the composite layers are visible to the naked eye.

	U Light	Light	Med	Heavy	S Heavy
AR	5	10	30	50	60
	15 CP	30 CP	40 CP	60 CP	120 CP

Steel
Primarily used in light Earth vehicles. It is stronger than CCC but four times heavier. Steel or even iron is relatively rare on The Artifact.

	U Light	Light	Med	Heavy	S Heavy
AR	2	10	40	70	70
	5 CP	20 CP	30 CP	60 CP	110 CP

Chobham
A ceramic steel and elastic composite armor installed on heavy attack vehicles from Earth.

	U Light	Light	Med	Heavy	S Heavy
AR	10	20	50	80	100
	30 CP	80 CP	90 CP	140 CP	280 CP

HDCCC - High Density Carbon Ceramic Composite
The armor of choice for combat vehicles on The Artifact. HDCC, pronounced most often as H D triple C, is a refined and compressed development of CCC. The process of producing HDCCC is complex and exacting. Buying parts for an HDCCC hub costs three times as much.

	U Light	Light	Med	Heavy	S Heavy
AR	15	50	100	200	250
	20 CP	60 CP	70 CP	110 CP	220 CP

Adding or Removing Shield Generators
When an ion cascade shield is added to a vehicle the CP of the challenge must be met for it to protect the vehicle.

Shields are given a class based on how many hit points they protect with.

HP	Shield Class
Below 200	Light
Below 400	Medium
Below 600	Heavy
Above 600	Super Heavy

The Shield Class is compared to the Vehicle class to get the CP of adding the shield.

	Shield Class			
Vehicle Class	Light	Med	Heavy	S Heavy
U Light	40 CP	60 CP	100 CP	150 CP
Light	10 CP	20 CP	40 CP	80 CP

Med	5 CP	10 CP	20 CP	40 CP
Heavy	1 CP	5 CP	10 CP	20 CP
S Heavy	1 CP	1 CP	5 CP	10 CP

When a shield generator is removed, the difficulty to properly remove the shield is half of the listed CP. The full listed CP can then be used as stored successes to buy enhancements to the vehicle.

Adding or Removing Weapons

This is allows the characters to permanently add a weapon to a vehicle. When a weapon is added, a character must overcome the CP of the Tech Challenge.

Weapons are given a class based on how much damage it does.

Damage	Shield Class
Below 600	Light
Below 1,200	Medium
Below 10,000	Heavy
Above 10,000	Super Heavy

The Weapon Class is compared to the Vehicle class to get the CP of adding the weapon.

	Weapon Class			
Vehicle Class	Light	Med	Heavy	S Heavy
U Light	40 CP	80 CP	200 CP	-
Light	20 CP	40 CP	80 CP	-
Med	10 CP	20 CP	40 CP	80 CP
Heavy	5 CP	10 CP	20 CP	40 CP
S Heavy	1 CP	5 CP	10 CP	20 CP

When a weapon is removed, the difficulty to properly remove it, is half of the listed CP. The full listed CP can then be used as stored successes to buy enhancements to the vehicle.

Boosts

ROF 1 Boost 0
ROF 3 Boost 1
ROF 6 Boost 2
ROF 9 Boost 3
ROF 12 Boost 4
ROF 15 Boost 5
ROF 18 Boost 6
ROF 21 Boost 7
ROF 24 Boost 8
ROF 27 Boost 9

Large Target Boost 1 per meter larger

Drains

Movement

1 Drain to hit per 100 Km per hour up to a 9.

1 Drain to piloting rolls per 100 Km/h up to a 9.

Small target: Target half attacker's size, Drain 1

Small target: Target a tenth the attacker's size, Drain 3

Vehicle moving at half speed: Stealth Drain 1

Off handed tool or weapon use Drain 4

Statuses

Out of position, take a Boost 3 for defense rolls this turn but gain a Drain 3 for attack rolls.

Infantry Combat

These rules are fully compatible with the standard rules but makes managing larger groups of Supporting Characters run faster with fewer rolls. What this subsystem does is to average out the actions of a group and give the result of what would have happened if each Supporting Character was rolled for individually.

Infantry groups roll for initiative as a group and get a number of actions they can spend. The player controlling the infantry group chooses how to spend those actions. This can be an offensive action like firing weapons or defensive actions to avoid taking damage. There are special actions that some groups can perform like a group of medics and they are described with the group.

Stress

In addition to damage, squads take Stress Points. This stress acts as a Drain to the infantry's Psyche rolls. Whenever a squad takes a stress point, they must roll against their Psy or they will panic and run.

On turns an infantry group takes damage from incoming fire they take one stress point. Infantry takes no stress from shield damage.

If a squad is ambushed, it takes a stress point.

If a squad's path to retreat is blocked they take a stress point.

If a squad is attacked by a force twice as large they take a stress point.

If a foot squad is attacked by mechanized infantry they take a stress point on top of any stress from damage.

If a squad fails its Psy roll and a commanding officer can communicate with the squad, they can make a Command skill roll to break the squad's panic.

Casualties

The Hit Points listed for each squad is half of their total HP that all the individual Supporting Characters in that group would have if simply added together. Once the HP listed for the group is reduced to zero, it has taken too much damage to keep functioning. Any survivors must be rescued. If another infantry unit or vehicle moves to their location, roll the following chart.

Roll 1D10	Survivors		
	Healthy	Wounded	Incapacitated
1	5		
2	4	2	
3	3	3	
4	3	4	
5	2	3	1
6	2	3	2
7	2	2	3
8	1	2	4
9	1	1	5
10	0	3	4

Healthy results mean that there are survivors that have not been significantly wounded. If enough (10) of these survivors can be grouped together, they may form a new unit.

Wounded results require medical attention and cannot return to battle until they have had time to heal (20 days of bed rest and medical attention). They can walk on their own. For every wounded Supporting Character rescued, allied forces reduce one stress point.

Incapacitated survivors cannot move on their own and require a medic to perform a successful surgery skill check to survive. They cannot return to battle until they have had a successful surgery and have had time to heal (40 days of bed rest and medical attention. For every wounded Supporting Character rescued, allied forces reduce one stress point.

Scouts

Scouts can assist infantry units by using a laser marker to direct fire on an enemy. A scout can be an Supporting Character or a Player Character. The player rolls against the scout's Agility with their WS Ranged skill to paint the target with the laser. The fraction column result gives the bonus to the infantry's Hits.

Successes

	Fail	1	2	3	4
Hits	-5	+2	+3	+6	+8

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

Communications Officers

Comm Officers can assist mechanized infantry and rocket attacks in hitting targets by calling out an enemy unit's coordinates. The comm officer can be a Supporting Character or a Player Character. The player rolls against the comm officer's Dexterity with their Radio skill to determine the right coordinates from radio triangulation. The fraction column result gives the bonus to the infantry's Hits.

	Successes				
	Fail	1	2	3	4
Hits	-2	+2	+3	+4	+5

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

ASO Footsoldiers

	1	2	3	4
REF	6	3	1	0
PSY	6	3	1	0
HP	AR			
110	6			

Move Action
15 meters

G-82 Attack Action
Uses: 20

Range	0-200 M	201-400 M	401-600 M
Hits	26	10	3
Damage per hit	10	8	6

M-240B Attack Action
Uses: 6

Range	0-200 M	201-400 M	401-600M	601-800M
Hits	50	20	7	1
Damage per hit	15	12	9	6

AVW Attack Action
Uses: 2

Range	0-1800 M	1801-3600 M	3601-5400M
Hits	5	2	1
Damage per hit	200 Infantry +1d6x50	200 Infantry +1d6x50	200 Infantry +1d6x50

Grenades Attack Action
Uses: 5

Range	20-30 M
Hits	5
Damage per hit	50 Infantry +1d6x20

Duck and Cover Defense Action
Defensive: Avoids 3 in 10 hits

ASO Medic

	1	2	3	4
REF	6	3	1	0
PSY	6	3	1	0
HP	AR			
110	6			

Move Action
15 meters

G-82 Attack Action
Uses: 20

Range	0-200 M	201-400 M	401-600 M
Hits	26	10	3
Damage per hit	10	8	6

Grenades Attack Action
Uses: 5

Range	20-30 M
Hits	5
Damage per hit	50 Infantry +1d6x20

Duck and Cover Defense Action

Defensive: Avoids 3 in 10 hits

Recovery Action

When a medic team meets with an infantry group that has been disabled, they can spend the turn giving first aid. This action reduces stress by 3 points.

I-CA Footsoldiers

	1	2	3	4
REF	6	3	1	0
PSY	6	3	1	0
HP	AR			
135	7			

Move Action

15 meters

AK-140 Attack Action

Uses: 20

Range	0-150 M	151-300 M	301-450 M
Hits	26	10	3
Damage per hit	12	10	8

Plasma Gun Attack Action

Uses: 33

Range	0-30 M	31-60 M	61-90M
Hits	8	3	1
Damage per hit	20	15	10

VA2 Attack Action

Uses: 1

Range	0-600 M	601-1200 M	1201-1800M
Hits	5	2	1
Damage per hit	250 Infantry +1d6x80	250 Infantry +1d6x80	250 Infantry +1d6x80

Grenades Attack Action

Uses: 5

Range	20-30 M
Hits	5
Damage per hit	40 Infantry +1d6x22

Duck and Cover Defense Action

Defensive: Avoids 3 in 10 hits

I-CA Medic

	1	2	3	4
REF	6	3	1	0
PSY	6	3	1	0
HP	AR			
135	7			

Move Action

15 meters

AK-140 Attack Action

Uses: 20

Range	0-150 M	151-300 M	301-450 M
Hits	26	10	3
Damage per hit	12	10	8

Grenades Attack Action

Uses: 5

Range	20-30 M
Hits	5
Damage per hit	40 Infantry +1d6x22

Duck and Cover Defense Action

Defensive: Avoids 3 in 10 hits

Recovery Action

When a medic team meets with an infantry group that has been disabled, they can spend the turn giving first aid. This action reduces stress by 3 points.

Scimrahn Grunts

	1	2	3	4
REF	6	3	1	0
PSY	6	3	1	0
HP	AR			

135   7

Move Action

15 meters

Plasma Gun Attack Action

Uses: 33

Range	0-30 M	31-60 M	61-90M
Hits	8	3	1
Damage per hit	20	15	10

Laser Gun Attack Action

Uses: 500

Range	0-2500 M	2501-5000 M	5001-7500 M
Hits	5	2	1
Damage per hit	12	9	6

Thud Stick Attack Action

Uses: 10

Range	HTH
Hits	5
Damage per hit	40

Grenades Attack Action

Uses: 5

Range	0-53? M
Hits	5
Damage per hit	40 Infantry +1d6x22

Duck and Cover Defense Action

Defensive: Avoids 3 in 10 hits

Scimrahn Raiders

	1	2	3	4
REF	6	3	1	0
PSY	6	3	1	0
HP	AR			

135   7

Move Action

15 meters

Heavy Laser Attack Action

Uses: 125

Range	0-200 M	201-400 M	401-600 M
Hits	5	2	1
Damage per hit	40	25	10

Particle Beam Gun Attack Action

Uses: 25

Range	0-4 M	5-8 M	9-13 M
Hits	5	2	1
Damage per hit	150	100	50

Duck and Cover Defense Action

Defensive: Avoids 3 in 10 hits

Geetin

	1	2	3	4
REF	8	4	2	1
PSY	4	2	1	0
HP	AR			

110   4

Special: When recovering casualties, wounded Geetin may be treated as healthy but there is no stress point reduction when they are recovered.

Move Action

15 meters

Laser Staff Attack Action

Uses: 30

Range	0-400 M	401-800 M	801-1200 M
Hits	4	2	1
Damage per hit	12	8	4

Staff Club Attack Action

Uses: Unlimited

Range	HTH
Hits	4
Damage per hit	7

Plasma Sphere Attack Action

Uses: 3

Range	0-20 M	21-40 M	41-80M
Hits	4	2	1
Damage per hit	20	14	8

Particle Beam Weapon Attack Action

Uses: 25

Range	0-5 M	6-10 M	11-15 M
Hits	4	2	1
Damage per hit	130	90	50

Duck and Cover Defense Action

Defensive: Avoids 4 in 10 hits

Gijorn

	1	2	3	4
REF	9	4	2	1
PSY	4	2	1	0
HP	AR			
125	4			

Move Action

15 meters

Heavy Laser Staff Attack Action

Uses: 20

Range	0-450 M	451-900 M	901-1350 M
Hits	6	3	1
Damage per hit	45	30	15

Staff Club Attack Action

Uses: Unlimited

Range	HTH
Hits	4
Damage per hit	10

Plasma Sphere Attack Action

Uses: 6

Range	0-30 M	31-60 M	61-90M
Hits	6	3	1
Damage per hit	20	14	8

Duck and Cover Defense Action

Defensive: Avoids 4 in 10 hits

Chezbah Warrior

	1	2	3	4
REF	10	5	2	1
PSY	8	4	2	1
HP	AR			
265	11			

Move Action

17 meters

Plasma Gun Attack Action

Uses: 12

Range	0-200 M	401-600 M	601-800M	801-1200M
Hits	8	5	2	1
Damage per hit	60	50	40	30

Plasma Gun Lasers Attack Action

Uses: 100

Range	0-450 M	451-900 M	901-1350 M
Hits	8	5	2
Damage per hit	8	5	2

Duck and Cover Defense Action

Defensive: Avoids 5 in 10 hits

Chezbah Hound

	1	2	3	4
REF	12	6	3	1
PSY	20	10	5	2
HP	AR			
92	5			

Special: Hound groups regenerate 50 points a turn and will continue to regenerate unil more than 150 points have been done to the group.

Move Action

25 meters

May move over barriers up to 8m high but the vertical distance counts for their total movement.

Claw Attack Action

Uses: Unlimited

Range	HTH
Hits	16
Damage per hit	15

Bite Attack Action

Uses: Unlimited

Range	HTH
Hits	8
Damage per hit	20

Duck and Cover Defense Action

Defensive: Avoids 6 in 10 hits

Mechanized Infantry

Scimrahn TF-2394

	1	2	3	4
REF	6	3	1	0
PSY	6	3	1	0
HP	AR	Shields		
1250	30	900		

Move Action

Uses: Twice per turn

130 meters

Laser Attack Action

Uses: Unlimited

Range	0-2500 M	2501-5000 M	5001-7500 M
Hits	5	2	1
Damage per hit	300	225	150

Heavy Plasma Cannon Attack Action

Uses: 10

Range	0-350 M	351-700 M	701-1050 M
Hits	5	2	1
Damage per hit	600	450	300

Plasma Blaster Attack Action

Uses: 6

Range	0-40 M	41-80 M	81-120 M	121-160 M
Hits	50	20	7	1
Damage per hit	25	19	13	7

Countermeasures Defense Action

Defensive: Avoids 4 in 10 hits

Evasive Maneuvers Defense Action

Must move 250 meters in this turn to use this action.

Defensive: Avoids 7 in 10 hits

Delta

	1	2	3	4
REF	6	3	1	0
PSY	6	3	1	0
HP	AR	Shields		
650	10	1200		

Move Action

Uses: Twice per turn

3400 meters

Lasers Attack Action

Uses: Unlimited

Range	0-2000 M	2001-4000 M	4001-6000 M
Hits	8	3	1
Damage per hit	75	55	35

Plasma Guns Attack Action

Uses: 12

Range	0-300 M	301-600 M	601-900 M
Hits	8	3	1
Damage per hit	500	375	250

Countermeasures Defense Action

Defensive: Avoids 3 in 10 hits

Evasive Maneuvers Defense Action

Must move 250 meters in this turn to use this action.

Defensive: Avoids 4 in 10 hits

ASO TF-2394

	1	2	3	4
REF	6	3	1	0
PSY	6	3	1	0
HP	AR	Shields		
1250	30	900		

Move Action

Uses: Twice per turn

140 meters

Laser Attack Action

Uses: Unlimited

Range	0-2500 M	2501-5000 M	5001-7500 M
Hits	5	2	1
Damage per hit	300	225	150

Plasma Blaster Attack Action

Uses: 6

Range	0-40 M	41-80 M	81-120 M	121-160 M
Hits	50	20	7	1
Damage per hit	25	19	13	7

Countermeasures Defense Action

Defensive: 4 in 10

Evasive Maneuvers Defense Action

Must move 250 meters in this turn to use this action.

Defensive: Avoids 6 in 10 hits

KS-10

	1	2	3	4
REF	6	3	1	0
PSY	6	3	1	0

HP	AR	Shields
5000	100	600

Move Action

Uses: Twice per turn

160 meters

Projectile Canon Attack Action

Uses: 50

Range	0-2000 M	2001-4000 M	4001-6000 M
Hits	5	2	1
Damage per hit	500	400	300

Light Missile Pod Attack Action

Uses: 5

Range	0-3000 M	3001-6000 M	6001-9000 M
Hits	5	2	1
Damage per hit	2000 Infantry +1d6x500	2000 Infantry +1d6x500	2000 Infantry +1d6x500

Countermeasures Defense Action

Defensive: 3 in 10

Evasive Maneuvers Defense Action

Must move 250 meters in this turn to use this action.

Defensive: Avoids 6 in 10 hits

ICA TF-2394

	1	2	3	4
REF	6	3	1	0
PSY	6	3	1	0

HP	AR	Shields
1250	30	900

Special: Reactive armor gives 750 extra HP vs. plasma and projectile attacks

Move Action

Uses: Twice per turn

125 meters

Laser Attack Action

Uses: Unlimited

Range	0-2500 M	2501-5000 M	5001-7500 M
Hits	5	2	1
Damage per hit	300	225	150

Heavy Plasma Cannon Attack Action

Uses: 10

Range	0-350 M	351-700 M	701-1050 M
Hits	5	2	1
Damage per hit	600	450	300

Plasma Blaster Attack Action

Uses: 6

Range	0-40 M	41-80 M	81-120 M	121-160 M
Hits	50	20	7	1
Damage per hit	25	19	13	7

Countermeasures Defense Action

Defensive: Avoids 4 in 10 hits

Evasive Maneuvers Defense Action

Must move 250 meters in this turn to use this action.

Defensive: Avoids 6 in 10 hits

GRX Storm

	1	2	3	4
REF	6	3	1	0
PSY	6	3	1	0

HP	AR	Shields
7500	80	450

Move Action

Uses: Twice per turn

98 meters

Projectile Canon Attack Action

Uses: 50

Range	0-1200 M	1201-2400 M	2401-3600 M
Hits	5	2	1
Damage per hit	900	720	540

Laser Attack Action

Uses: Unlimited

Range	0-2500 M	2501-5000 M	5001-7500 M
Hits	5	2	1
Damage per hit	300	225	150

Countermeasures Defense Action

Defensive: Avoids 3 in 10 hits

Rall4

	1	2	3	4
REF	9	4	2	1
PSY	4	2	1	0

HP	AR	Shields
3750	80	780

Move Action

Uses: Twice per turn

90 meters

Lasers Attack Action

Uses: Unlimited

Range	0-2000 M	2001-4000 M	4001-6000 M
Hits	9	4	2
Damage per hit	400	300	200

Plasma Cannon Attack Action

Uses: 10

Range	0-300 M	301-600 M	601-900 M	901-1200
Hits	28	12	4	2
Damage per hit	200	150	100	50

Countermeasures Defense Action

Defensive: Avoids 4 in 10 hits

Hunter

	1	2	3	4
REF	10	5	2	1
PSY	8	4	2	1

HP	AR	Shields
1125	40	780

Move Action

Uses: Twice per turn

210 meters

Lasers Attack Action

Uses: Unlimited

Range	0-3000 M	3001-6000 M	6001-9000 M
Hits	9	4	2
Damage per hit	200	150	100

Plasma Cannon Attack Action

Uses: 3

Range	0-450 M	451-900 M	901-1350 M
Hits	13	6	2
Damage per hit	200	150	100

Countermeasures Defense Action

Defensive: Avoids 5 in 10 hits

Evasive Maneuvers Defense Action

Must move 250 meters in this turn to use this action.

Defensive: Avoids 5 in 10 hits

Facilitator's Guide

Someone in a group of players will need to take on the role of the Facilitator. In many games this role is called the Game Master or GM. This title can be misleading for new players, making it feel like the role is one of command and control. This job also might intimidate because the player thinks they have to become a "master" of the game to take on the role.

These are the main reasons why this game uses the term Facilitator. Although some might be accustomed to the term being used in a business setting and think of it as a dry term, the spirit that it is used here is in its root, to facilitate, to make an action or process easy or go smoothly.

In this case, the Facilitator is helping to bring the game to life in a fluid and intuitive manner. Doing so is a big responsibility in comparison to the other players. You will guide the other players through the narrative and how to use in game tools to their advantage in the game.

One of the most important jobs of the Facilitator is to make the player's choices matter. The purpose of them showing up to a game is to choose their own course and make a difference. It is one of the core responsibilities of the Facilitator to honor those choices. Some methods of how to do that are discussed later.

Another key responsibility of the Facilitator is putting together adventures for the characters to go on. There are many approaches to making a fun adventure. Some useable tools can be found in this section. Adventures can be the result of many hours of preparation, while others might be improvised on the spot. Knowing how to do both preparation and improvising are good skills to develop.

The final core job of the Facilitator is to take care of their players. Players have needs and meeting them means they'll be excited for the next game.

Although the Facilitator has free rein to do nearly anything they want, everything in the game should be to enhance the experience of the players. Each player will want their own unique experience.

As a Facilitator for The Artifact RPG you have a responsibility to your players. At the same time, you have an enormous amount of influence over what happens in each game session. In this section, we'll go over ways to fulfill those responsibilities and how to think about the power you'll wield as the Facilitator so the games under your care are fun.

The Facilitator, presents the world to the players. The players can react to the world and the world can react to the player characters. The result of this back and fourth emerges as a story that the players share. The player characters are always the focus of their story. The world that they engage with is secondary to the story but still vitally important. The story is what you're playing for and the world is what the players will use to build it.

Is It Fun to Facilitate?

The Facilitator is much more active than other players, they also have more options open to them as to how to influence the ongoing narrative.

The job is not always easy but it is rewarding. A Facilitator holds a special place in making the game happen and the other players often recognize it. A Facilitator is usually given credit for when a session is especially impactful to the players.

If you are not having fun, either because you feel the role is not something you enjoy or because the responsibilities involved are too much for you at the moment, it's best to see if another player can take up the job even if it's just temporarily. You are allowed to have fun too.

Qualities

A Facilitator strives to be fair. They work to make equal time available to their players. If a rule applies to one situation, it applies in any similar situation.

The most important quality of a facilitator is flexibility. The game, your players, your own life will change. A facilitator accepts change and forms a new plan. A facilitator adjusts the game to the players.

Graciousness is important. Welcome the players to engage in the game and encourage them to excel. A facilitator is the fan of the players, excited to see them reach their goals.

Rules Mastery

It's true, the Facilitator is usually the most versed in the game rules. The Artifact RPG is a little different in that there are very few core "Rules" and they're relatively simple while there is a healthy supply of "tools" that can become complex. Having your players expect you to know the tools can be intimidating, the good news is that you don't have to know all the tools.

While it's better to have a knowledge of the tools in the book, they're designed to be modular. This means you don't need to memorize all of them right away.

When you Facilitate, play with your best understanding of the tools. If a situation comes up that you're unsure of, see if you can do a quick look up for what you need. If you don't find it, make a judgment call and a note to yourself to look it up later. Let your players know you're making a judgement call and that the process you go by may change. This is okay to do, you're not offending anyone when you keep the game moving.

Safety Needs

A role playing game can bring up subjects that make a player uncomfortable. They may welcome that feeling. It might be an opportunity for them to take on situations and ideas in a safe environment.

On the other hand it could make their game night experience frustrating, or even painful. They might want an easy night of snacks, jokes and some die rolls and be presented with something they didn't even know bothered them.

It's the Facilitator's job to be alert to how the players are feeling during a game. If a player is not enjoying the session, you want to work with them. The goal is to have happy players, not to be locked into a story that bothers them.

It's best if everyone can identify what they're looking for in the game ahead of time but that's not always possible. There are ways to handle problems as they happen. Talk about the subjects the players want to explore when they make their characters, but encourage them to describe anything they want to avoid. New players may not know how to articulate their thoughts in this way and may need help. Even experienced players are sometimes surprised by how a situation can make them feel. If you're a new Facilitator, it's helpful to be skilled in safety tools that have been developed by the role playing community. Some of the most often used tools will be discussed but there are others that might suit your style more.

The Social Contract

The first tool for making sure everyone have an enjoyable game night is the social contract. This doesn't need to be an actual document but it doesn't hurt to write things down. The contract is an agreement for what is expected and what isn't allowed in the game.

The contract consists of the Facilitator describing in general themes, the game they're intending to present. This can be difficult to do if you're just starting out. It could involve describing the setting and your impressions of the game system. Use the example of media your players may be familiar with to describe how you imagine the sessions playing out.

For instance, if the Facilitator intends that the game will be very dangerous and it's easy for a player character to die, this could clash with the player's expectations. Players may enjoy a grim and gritty game or they might want a more heroic environment for their characters.

The contract can include how long a campaign is expected to run, how many hours each session will be, what happens if a player can't make it on a game night.

Any time there's a difference in expected play between players, it's an opportunity to work together to resolve the difference and note it in the contract.

Give the players a chance to describe what they're hoping for in the game. If you're writing out a physical document, make note of these. This is a wonderful tool for the Facilitator to reference because it lets them know what kinds of adventures the players will be most interested in picking up.

If the expectations for the game change, make a note of it.

Next, record any lines or veils you or the players have.

Lines and Veils

This tool becomes part of the social contract. Lines and Veils are what to avoid in game.

A line is anything that you or another player don't want in the game at all. A player is drawing a line at a subject and stating that this should not be brought up in play. It's useful to have these called out before the game starts, but if anyone realizes they have a line that they didn't describe, adding it in is always allowed.

Path Explains
Some people don't want spiders mentioned in a game. Some might not want sexual content of any kind. It can be anything that would interfere with a player having a fun time.

A veil is something that is okay to have in the game if it doesn't get dealt with explicitly. The scene might be alluded to or effectively fast forwarded through. Think of it as a veil being drawn over the subject so you know it's there, but you don't have to look at it. Like a line, veils can be added to the social contract at any time.

Path Explains
A player might not object to romance being hinted at in the game, but might not want the play to become about that.

The X-Card

Surprises can still creep in with these tools in place. A player may be interested in exploring a situation in game and then decide it's really not enjoyable. They might not have known that a subject they don't want in the game would come up. For any reason a player wants to pause play for a subject, the X-Card is a useful tool.

The card can be a 3x5 card or a sheet of paper with an X drawn on it. In play, if a subject comes up that's objectionable the any player can tap the card. Players may also agree to just say "X" or make an X with their arms. Any way players want to indicate they're activating the X-Card is acceptable.

Play is paused and the player that called on the X-Card can either call for a break or state what they objected to. It's not productive to argue or debate about the subject that was objected to but the facilitator may ask for clarification of what the player's intent is if it's unclear. They may want to continue play with the subject left out or if they prefer they can leave the game. Every effort should be made to work with the player so that they can continue playing if they're willing.

The Facilitator might need time to adjust their plans or they might be able to continue with the accommodation.

Players don't use the X-Card for no reason, It's possible that the player is stressed because of the subject and they might feel ashamed to stop play. It's not easy to admit vulnerability. Give them time and space. It's best to reassure the player that they did the right thing.

If the player wants, a new line or veil can be added to the social contract.

Choices At The Core of Play

A Facilitator wants to deliver a meaningful experience to the players. To do that, the player's choices have to mean something to how the game's story unfolds. The player characters are the focus of the game, what they do needs to matter for play to feel satisfying. While players may feel accomplished if they roll the dice well in a game, the choices they make is what makes it *their* story.

One of the ways to help make the player's choices matter is to consider what questions are actually being asked of them.

There are a number of simple questions that can be used to frame the major choices the players will navigate in the adventure.

- Which option do you prefer? A choice between two good options.

- Is a reward worth the risk? A common question when they're offered an adventure for a reward.

- Which option do you want to avoid? All the options are bad, which is less bad? Good for the middle of a game.

- What is more valuable a reward now or a bigger reward later? Instant Vs. delayed gratification.

- What are you willing to sacrifice for a goal? You're going to have to give something up to get what you want. How far will you go to get it?

- How can this be survived? An open ended question where the Facilitator puts the

characters in a bad place and watches how they get out.

- Which way should we go? Giving the players the wheel puts their choices center stage.

These questions are almost never asked directly. It's best if the question is implied by events the characters encounter.

While there are plenty of ways you could use these questions, let's look at several methods.

1. Select a question you want the players to grapple with for each event in the game. When thinking about the next event the characters will be in, pick one question that you think will present intriguing answers. What are the consequences of either choice? If the answer to one of these questions would change the overall course of the game, try to put it at the end of the session.

2. Select three questions that will come up in the next game. They can come up whenever it's appropriate but it's probably a good idea to give them to the players one at a time. They could be presented in a set order or each question could be linked to a place or person.

3. Select a question that the next adventure is designed around. It could be asked at the beginning of the session and the implications of the player's choice is explored throughout the game or the game may build up to the choice.

Adventures

Each time the players get together to play, the Facilitator will be hosting a session of The Artifact RPG. While some Facilitators can sit down and make up a game on the spot and guide the resulting story into an enjoyable result, most will benefit by having an adventure planned. Think of the adventure as a road map for what the Supporting Characters want to do during the session. The players may interact with the Supporting Characters and build a story out of it or they may take things in an unexpected direction. Preparing to improvise some or all of the adventure material is a good idea because of this.

Path Explains

Players can really muck up your plans. Even when they don't mean too, they might come up with a simple plan that makes short work of something you thought would be a major plot thread. Some players are more problematic and want to disrupt what you're presenting to them.

If this happens to you, and you're stumped, it's ok to discuss it openly with them. If they just saw something you missed, or they came up with a really good plan, congratulate them. Let them know you're going to need to stop the session and reevaluate. It's not a bad thing for your players to know you have limits.

If a player is purposefully trying to sabotage what you're presenting, let them know that you're working hard to give them a good experience and they're making it hard for you to do that.

Some Facilitators enjoy doing a lot of prep work, filling out exhaustive details of the adventure. Others just have a simple sketch of how the adventure is shaped. It's really a matter of personal preference. If you feel comfortable in a no prep improvised game or prefer intricate planning, follow what works for you and the other players.

The tools presented here are intended to foster ideas of what your adventures can contain. More importantly, they proactively guide you away from behaviors that can suck the fun out of an adventure.

One of the basic concepts of The Artifact RPG is that there is a persistent world. The world would exist and go on if the player characters weren't there to experience it. When the player characters act on the world, it has an effect that persists from session to session. Time passes for the characters and so time passes for the world they inhabit.

Having some portion of the world state in mind and prepared for the adventure is a good idea to get started. All that means is having some idea of where the characters are, what Supporting Characters are in their area and the forces that will act on them. Drawing up maps, listing important Supporting Characters and what they're doing can help you stay on top of the action. If you can do that in your head, that's great, but most GMs are helped by having records that they can refer to.

Starting Tone
The player characters in The Artifact don't start out being able to change a lot about their world. Adventures should start out with the world as a whole barely noticing them. Their interactions are character to character, meaning that if someone were to decide to hurt them, it's a few individuals and not a whole city, nation or planet coming after them. These larger forces are moving around them and can affect them but won't single them out. They will draw the attention of individuals that might be part of the larger forces however. This can change as they grow but give them room to operate in the shadow of larger dangers to start.

Establish the Setting
Your story will start at some point in the player character's life. If this is the first game in which these characters will be played, you want a starting point where they have met or will shortly meet each other so they can start working together. In some cases, players may arrive on The Artifact within hours of each other and they can meet then. In other cases, it can speed up the game to start when they arrive at a base of operations where they will start their adventures together.

If these characters have been played before, the next adventure can happen immediately after the last session, or some time later, giving the player character time to rest and recoup.

At the start of your session, describe the situation the characters find themselves in. This establishes a beginning point for each adventure.

One of the things that make the setting of The Artifact enjoyable is the theme of finding a home. Each character is given a taste of what they're looking for during character creation. When establishing the setting for an adventure, it's good to have the possibility of finding a home within reach. You won't decide if this is the place they'd ultimately choose, you'll just tenuously establish it as a possible home.

This means that there's some place or some group that the players could see some value in. This could be a Scimrahn tribe that the characters are assigned to protect. It could even be the camaraderie they find at a remote operations base. Perhaps they feel like they might even find acceptance from a group of Kelrath.

This is where you start the characters out or you establish they're moving toward at the beginning of a session.

Challenge
In any adventure, you need something to challenge the player characters. The challenge sits between the players and what they want for the characters. Players often start off with a vague view of what they want to experience in the game. As you describe the world around the characters, they will pick out things that are interesting to them. It's the Facilitator's role to attach an appropriate cost to get what they want. This cost is often in the form of a challenge, or series of challenges for large goals. They might choose the challenge they want to overcome or you can present them with one or more. Without something to overcome, not much will happen in the adventure.

Your planning should focus on what the Supporting Characters want when there are Supporting Characters in the game. The role of the player characters will either be too thwart or assist in those efforts.

As discussed, the home the player characters are considering is an important theme. Not every game has to center on this theme but this game often feels most rewarding when it centers around themes of finding a home. Establishing a home doesn't have to be explicit. Sometimes just meeting a new friend can suggest that there's a good place for the player characters to find.

The following list gives some of the basic challenge themes that work well.

• Explore a place hoping to establish a home.
• Finding and traveling to a potential home.
• Work to become accepted into a home.
• Investigate internal elements that threaten their place in a home.
• Root out infiltrating threats to a home.
• Prevent the collapse of a home by obtaining or collecting something.
• Prevent a home from being discovered by a hostile force.
• Help to fight off a force threatening to destroy a home.
• Flee an overwhelming force while trying to rescue what they can.

These overarching challenge themes can take place quickly or last over several sessions. They can be mixed with other types of challenges that

the players take up or are tasked to accomplish by command structures.

If the players decide to explore other themes than these, allow and encourage them to do so. If they discover a potential treasure trove nearby and want to investigate it, exploring the potential of their current home being threatened because they were away and not there to protect it might be interesting. Alternatively, a treasure might allow them to develop a home of their own. At times this could be a poignant event that sticks with them or it could ruin an experience they wanted to explore.

Don't punish the players for not paying attention to a theme you've presented, you want them to follow their interests. You can explore the consequences of ignoring elements in the story that are already in motion. If you're thinking about the kind of situation where something bad will happen because the players don't act, it's best to warn the players of possible consequences. Don't just make it happen, give it a chance of happening. This doesn't have to be a complicated process, simply telling the players, "If you leave now the base has a good chance of being destroyed." and see if they accept that. When the characters might learn the fate of the base, possibly when they try to return to it, assign a percentage to it being destroyed. "There's a 40% chance the base was destroyed in your absence." and then roll for it. At this point you're displaying fairness because you haven't simply decided to punish the players, you warned of an event and allowed for the both possibilities.

Path Explains

Planning for a game session can feel like a big task. You may wonder where to start. You probably want something simple to get you started and that's understandable. Here are four actions that make up almost any adventure the characters can go on. A game session may include one, a few or all of these actions.

• Thwarting - Stopping something
• Delivering - Taking something
• Collecting - Retrieving something
• Discovery - Finding something

Start with one and then start to mix and match them once you feel more comfortable. This is an oversimplified list, but it's useful for clarity on getting an adventure planned.

Anchors

Define the main elements of the adventure under your control. You don't need a lot of them. Focus on the largest moving parts that the players will encounter. One might be an enemy or group of enemies who want something that will cause trouble for the player characters. Another might be the desired home, where it is, the things that make it valuable and what makes it fragile. You might want descriptions and the stat blocks of important Supporting Characters. An anchor might be an item worth acquiring, delivering or destroying, being important to the adventure.

Anchors can be

• A location where the adventure might take place in.
• A person the player characters will interact with to move the adventure along.
• An object needed on the adventure.
• A an individual, group or organization that wants something that intersect with or conflicts with what the player characters would want.

Path Explains

You want your players to enjoy friendly Supporting Characters. Don't make the rookie mistake of thinking that if you heap impressive descriptions on a character or place, the players will be wowed into enjoying them. Just tell the players what their characters will be able to sense or deduce without any emotional agenda. They'll decide how they feel about it.

If you make a character that you want the players to like, make them helpful, kind or useful in some way. If the character is warm to them socially, the players are more likely to enjoy their company. They can be impressive characters after you display that they're friendly.

If you want the players to hate a character, make them brag about how great they are. The players will want to take them down a few notches and will love it if you give them a chance to do so.

If you prefer improvisation over preparation, having just the minimum number of anchors you need to develop the challenge is your goal.

If you enjoy preparation, you can develop as many anchors as you like, but be ready for the players to only engage with a few of them at a time.

Make notes about important aspects of that location. Draw maps if it will be helpful to you either in planning the event or in game.

If the anchor is a Supporting Character, have their stats ready and make a note to yourself about what they actually want. It might have nothing to do with the player characters directly, it could center on them if a Supporting Character is seeking revenge for a past slight. They might be looking to employ the player characters to take care of a problem.

Identify connections between your anchors. An enemy may be linked to a person or a place. Something in the environment may make a location a challenge to live in. Noting how each anchor links to another helps you to form ideas of how they can react to each other. Forming more links, makes the setting more immersive.

Some of these anchors may stay the same from session to session, giving a strong sense of continuity. You can develop more and more detail about these anchors as you play. A tough Supporting Character enemy might require a

backstory at some point. A Scimrahn village might start out as a group of average Supporting Characters but as the players explore, they may learn of special talents in the tribe that were originally hidden to them.

Describe what the anchor Supporting Characters want to do, not what they "will" do. The ongoing story can change what actions a Supporting Character will take, but if you know what the Supporting Characters want, you can adapt what they end up doing to the story.

Path Explains
If you prepare with "The Chezbah will attack after a few hours" you could run into a problem. The player characters might have figured out a good way to hide. At that point, it doesn't make sense for the Chezbah to attack.
If you prepare with "The Chezbah want to clear the area of Scimrahn" When they enter the area, because the player characters are hiding, they can't attack, but they'll start searching the area.
Knowing what a Supporting Character wants is more flexible than predetermining their actions.

Tips for location anchors
Think about why this location could become important to the Player Characters. This could be as simple as Events will happen here, but it could hold important characters or resources.

When creating location anchors for your game, think about what each location means to groups of Supporting Characters in the game.

Give a Supporting Character a special affinity for this location. It might be special to a Supporting Character for reasons that are not obvious.

If the character's movement in the location will be important, consider drawing a map. Consider if this will be a map just for your use or if seeing the map could be useful in helping the players understand their surroundings.

Timing of Events
Once you have the basic challenge and your anchors. Think about when Supporting Characters would be able to act on what they want. This is especially useful if there are travel

times involved. The environment may be one of your anchors. A quake, a fire or any other environmental change might happen at random or you might set a specific time for it to happen in the game.

In some situations, an event can be timed. For instance, if there's a messenger that was sent to find the characters, they'll likely find them in a basic window of time. If there's a large enemy force traveling through the area, their actions are probably not dependent on the player characters, they travel through when they're expected to.

These scheduled events are often atmospheric. They can have real consequences but the player characters can't often effect the timing.

In other situations, certain actions can trigger the timing of events. For example, a Chezbah hound could come within sight of the camp the player characters are in and bring in the rest of a Chezbah force in the area. It might seem unlikely that the player characters would be able to influence how things unfold, but it's not impossible.

Another example of how character actions can generate an event could be if the characters were unable to help out a group of Scimrahn, they might leave the area, looking for safety.

Think about what actions the player characters might take to speed up or delay events. Give them trade offs and choices they can make when getting involved in the timing of these conditional events.

These events can be anything that sets up activity for the player characters. It can be combat, conversation, a location to explore or a transaction between characters.

Players may miss or not engage in events you plan. Be ready to leave some of them behind. You don't want to force players to go through all the events planned if they don't make sense in the narrative. In addition, the players can take the story in directions you haven't anticipated and require you to come up with events during play. If you find improvisational play difficult, it can be good to have generic stat blocks available for Supporting Characters, use random tables that give you inspiration and make your own tables for situations you have difficulty with.

In situations where the player characters are not the focus of what a Supporting Character wants, it's not a bad idea to plan what would happen if the player characters weren't there. Allow and expect the player characters to interfere with that plan, having the Supporting Characters react to the interference.

Pacing

A player's emotions effect how they will experience the game. They can get burned out if the same emotion keeps being induced in them. You can avoid this burn out by pacing the emotions you try to induce in the game.

Feelings like fear, concern, anger or worry are tense. Feelings like joy, relief, humor, and mastery are relaxed. At a basic level, you want to alternate between relaxed and tense events if you can manage it.

Path Explains
Pacing is mainly useful for when there are sequential events that are planned out. If the players are choosing where they go and what they do next, they tend to self pace.

Normally, when you give your players a tense event, in the next event, you want to give them room to breathe. Modulate between events of tension with relaxed events. This can be subverted when you get to very dramatic points in the narrative. Having a tense event followed by another tense event can highlight that the characters are reaching a climax in the story. Alternatively, two relaxed scenes in a row can be a "reward" for finishing a mission.

In a tense event, the character are being challenged, they are trying to avoid suffering losses.

In a relaxed event, the characters are gaining. It could be friends or treasure or just resting and replenishing their stocks.

Pacing using difficulty

If the players are primarily interested in combat, pacing can be induced by having difficult and easier events planned. In a tense event, the characters are in danger from the challenges in front of them. They may suffer some losses in their resources and lives if they're not careful. In a relaxed event, there might be no or low danger that the characters have an easy time handling

it. In low danger situations the characters get to be successful at what they do.

Pacing using challenge type

Another way to alternate between tense and relaxed scenes is how the primary challenge of the scene lines up with the character's expertise. If the character is skilled in diplomatic situations, and the challenge is combat, which they are not good at, the challenge will be tense. The opposite situation is also true, if they're good at combat and the challenge is combat, they will be more at home and can rely on their skills to handle the scene.

Puzzles

Puzzles control access and slow down the action at first. If things start to go wrong, they can create a rise in tension. Puzzles like traps laid by an enemy are useful when the players want something.

Natural puzzles are ones where there is a barrier because of natural events. It wasn't designed by anyone, it just happens to be a barrier and the players have to figure out how to overcome it. This can include when there was a constructed object but it's fallen apart and the players have to figure out how to put it back together. What was this thing's original purpose? What went wrong? What changed?

Constructed puzzles like traps are there to stop the unwary. It makes very little sense to have a constructed puzzle that anyone can guess the answer. They should target what would otherwise be normal behavior and have a method for anyone that knows about their existence to avoid. Traps are common around Kelrath cities and when trying to get into Scimrahn safehouses.

Example

A trap could be made to target anyone that walks down the middle of a path. Anyone that is aware of the trap, knows the trigger is in the middle of the path and then walks to the side of the path to avoid it.

The World of The Artifact

At first, players will have very little knowledge of people, cultures and secrets that The Artifact contains. When the characters are from Earth, they share this lack of knowledge, and exploration comes into play naturally. The Facilitator introduces new elements to them over time.

A starting Facilitator can familiarize themselves with certain aspects of the world that they feel will be the most fun for the players and slowly move on to new subjects as desired.

Each heading will start with an overview of the material it will go over and then bring out more detail. Since the Scimrahn are earth's ally and often serve as a window for the player characters, it's good to be familiar with their culture and what they bring to the table.

The Scimrahn

The Scimrahn are the Earth's only formal ally on The Artifact. They are descendants of Chezbah that long ago rejected the control of Loc and his Priests. Because of this rejection, the Chezbah vow to exterminate the Scimrahn.

The Scimrahn live in tribes lead by a Matriarch and her husband the Enforcer. Most tribes are nomadic, staying in one location for only few days but tribes that produce goods will usually stay in one place for weeks or months.

Because the Chezbah are able to plan for nearly any course of action, the Scimrahn operate in distributed tribes. If one tribe is attacked the other tribes can adapt to cope with its loss. When distributed in small groups, the Chezbah are forced to spread out, and limit the effectiveness of chemical, biological, or nanotech weapons.

The Matriarch's role is to make policies that governs the tribe and to interpret the policies of the Matriarchs before her. They serve as the judge in disputes, choose where the tribe should live, and organize the efforts of the tribe to get what they need to survive. Her decisions are recorded along with the tribe's exploits in a diary. This record is reviewed among the Matriarchs when tribes get together.

The Enforcer is the military commander and law enforcement leader for the tribe. His job is to keep the tribe safe from threats within and without.

Scimrahn often live brutal and short lives. Women, specifically mothers, live somewhat longer because they are protected by the other members of their tribe.

Large families are very important to the Scimrahn nation's continued existence. Polygamy is strongly encouraged by the Scimrahn. There are fewer Scimrahn men than women due to battle. While women fight, it is generally discouraged. Women are deemed too valuable to lose.

The stress of battle leads the Scimrahn to experiment with substances that would help them with symptoms of stress. In this process they discovered compounds that aided them directly in battle against the physically superior Chezbah Warriors. In a short span of time, the use of drugs became commonplace.

Drugs have permeated the culture so thoroughly that it is considered rude to enter a home without giving and receiving a gift of a drug. Most meals are accompanied by and often include various narcotics as ingredients. This carries with it the problem of dependency, and a host of negative side effects.

Every ten births, Tribes take turns meeting in a festival of joining. In the festival groups of Matriarchs come together to review problems and solutions found by other tribes. In the festival of Joining these matters are voted on and laws are made or changed. This is where the vast majority of inter tribal marriages are made.

Types of Tribes

There are four main types of tribes, each caring for a different need. Tribes will meet in agreed upon locations to interact and trade for goods and services.

The Raider Tribe

Raiders opportunistically attack other nations to take the resources they need supplying the other tribes. Paid informants and a network of spies reveal which shipments will have things that the tribes need.

Raiders use high speed attack craft to board and take over Chezbah and Kelrath vessels which are then armed and used to take their next quarry.

Kelrath freighter captains will sometimes abandon their vessels with the understanding that if they do not put up much of a fight, the Scimrahn will let the vessel go without damaging

it. The Kelrath do this partially to reduce the damage to their vessels but it is supposed that by supporting the Scimrahn, they keep the Chezbah distracted from waging war on the Kelrath. Scimrahn honor this arrangement because it reduces their losses. Many Kelrath Geetin enter Scimrahn society this way.

Raider tribes often have some of the most talented mechanics, not only to maintain their fleet of gunboats, but to quickly repair freighters if they have been taken by force. Scimrahn with mechanical skills are sometimes traded as a commodity between tribes.

Raiders live a grisly, rough, and ready life always on the move. Raiders are the most exposed to danger. These tribes rarely have time to do much more than prepare for their next attack.

Many of Earthers find Raiders difficult to relate to. They have constant battle trauma, and can be excessively violent. Despite this a Raider is given great respect by their fellow Scimrahn. A Raider tribe consist of approximately three hundred people, one hundred being able bodied warriors. These tribes usually have twenty to forty Delta attack craft, A troop transport, and ten E-suits modified for speed.

The Raider Village

The raider village is a temporary settlement at best. All structures in the village are tents that can be quickly taken down. Raiders are especially proficient at packing quickly. Some of the best tribes can take down a settlement in less than ten minutes. The center of the town is an Assault transport. On one side of the transport is the Matriarch's tent. This is often the second largest tent in the camp. The largest is the "Pord" this is a kind of bar, and community center. Most sociable members of the tribe spend their time in or around the Pord.

The Pord is where all the trading in the village occurs. Anyone seeking to do business in a raider town would do well to try here first. The Pord is also where any local scouts and minstrels are welcome to stay.

Around these two main tents are a little over a hundred smaller tents where the families and warriors live.

One Quarter of the village is devoted to the vehicles of the tribe. This is where Deltas and E-suits are maintained. One quarter of the vehicles

are kept in a ready status at all times in case of an attack.

1d6x40	Scimrahn
1d6x10	Deltas
1d6x5	E-Suits
1	Assault Transport

Wealth

Roll 1d100

1-30	Starving
31-65	Tenuous
66-85	Stable
86-95	Affluent (may accept earth currency)
96-100	Wealthy (Likely to accept earth currency)

Carrier Tribes

Carriers travel as caravans of vehicles and their pilots. The purpose of the Carrier tribe is to transport goods from one tribe to another, such as from a raider tribe to an industry tribe.

Carriers stay on the move for days at a time but move relatively slowly, preferring stealth to speed. A few heavily armed E-Suit pilots protect the tribe from small bands of attackers, but the whole tribe will retreat to a structure called a safehouse if their protectors cannot hold off an assault.

Meeting places between tribes are normally arranged by contacting scouts. Each tribe is given a waiting place by the scout and it is the scout's job to bring the tribes together. This is primarily so that if any tribe is captured by the Chezbah they cannot reveal the location of another tribe. At worst, a captured tribe may reveal the location of a handful of scouts.

A carrier tribe consists of around one hundred and fifty people, forty being able bodied warriors. These tribes normally have thirty cargo haulers, and ten heavily modified E-suits tuned for high firepower.

The Carrier Camp

Always on the move, a carrier camp will only last for a few hours. Carriers set up temporary shelters near a hex wall, and line their cargo haulers on the other side of the camp. Once the

camp is set up, the tribe prepares food for the next fifty to sixty hours of travel. This is a time for rest and relaxation.

Carriers use safehouses whenever possible. This will bring them out of their way on occasion, but the safety of the bunkers, and the chance of restocking supplies from stored supplies is a welcome opportunity.

1d6x40	Scimrahn
1d6x10	Freighters
1d6x5	Modified TF-2394

Wealth

Roll 1d100

1-30	Starving
31-65	Tenuous
66-85	Stable
86-95	Affluent (may accept earth currency)
96-100	Wealthy (Likely to accept earth currency)

Industry Tribes

Industry tribes produce goods that the rest of the Scimrahn need. Although simple items may be made by any tribe, vehicles, weapons and other technology requires the focused effort of an industry tribe.

The life of an industry tribe revolves around the building sized robot construction systems called Hosent. Without them, these small groups would not be able to build equipment that rivaled the larger nations.

The industry tribe make use of the Hosent that otherwise lay dormant in the industry hexes. Although they must take steps to keep the Hosent from speaking to Loc, the Hosent robots do not care who they build for.

These tribes specialize to a degree but almost any item that a Scimrahn could need is probably being produced by an industry tribe. Raider tribes try to anticipate what goods they will need and request them from the industry tribe that supports them.

An Industry tribe can have upwards of a thousand Scimrahn. Only one hundred are dedicated warriors, but another two hundred

can be called out of reserve. Industry tribes have varying amounts of equipment at their disposal since they produce different products.

The Industry Town

Often nestled somewhere in the center of an industrial hex, the town is sometimes hidden almost completely inside a dozen Hosent with tunnels bored through the ground to nearby Hosent. In other instances the town cannibalizes the Hosent panels and makes a walled fortress. These towns are often elaborately camouflaged to prevent detection.

At the center of the town is a Pord. But in a large industry town, the Pord is quite different from the one in a Raider village. The Pord is an open air market with several meeting tents and five to twenty merchants, depending on the town. In the center of the Pord is often a large furnace that keeps the area warm.

Immediately around the Pord is a protective wall. In an attack, the town enters the Pord and mounts a defense. The Pord wall is often reinforced with rubble having only two or three doors that can be sealed off with explosives. Often, the Pord will have a blow away hatch cut into the floor or ceiling to facilitate an escape should the Chezbah lay siege to the town.

Even if the Chezbah attack is unsuccessful, the town must pick up and move. Because of this, small Chezbah scout forces won't bother attacking an industry town right away. They let the Scimrahn know they've been found and try to follow them when they pick up and move. Industry tribes often have several locations where they can set up a new town in a few weeks. They also have safe houses of their own with multiple escape routes to slow down anyone following them.

| 1d10x200 | Scimrahn |
| 1d6x2 | E-Suits |

Goods Produced

The goods produced are at a 25% discount while the tribe is producing goods.

Roll 1d100 roll twice

1-31	Clothing
31-41	Tents and shelters
41-45	Sensor systems

46-50	Hand Tools
51-52	Experimental weapon system
53-65	Drugs and medicine
66-70	Chemicals
71-80	Hand laser weapons
81-84	Hand plasma weapons
85-80	Scimrahn Freighters
81-86	AG Skiffs
87-93	Deltas
93-98	E-Suits
99-100	Assault Transports

Wealth

Roll 1d100

1-30	Starving
31-65	Tenuous
66-85	Stable
86-95	Affluent (may accept earth currency)
96-100	Wealthy (Likely to accept earth currency)

Defenses

Roll 1d100 roll twice

1-20	Multiple escape routes
21-30	Extensive tunnel system
31-40	Explosives
41-50	Decoys and camouflage
51-60	Collapsed hex entries
61-65	Hosent moved to unusual location
66-70	Large compliment of E-Suits
71-75	Proximity to Kelrath settlement
76-80	Lookouts and long ranged weapons
81-90	Hosent modified to attack intruders
91-100	Rock fall boobytraps

Minstrel Tribes

Minstrels do entertain, but the importance of this kind of tribe goes deeper than music. The first Scimrahn spread their message of rebellion by traveling as musicians from Chezbah city to city before being outlawed by Loc.

Now the minstrel tribe is the brain trust of the Scimrahn. Gifted young ones are given to a Minstrel tribe for evaluation. If they show special talent they are adopted by the tribe.

Minstrels travel from tribe to tribe, teaching and entertaining. A Minstrel is always welcomed by any tribe. The favorite time for minstrels to visit is when the festival of joining is being celebrated, allowing for the greatest exposure to their ideas and art. Many of the new ideas in science, engineering, and medicine come from minstrels.

Minstrel tribes travel light and avoid a fight as much as possible. This contributes to the minstrels living significantly longer on average. They consist of only forty or fifty members, with no heavy equipment and only ten or fewer warriors.

1d6x5	Scimrahn Guerrillas
1d6x30	Scimrahn Minstrels

Wealth

Roll 1d100

1-30	Starving
31-65	Tenuous
66-85	Stable
86-95	Affluent (may accept earth currency)
96-100	Wealthy (Likely to accept earth currency)

The Mothers

For the Scimrahn, "Mother" is both a practical and a honorific term referring to the oldest female in a birth line. Once a daughter's mother dies, she takes the title of "Mother" in the tribe

Women control most of the goods and labor in a tribe. Although a man may have a few items of his own, they do not often carry on business. Scimrahn girls work under their mothers, with the family pooling their resources much like a family business. When the mother dies, the family breaks up with each of the sisters becoming head of her own family. The property of the mother is distributed to her daughters.

While a mother is alive, her sons are expected to give half of everything they raid or make to her. The other half is divided up among any wives they may have. In return, the women supply

their sons and husbands with the things they need. Men may move from one household to another every few days, coupled with their short life spans from fighting the Chezbah, this makes the mothers the only stable aspect of a child's life.

Scouts

Scouts are important to the Scimrahn because they provide situational awareness to the tribes that move through the area. A scout stays in a region for many years, observing and learning about their territory.

In almost all situations where tribes meet, it is arranged by a scout. If a Carrier tribe is bringing goods to trade with a Raider or Industry tribe, they will look for scouts in the area and ask them where the tribe they're looking for can be found. Then when they reach a scout with that tribe in their territory, the scout will go out and get a delegation from that tribe to trade. In this way a carrier tribe cannot easily be forced to reveal the location of tribes it does business with.

Traveling tribes will resupply a scout that visits them, even if they do not have very much themselves. Refusing hospitality to a roving scout is a serious offense, so serious in fact that a tribe that does not supply a scout may suffer reprisals from other tribes.

Espionage

The Espionage Specialist is a Scimrahn that has been trained to infiltrate Chezbah society. They will disguise themselves as a Chezbah with makeup and red rimmed contact lenses. They sneak into the city or town the informant lives in and make contact. The informant acts like the Espionage Specialist is a visiting relative or a business interest and the Scimrahn does their best to fit the part or it means death for both.

Once in the privacy of the informant's home, a price is negotiated for information on where food shipments are coming or going. Scimrahn very rarely have anything that a Chezbah would want, unless it was taken in a raid. Even then, if a Chezbah family suddenly had wealth that no one else could account for, suspicion would be raised about them.

Most often the subject of this kind of Scimrahn raid, is a rival family's business. This may be the only way a to overcome a rival that is favored by the Priests. Although physical assets are not often requested as a price, information on the rival is. If the rival can be discredited, they will

be either abandoned by business partners or even investigated by the Priests.

One way to accomplish this is to plant contraband in their homes. Even a small amount of Kelrath writings or art can cause serious repercussions.

Scimrahn History

"The Scimrahn people have had to live the life of refugees for centuries. As a people, we have never known anything different. From our first days we were scattered to the bowels of the deep.

Where at first, we were tiny bands of people, hiding from our adversary Loc. We have become structured in order to not only to survive, but to flourish under oppression.

We live because we refuse to die. We refuse to die because we know that there are days ahead when we will stand in the forests, and by the ocean and feel no fear. We know this because we were once afraid to crawl from our hiding places to find a morsel of food. Now we overtake our enemy and take the food from him. Loc has no power over us."

Words of Minstrel Selukn Hebbard Ub

The historical account of the Scimrahn tells of times centuries past were the Scimrahn were a tiny distraction from the war Loc waged with the Kelrath. In those days a mother raised her children, hidden in tiny compartments, many times devoid of any light. Children grew up nearly mute, knowing the danger that making a single sound brings. Mothers mapped crawl ways and escape routes. Fathers crawled on their bellies through miles of tunnel to find the food to feed his family. In those early days, a single family was as big as a group could be. Anything larger would be too dangerous. Getting caught would mean that an even larger group would have to slide down a vent pipe, or crawl through a crack in the wall. A single second meant life or death for the Scimrahn in those times. The average life span of a Scimrahn was a mere twelve years.

As time wore on, one thing allowed the Scimrahn to survive as a people, the passage of knowledge from one mother to another. Information on where good hiding places were, where food could be found, and most

importantly, where the Chezbah weren't. All this written on the walls of the tunnels. As time and generation of Scimrahn wore on, written language was almost lost. Pictograms became the only way to pass messages to each other, and soon Ideograms came into use.

Slowly the Scimrahn organized a system of skilled thieves who would distribute their ill gotten gains. The most important item on their list, weapons. Weapons meant families could defend themselves, and animals could be hunted more easily. The families would reward the thieves by feeding them when they could, fixing cloths, or mending boots.

Soon enterprising Scimrahn traveled deep into the cavernous expanses. Fed by a supply line of their family, scavengers found raw materials to feed the Hosent. The living factories begun the process of building weapons and machines to aid in survival.

Later whole families took up scavenging. Other families took up the dangerous task of transporting food and equipment. Thieves became more bold, supplied with new weapons. Actively raiding small towns, trains and, ravaging farms became the norm.

Decades past, and families, more strongly rooted, became tribes. These tribes needed order, and the old Matriarchal system continued.

Gradually, the lines in a new society were drawn. The spread of information became more sophisticated, scouts continued the tradition of ideograms advancing their art. These scouts, took up the task of memorizing tunnels. They became living maps of trade routes, villages, and Chezbah troop movements. To this day scouts are indispensable for safety.

Whole tribes took on the task of raiding for food and raw materials, some became powerful enough to survive on the surface. The days of petty thievery were gone. The tribes patched together attack crafts to over take convoys filled with food. For every four tribes raiding, they could support a single carrier tribe, and two carriers could maintain the needs of an industry tribe.

However, the Scimrahn were still a rabble stringing together patchwork equipment. Each industry tribe built its own equipment to its own standards. Many weapons, and even vehicles

had to be discarded if they broke or were damaged because there were no parts to repair them.

All the advancements the Scimrahn had made was in jeopardy. The resources they required to keep building were quickly running out. In the eleventh full span, scouts spread the word that a gathering was to take place. All the Matriarchs were to meet and discuss the problem at hand. "The Gathering" as it was soon called, was a risky idea, and many refused to come. Many felt it would be too easy to find the secret talks, and exterminate the congregation.

Despite the risk, many did attend. For six cycles, the debate went on as to how to preserve the Scimrahn. Hela Mortun leader of the tribe of Ferra Lee, offered the plan that was agreed upon. The gathered tribes would form a union of laws and practices. While this was a major breakthrough, the Matriarch who is generally credited with preserving the Scimrahn was Gesinia Tol Derdin of tribe Corinar. She established the engineering standards that brought Scimrahn production processes together. She specified that all machines were to have interchangeable parts, so that repairs could now be made on all machines.

The "Gathered" as they were now called, became the most prosperous of the Scimrahn. Their equipment became the most sought after, and the Gathered grew quickly.

The Gathered now took up a monumental task. The City of Gadios began. The word Gadios meaning "Cornerstone of Dreams", has truly lived up to its name. The city is the largest congregation of the Scimrahn people. It has also allowed the Scimrahn to produce their own fuel.

For three full spans the Gathered have built up their people. Stabilizing and reinforcing work continued. Until whispers spread through the tribes that a new people had arrived.

Customs
The Scimrahn people have some very different customs than those on earth. Customs such as greeting, visiting people at home, and trade.

Greetings
There are two types of greeting, the formal and the friendly. The greeting used, depends on the mood or disposition of the greeter. While both are considered proper, the formal greeting is use when welcoming a stranger. The greeter reaches

up to the side of the other person's head with their right hand. In return, the Greeted does the same. Then, both make a slight bow until almost touching heads. This greeting is said to go back to the beginning of the Scimrahn exodus from Loc. In those early days, the Scimrahn were a vocal anti-war group, something unheard of at the time. Their underground society was highly secretive. As a result, speaking in public against Loc was done quietly, and the speaker would draw in the head of the listener to whisper to them. Over time, the gesture became a type of password to show that you were a Scimrahn.

In the friendly greeting, the greeter raises an arm, usually the right with the palm facing inward and held about chest level. The greeted then does the same, and takes the hand of the greeter. A firm grip is then applied. Both use the other hand to either grip around the other hand, or if the greeting is very friendly, the other arm hugs the person. The origin of this greeting is newer, and started in Gadios. Merchants living in the city developed the greeting to tell whether a person was a city resident, and by extension, should they swindle them. However the greeting was spread as a friendly gesture before those outside Gadios knew what it meant.

Visiting
When approaching the tent, or shelter occupied by a Scimrahn, it is important that the following etiquette is followed. Never approach a Scimrahn unannounced, it is very rude to startle or surprise a Scimrahn. It is often the custom to cough or stop one's feet as you come into listening distance.

When outside a tent or other structure, and the occupants do not come out to meet you, do not approach within three meters without calling out to the occupants. Scimrahn are often very aware of their surroundings and will probably hear you before you arrive.

It is very important to give gifts on arriving at a home. Traditionally, this is a small quantity of drugs of a recreational nature, and usually taken on the spot. This has been a problem for the earth forces. However some Scimrahn have recognized this and will not be offended if an earther is on duty. Off duty however, a Scimrahn will expect cigarettes (two packs, one for you, one for me), beer (no less than a six pack), hard liqueur (a bottle), or at the very least, some very strong coffee.

Never enter, or even look into a Scimrahn's living area (tent or otherwise) without their expressed permission. Even if you are allowed in every time you come. This is a Scimrahn's personal space, and is not to be violated.

Trade and Business
Most business is transacted when a Carrier tribe arrives near an industry town. Both tribes bring their goods to the temporary Pord. Here, the Matriarchs barter for the best deal. The tribes groan with displeasure at the other tribe's offers and wave their hands to cheer on their Matriarch. Sometimes not only goods are traded, but also warriors, services and scrapyard rights. Then, after the tribes have settled the trade, individuals approach, bartering for every conceivable commodity.

For the Scimrahn, it is considered rude to barter out of the public eye. For the most part, this means trading at the Pord. In one corner, there is a rug or sometimes a raised platform where trading is done. There may be a line for this spot if the tribe is large. The trading process is not a free for all. A member of the tribe must acknowledge the trader and the trader must greet the tribe. In larger tribes there is usually a mistress of ceremonies that preforms this duty. It's done to make sure that the last transaction is completed before the next one starts so that the whole tribe may be involved in a trade. The trader announces what they have to trade and the bidding begins. In large tribes the bidding can be frantic and heated.

It is normal for the bidders to insult each other, but because the Scimrahn culture is averse to loud noises, there is rarely any shouting. Onlookers will jeer a trade they think is unfair, and may nod, or wave their hands to cheer trades they approve of. The more the tribe approves of a trade, the faster it is expected to go. There is little patience for a person who drags their feet on a trade that is favored. This may lead to a person going unacknowledged in the future. If this happens they have to beg for the right to trade from a member of the tribe. Most of the time the person is not allowed to trade for a few hours, and if offensive behavior is repeated the period is longer.

Often, savvy barterers will jump in on a trade, either trying to build up the value of the trade, or boo a trade they feel unfair. This process is rarely impartial, observers will push for favorable trades for people they like and make trade difficult for those they don't like.

Language

The Scimrahn language is arguably only a dialect of the Chezbah language. It uses most of the same alphabet and many similar sounds and words. However over centuries of separation the two languages have become very different, like Spanish and French have their roots in Latin, but are completely separate languages.

Word Structure

Chezbah language is made up of word particles. Many of the particles are interchangeable and swapping their order changes the meaning.

For example: Zem-Keth is a word meaning leader. The prefix Zem means "possessing power", while Keth means person, or man. However the word Keth-Zem, means a physically strong person. The Chezbah language is taught using these word particles. Scimrahn language uses many of the same word structures, but their usage is "clipped". The same word in Scimrahn is rendered "zeken" for leader, and "thezen" for one who is physically strong. The words have similar sounds, but the Scimrahn words are fused and clipped. This is the result of centuries of whispering words to children, and the children carry on the muffled versions into today.

Some of the old linguistic structures still persist. These include the prefix "ahz" denoting the feminine. All words are considered to be in the masculine, unless the prefix ahz is attached reflecting the Chezbah roots. For example "zeken" or leader would be taken to mean a male leader, but "Ahzeken" is the proper word for Matriarch. In addition, the word for tribe is "ahz-chim", chim meaning people. The feminine aspect of the word is a reflection of the matriarchal leadership of the Scimrahn. Another prefix that persists is "kel" referring to thought, and reason. The prefix "it" denotes a plural state such as "it-ahz-chem" or "tribes". Another such prefix is "rah" denoting a person or object that performs a function. The English equivalent is the suffix -er, as in thrust-er (thing that thrusts), or reader (person or thing that reads). For example: The word "doch" refers to the action of running. The word "rah-doch", or runner, is sometimes used in describing a low ranking scouts. "Feahe" (pronounced "fey") meaning fix or repair, when coupled with rah, becomes "Rahfeahe", or Mechanic (itrahfeahe-mechanics).

Verb Tense

Neither Chezbah nor Scimrahn languages express tense. The tense of a word is often expressed in the context of the sentence, or often not at all. For example: the phrase "I am walking" has two tense indicating words, am, and walking. In Scimrahn, this phrase would be rendered as "dok iennis Chahz" or "I now walk", but there is no equivalent to "walking".

Accent

Scimrahn words may or, may not be accented regardless of their length. One syllable words can be accented, or multi-syllable words can go without accent. All words that carry the accent mark (') are accented on the syllable with the mark. In all cases an accent mark denotes a drop in pitch on the accented syllable. The degree of drop does not matter, just as long as it occurs.

It is important to remember, that no matter the length, Scimrahn words have only one accent per word.

Common Names

The following are names commonly given to Scimrahn. The most common are listed first, followed by the second most common, and so on.

Male
Jah-ahre
Ahiet-mo
Ahahdolko
Felloch
Ub
Grishin

Female
Neeah
Oshulo
Therim
Chiah
Nimoe

Common Words

ahzchim	tribe
Ahzeken	Matriarch
ahzketh	woman
brouragh	demon
Chahz	I, me
chim	people
doch	run
dok	walk

en	ideographic writings
grier	hex
keboah	speak
Kelek	wise man / sage
keth	man (person)
iennis	now
ofri	plasma / plasma energy
podobes	lost
pahk	weapons
Rahshaho	Merchant (Carrier)
Rahzahm	Raider
shaho	trade
Togon	Enforcer
zahahnie	food
zahahmies	gift
Ziekem	Scout

Alphabet

The following section discusses the formal written language of the Scimrahn. However it should be noted that Scimrahn ideograms are also a major form of written communication. However ideogram guides compiled by earth forces are often over two thousand pages long and deal in vague motifs that dominate certain locations.

Scimrahn letters do not have names like in English and many other languages, but are referred to as their sound. Scimrahn letters are a subset of the Chezbah alphabet, leaving out the lowercase letters that some (but not all) letters had to indicate longer or softer pronunciation of sounds. These lower case letters were dropped during the period known as "the days of exile" when written language almost died out.

-(CH) As in the English cheese, or chase, but more of the H sound is pronounced, making a softer sound than is customarily made in English.

-(Z) Like in pleasure or azure, never as in zone or zebra.

-(B-M) There is no English equivalent to this sound, rather it is a combination of a B and M. This sound is made by starting with an M sound with relaxed lips and abruptly ending it with a puff of air forcing the lips apart. Some Scimrahn pronounce this letter more as a M than a B.

-(S-SH) Pronounced either as an S in say or more commonly as a SH in shuttle or she.

-(E) Like in meet or be, never as in net or gem.

-(KE) Almost pronounced as in the names Ken or Kelly, but the K sound is made with a more guttural rasp.

-(L) As in the English lisp or love.

-(F) Like in fanciful or soft.

-(TH) Pronounced as in then or farther.

-(R) As spoken in redundant, and regret, never with a rolling sound as is made in some English dialects.

-(A-AH) Spoken like father, or aqua, never as rat or range. In specific words or names, the sound A, or H, can be more or less pronounced. This is especially true in names where either sound can be negated, usually at the preference of those familiar with the person bearing the name. For example: Ahahdolko, sometimes pronounced Hadolko, Ahdolko, Ahadolko and so on.

-(I-E) Like in bet, but with more of a I sound like in hinge, made mostly from the vocal cords.

-(N) As in novel and announcement.

-(K) A less intense K sound similar to cat or cavern, but not abrupt. The Scimrahn K is pronounced by placing the tongue in the same place as the English K, but instead of an abrupt puff of air, a slow exhalation forms the sound.

-(P) As in pan, and pronouncement.

-(O-AW) Frequently as in off, but sometimes as in otter or obstinate.

-(G) Pronounced as in green and guess, never soft as in gem.

⊍ -(D) Like deceive, or lid.

⋂ -(FR) As in frame or fraud.

⁄ -(T) Spoke as in top, and advantage.

Numbers

Scimrahn and Chezbah numbers have twenty digits, but counting is based on four base numerals. These are Pah (1), Toc (2), Che (3), and Ko (4). Below is a list of the digits, followed by its equivalent in Arabic numerals, then how the number is said in its base numerals.

⎯ -0 (S)

∧ -1 (Pah)

○ -2 (Toc)

-3 (Che)

⋇ -4 (Ko)

∧ -5 [11] (Pah-Pah)

⍉ -6 [12] (Pah-Toc)

⋈ -7 [13] (Pah-Che)

∧ -8 [14] (Pah-Ko)

⅄ -9 [21] (Toc-Pah)

◎ -10 [22] (Toc-Toc)

⍍ -11 [23] (Toc-Che)

⍌ -12 [24] (Toc-Ko)

⍐ -13 [31] (Che-Pah)

⊖ -14 [32] (Che-Toc)

⊞ -15 [33] (Che-Che)

⊼ -16 [34] (Che-Ko)

⍀ -17 [41] (Ko-Pah)

∅ -18 [42] (Ko-Toc)

⫴ -19 [43] (Ko-Che)

⋇ -20 [44] (Ko-Ko)

Any number over twenty is represented by two or more symbols with a connector sound. This connector sound has no name, but is pronounced as a short clipped U sound. For example, ∧○ is pronounced Pah, u' Toc. Numerically this is the number twenty two (22). The sound for zero, (S) is not used in higher numbers. After Ko-Ko the next number is Pah u' Pah. The number after Ko-Ko u' Ko-Ko, is Pah u' Pah u' Pah, and so on. The number S is used only for denoting the number zero.

The Number Line

The following number line goes out to only seven places. Just like Arabic numerals (like 1, 2, 3, 10, 356, etc.), Chezbah numerals can continue on forever. Each additional number place is equal to twenty times the last. For example: The place after the ones column is the twenty's place. The place after that is twenty times twenty (400). After that is four hundred times twenty (8,000). After that is eight thousand times twenty (160,000). And so on, into infinity. This isn't much different from the ten digit set of numerals in the system Earthers are used to, but has double the number of digits.

1's Place
20's Place
400's Place
8,000's Place
160,000's Place
3,200,000's Place
64,000,000's Place
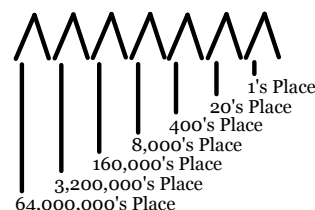
From Ko-Ko, ⋇ (20), counting continues to Pah u' Pah, ∧∧(21), then to Pah u' Toc, ∧○ (22). And so on. The Pah in the twenty's place is equal to twenty. The Pah in the eight thousand's place is equal to eight thousand. A Toc in the twenty's place equals forty, and a Toc in the eight thousands place equals sixteen thousand etc.

Time

Even on the surface there are no days or nights on The Artifact. There is no moon, and judging the length of a year is very difficult. The underground is static, unchanging. Although there are some cycles to observe in the mechanisms of the planet, early Scimrahn turned to the cycles in their own bodies to tell time.

Iensh-pelzi - Literally a "sleep" this is a period of approximately 16 hours. Scimrahn often are awake for 12 hours and sleep for 4.

Fieszi - Often translated as a "cycle". A period of four to five weeks. Literally translated as "blood".

Gieth-nawzi - Translated as a "birth". A period of approximately nine months.

Zi-nawch - Literally a "life time" or a "span" of a life. This is averaged out at twenty six earth years.

Reshzi-nawch - A "greater life span" or "full span". A period of eighty years.

Scimrahn chronometers often display time as a fraction of a sleep and a cycle. This can be difficult for Earthers to get used to.

Chezbah and Kelrath use different metrics of time. The Chezbah sleep and wake cycle is about 21 hours long while the Kelrath's is near 30.

Infrastructure

The infrastructure of the Scimrahn takes some unusual forms, but much of it is necessary for life.

The Scrapyards

Scimrahn hide away their broken vehicles and equipment in proscribed locations. These are often reservoir hexes emptied of water. These are a kind of collective parts warehouse that many tribes contribute to. Often a caretaker oversees the site, ensuring that if someone takes something, they leave something in return and food for the caretaker. This often takes the form of a credit/debit system for an entire tribe. Scimrahn mechanics are skilled in foraging for parts among piles of equipment chaotically dumped wherever was convenient.

The condition of the site depends on the caretaker. Some organize their refuse into various categories, some make no effort. Some can tell exactly were to find specific parts, while others have no idea and don't care to. One thing does remain constant, caretakers are often a little less than sane. Many were crippled in battle and hold deep emotional scars. Some are unstable or even paranoid.

Yardkeeper

Roll 1d10

1	Intelligent highly helpful Boost 4 to search

2-3	Intelligent but disabled Boost 3 to search
4-6	Scatterbrained but helpful Boost 2 to search
6-7	Traumatized somewhat helpful but suspicious Boost 1 to search
8	Indifferent not helpful
9	Distrustful might give misleading info Drain 1 to search
10	Deranged but tries to help Drain 3 to search

Yard Size

Roll 1d10

1-4	Small Drain 2 to search
5-8	Medium
9-10	Large Boost 2 to search

Safehouses

Scimrahn tribes build and maintain fortified structures that Earthers call Safehouses. They are used as safe places to rest and restock, and some are defendable enough to repulse a Chezbah onslaught.

Each tribe has different needs for their Safehouses and each one may serve a slightly different purpose. Some are simply a place to run to when being pursued while others serve as the tribe's storehouses for their wealth. There are safehouses to store all of the tribe and their vehicles and safehouses of last resort where only a few individuals will be able to wriggle into and hide.

Favored locations for building a safehouse is near hunting or foraging grounds and where there is a supply of uncontaminated water. This is reflected by the Scimrahn name for these structures which means "Time to gather."

These structures are often made in places where a Hex has collapsed. The rubble forms a mountainous pile, pocked with caves. The tribe selects one cave large enough to house the tribe's vehicles and goods. A camouflaged door is made to cover the entrance. To open the door, a small cramped cave is selected and a trigger mechanism to open the door is built in as deep as possible. This cramped passage is lined with traps designed to kill Chezbah Hounds and Warriors that enter. These traps vary greatly in their design, but their purpose is always the

same, to keep the Chezbah out of the safehouse. To understand these traps it is best to understand the evolution of their design.

The Inner Poord

The inner Poord is a minor chamber with supplies like old blankets, some water, old provisions and some fuel. There should also be 2d6 Plasma Guns with clips, 4d6 Laser Guns with energy packs and 1d6 suits of armor patched together from suits that were damaged. This is to make the curious think they have found the inner Poord.

These chambers are in fact used by any tribe making use of the safehouse. The chamber is often large enough to house the tribes vehicles while they are hiding from Chezbah but there are often hidden cashes and inner chambers to hide women and children in.

The Roke

Roke is the Scimrahn word for home. This is the furthest inner chamber of the safehouse. It is where the children are sent when the safehouse is under siege and it is where the tribe keeps all it's goods that cannot be easily carried. When the characters reduce the CP of the safehouse to zero, they have reached the Roke.

Inside the Roke there is often a storehouse of 1d10 x ¥1,000,000 x the CP of the safehouse in Scimrahn, Kelrath and Chezbah goods.

Supplies

Roll 1d100

1-30	No supplies
31-50	Water available
51-60	1 day food + water
61-65	1 day spoiled food + water
66-70	1 day fouled food + water
71-75	5 days food + water
76-80	5 day spoiled food + water
81-85	5 day fouled food + water
86-90	10 days food + water
91-95	10 day spoiled food + water
96-100	10 day fouled food + water

At first traps were simple defensive measures, mines, automated cannons etc. These traps relied on surprise and hitting power to stop

intruders. However the Chezbah quickly began to send wave after wave of hounds into the minefields, and if the robots could not rush a gun nest, an explosive device would usually take care of the problem. As a result, The Scimrahn began to build mazes into their defenses. This was particularly effective against the hounds since they could get lost, or simply wander for hours in the maze. But there was still a good chance that a hound or a warrior would eventually find its way and relay information on how to get through the maze to the other hounds. The other downfall was that hounds could map the tunnels and a priest could then attempt to extrapolate how to get through. The Scimrahn came to the conclusion that more subtle traps were needed to prevent the mapping of the tunnels, and as a bonus cut down on the number of Chezbah attacking.

This is where the current state of Scimrahn traps and safehouses has progressed to. The amount of effort put into each safehouse varies greatly, depending on who uses the safehouse and how often it is used. Some builders have been more motivated and imaginative than others. Each safehouse is unique. Some trap designers are intricate and thorough, while others build brutal traps that lack subtlety.

Frequently there will be a Scout that is assigned the territory of the safehouse and will live in it. When the tribe approaches the Scout will open it for them and then close it when they are inside.

The tribe that built the safehouse stores any surplus goods they have in several locations, often in hidden rooms with secret doors. Weapon caches are common but vehicles, fuel and sometimes preserved foods are also hidden this way.

Officially, any tribe that needs protection from a safehouse is welcomed in and allowed to use the resources kept in the common area. This is often water, some salt, some low quality but long lasting food, blankets, clothing and tools. Some tribes supply their safehouses with these while others do not.

A note to the Facilitator: When designing traps, they should be simple in function, so as to be understandable to the player. Ultra high technology or unforeseeable/undetectable traps are unfair to the players trying to figure them out. In addition, low tech traps may last longer, and requires fewer resources. A Scimrahn planting the trap doesn't want to trap other

Scimrahn. As a result, many of the more treacherous traps are marked with cryptic verses that serve as warnings. Often the most dangerous traps are set by the Chezbah since these are built specifically to kill any scout that tries to live inside.

For game purposes, characters can encounter a safehouse by accident, or a scout can point one out. On average safehouses are located in strings approximately 3,600km apart, or about sixty hours travel for the average Carrier tribe. These strings have been dubbed Scimrahn highways. While they are often heavily patrolled if found, the more obvious entrances are often a ruse. The real entrances are hidden passages sometimes ten to thirty kilometers away.

How often are safehouses found? Rarely, being 3,600 km apart means that one would have to search almost 13 million square kilometers to find one safehouse that may, or may not have a Scimrahn in it for years. That would be roughly equivalent to searching the entire surface of the continental United States of America three times over.

Frequently enough, a tribe may build up their safehouses, store their reserves there and then be wiped out by the Chezbah. This leaves an unused resource. When an abandoned safehouse is discovered, a tribe may attempt to raid it for resources or they may try to use it as their own. An abandoned safehouse is a good option for the "Found a map to hidden treasure" bonus.

Gadios

Gadios is the Scimrahn's only full fledged city. It is the site of the majority of their carbon fuel production, although there are several other hidden sites. The city is well fortified with an extensive system of defenses. The area outside the city has several entrances but all other passages are cut off. Even a well equipped army would take months of breaking through barriers to get into the outer city. The exit passages are straight lines radiating from the city, and each is protected by a sentry cannon. These huge emplacement cannons are powerful enough to melt anything that is capable of moving through the passage.

The second defense may be unexpected. The city of Gadios is indirectly defended by the Kelrath. The city was built next to the old Kelrath city of Penalon. Because of this the entire region is patrolled by the Kelrath.

Another defense is the architecture of the city. A series of ground level roadways connect most of the city, but these roads are lined with ten to thirty meter tall walls all the way around. These are actually the exterior walls of buildings. However the only way to gain access to these buildings is by a drawbridge built several hundred meters apart.

Gadios is built in an Agricultural Hex. The three levels of the hex (See Artifact Maps) each have their own purpose. The bottom level is the carbon fuel production site. Due to the volatility of the fuel, the entire level is kept cooled to 0° C by a system of ten cooling towers. This keeps the fuel from exploding when jarred or heated. Then as the fuel is put in process that turns into a thin gel, it then becomes more stable. Hundreds of Hosent have been transferred to this level to aid in machine construction and repair.

The middle, or city level houses the majority of the population. The city is a chaotic jumble of buildings. The Scimrahn have no concept of owning land so no one objects when someone builds over or attaches to old structures. Although there are many styles of building many appear very alien to the architecture of earth.

The oldest structures are old plasma conduits that have been moved into the city, stood on end, and levels built inside. These older structures are over five hundred meters tall, numbering seven in all.

Newer buildings are much smaller, and started out as additions to the old buildings, but slowly the building spread to the perimeter.

The average living area of a Scimrahn family is normally no more that fifteen square meters (a three by five meter room) of slabs made from hex walls (CCC). These accommodations are often considered enormous by Scimrahn standards who are accustomed to living in small tents. Inside these otherwise spartan structures a Family fixes curtains to the ceiling and walls to form rooms and a more comfortable living space. Many of these curtains are either painted on, or have tapestries woven into them to add color and warmth. Across the doorway of the home is often a curtain that displays a tribal bond and personal preference of design. Homes and variety of other structures are built around a central well that provides water and waste disposal.

Since there is no real weather to be protected from, there is little need for an enclosed building. For years Gadios was a yard of fenced off open air shops, but slowly those fences became walls, the walls needed roofs to keep out thieves, the roof became someone's floor to build on. For decades this continued, building on buildings. Then the collapse of 15* slowed the building process down.

Old structures needed to be reinforced or pulled down. This enabled the Scimrahn to build on open ground again. New skyscrapers went up, this time built not by hands, but by microbes.

The White Spoor, long feared for its destructive ability, was harnessed. Given the right mix of chemicals the Spoor grew upward at an amazing ten meters per day. The compounds left behind were strong as stone. Pockets inside were built by selective sterilization of surfaces. Then, once the full height of the desired structure was reached, the microbes were sterilized.

The upper level is a production facility for E-suits and many weapons. This level also is a training camp, for troops, scouts, and even Matriarchs.

All earth troops arrive on the Artifact through Gadios. Both the ASO and I-CA have their Teleporter receiver stations built just outside the city lines. Today, Gadios is the command station of all earth forces. Many new barracks are built to house incoming troops, so many in fact, that the city has expanded to the next outer ring of hexes.

Earthers have done their best to carve out their niche in here. I-CA colonists have set up shops, bars, and restaurants all reflecting their cultures.

This influx of troops, has strained the hospitality of the Scimrahn in Gadios. Many in the city are bitter over the wave of outsiders. By 2087 early half the population of Gadios will be Earthers.

Districts
These are the various sections of Gadios.

The Shanties
The Shanties make up the outer perimeter of Gadios. The population of these areas are mostly transients. Many of these are merchants resting in the relative security of the city. Gadios is also a magnet for Scouts and Minstrels. Occasionally a down on its luck tribe will add to the sea of tents.

The Shanties are not a chaotic jumble of structures. Many tribes stick together, simply setting up as they would anywhere else. As a result the tents and structures that fill the landscape are grouped by tribe. The tribes here often work in the factories in the city, and will trade their labor for goods. However, many raider and carrier tribes are only skilled in fighting, and so can only offer unskilled labor. As a result they, linger in the shanties for many years.

Landmarks & Locations of Note
The Shela Tribe

The Shela tribe operate a huge Pord in the shanties, here all the tribes that are down on their luck come to sell their labor or whatever services they can offer. The buyers (usually tribes operating out of Gadios, but on occasion include corporations,) take advantage of the cheap labor, often trading a day of labor for a day of food.

ASO Camp
Located in between the nearby residential hex and industry hex, is the ASO receiver station. The receiver is the furthest from the city, inside the hex. Closer to the city, is the ASO camp. This is home to thousands of the enlisted, that stay in Gadios, three to four hundred men on their way out to other locations, several hundred warrant officers and specialists, five hundred mechanics, and two to three hundred field grade officers and generals.

Landmarks & Locations of Note
The Receiver

The receiver is a thirty meter tall building on eight kilometers away from the rest of the camp, and placed atop a ten meter tall vibration ablative platform. While vibration contamination is still a consideration, it is not as dangerous as in the transmitter. As a result, other than the roughly two billion dollar platform, the rest of the receiver is a quickly built structure made of corrugated stainless steel (to avoid magnetic contamination) and a static resistant tubular plastic frame.

The receiver works almost continuously. Only when there are interruptions on the transmitter side is there a break in the activity.

ASO Headquarters

ASO Headquarters is a ten meter tall fifty meter by sixty meter concrete bunker. Military officers insisted on transporting the cement from earth (at a cost to the tax payers of eight hundred thousand dollars a kilogram) to prevent any incompatibilities with electronics or other systems due to unknown material properties of native construction materials.

ASO Embassy
Unlike the headquarters, the embassy was built by the Drachknah (See: Groups In Gadios) in the middle of the ASO camp, and dwarfing the headquarters is a massive one hundred meter tall, two hundred meter wide domed structure. In it are housed delegates from nearly all the ASO countries.

ASO Repair Station
The repair station is the largest ASO maintenance facility on the Artifact. Most of the grounds allocated to the facility are open yards nearly filled with broken down or damaged vehicles. Two large structures stand in the middle of the yard. One is a forty meter cubic storage facility, where tools and parts are kept safe from thieves. The other structure is an hanger like building built from sheets of CCC (Carbon Ceramic Composite), where between ten and fifteen vehicles are under repair, being assembled or disassembled for transport.

The Canteen tents

The Canteen tents are a large group of temporary structures that are one of the few places a person can get a meal with a familiar name and taste, however poorly prepared

The Field Hospital

The Field hospital is surprisingly, one of the most advanced medical facilities in or near Gadios, and possibly better than any Scimrahn facility. In fact Scimrahn had never heard of a hospital until the Earthers came. The introduction of the hospital has caused the Corinar tribe to begin erecting one of their own with the help of the Drackna.

ICA Camp

The I-CA camp is nestled in the shanties off one of Gadios' main exits. The I-CA receiver is built into a huge complex, the only permanent structure in the I-CA camp.

Landmarks & Locations of Note

The Complex

The Complex is a hundred meter tall by three hundred meter diameter building made of CCC (Carbon Ceramic Composite). Built into the complex is the receiver for the I-CA teleporter, a hanger for vehicle storage and a repair, a command center, and a missile defense system

The Perimeter
The Camp's perimeter is protected by a wall of CCC to keep out thieves and the casual snoop. However most Scimrahn are allowed in and out of the main gate. On these walls are a series of cameras that monitor the area. sophisticated computer programs monitor everyone and everything that moves through the area. The software can recognize the difference between a Scimrahn and a Chezbah through a system called kinetics. Indeed, the system can identify individuals that it has observed by their walk, and it has a good chance of identifying saboteurs by the body movements of a person who does not wish to be detected.

The Camp
The Camp consists of three rows of barracks that circle three quarters of the Complex. Each barrack is a simple structure built in a long house fashion. This area houses only those who work inside of the Complex. Those troops that are transient or have other duties in and around Gadios are housed in previously unoccupied structures inside the city.

The Courtyard

Directly inside of the main gate, the courtyard is a staging ground for newly arrived forces.

The Gates

Located on the middle level, the four gates are the main entrances to Gadios. The only other entrance is the newly re-opened passage to the ASO's camp. The Gates consist of an opening in the exterior wall, Two barracks on either side, the perimeter road, the moat, and the emplacement lasers.

Landmarks & Locations of Note

The Barracks

Each barrack is the permanent residence of forty strike groups (1200 soldiers) and thirty E-Suits. This is the quick response group for the city defense, and nearly a third of the city's standing army. At any time three quarters of these men can be called out to defend the city.

The men here have nearly free rein on what they allow in and out of the city. Often this can mean

"confiscation" of weapons or items that catch the eye of the men on watch. However hidden items will pass notice, especially if those passing through don't appear particularly noteworthy. Military groups such as the ASO and I-CA are not usually troubled by the watch, unless they are toting illegal, or obviously ill gotten goods. "That Chezbah weapon ain't allowed here, you'll have to leave it with us for disposal."

The players would be well advised to not pick a fight with the watch unless they happen to have an army of their own to back them up.

The Perimeter Road

The closest thing Gadios has to a highway, the perimeter road follows the outer wall of the hex. Here a mix of freighters, small electric carts (called zemot), and foot traffic fight for space on the busy road.

The Moat

On the top and middle levels, the moat is a five hundred meter wide chasm cut through the floors. Anti-grav. skiffs transport passengers and goods between levels

The Emplacement Lasers

These huge weapons stand on the opposite side of the Moat. This allows the weapon to stay firing even if a few men break through the perimeter. Each laser is defended by a wall to keep out saboteurs, and a force field to intercept oncoming fire. The Lasers are built with their own nuclear reactors, and have food and water storage to make them nearly impervious to outside sabotage. There is a special order of warriors that are trusted with this duty which is treated with an almost sacred air.

Overall Height	22 m
Overall Width	18.7 m
Overall Length	48.6 m
Power Plant	Nuclear Fission
Armor Rating	250
Hit Points	40,000
Crew	30 (5 skeleton)
Shields 1 active at 1000hp	

Damage: 50K

Range: 4000m

Damage Drop: 10K

Rate of Fire: 2

Mass: 543,000 KG

The laser beam is targeted via a mirror array, this allows the laser to hit any object within 210 degrees of the direction it is facing.

The Merchant's District

Goods entering Gadios come through the merchant's district. Some refer to this area as the Pord, likening it to the Pords of villages.

A Carrier tribe entering Gadios comes in through the gates, travels down the perimeter road, and enters the merchant's district. They are then guided by a series of signs that, based on their cargo, lead to open air bazaars. Then in traditional Scimrahn style, the matriarchs of the carrier tribe, begins to barter with a host of merchants, both Earthers, and Scimrahn. Some have described the process as a brutal gauntlet similar to a Wall Street stock exchange. What makes the process even more confusing to Earthers is that the bartering is often for very dissimilar goods, chemicals being traded for E-suits, food being traded for carbon fuel, etc. The only constant during the bartering process, is the cargo the tribe is carrying.

Landmarks & Locations of Note

The Pords

The five major Pords each specialize in a specific commodity. Each one is dominated by a family of the Zahmasti or Grimadon. While no one is prevented from trading at the Pords, the dominant merchants do their best to squeeze out competition.

Vehicles

The vehicle Pord is a major focus of the Zahmasti tribe in this market the dominant merchants are fiercely competitive. In some instances of merchants trying to work their way into the vehicle market, rumors have circulated that "accidents" have been arranged to remove the competition.

Food

The Food Pord deals not only with food but also chemicals and drugs. This Pord is possibly the second largest of any other Pord, and sees two thirds of the merchant traffic in and out of Gadios. The largest purchases of materials are carried out by the Grimadon. The Grimadon then disseminate the food purchases to the other merchants for a profit. This is actually a win, win proposal for those in the food trade since the Grimadon trade in such enormous bulk that they can demand better deals than anyone else. In return, they can sell back to smaller merchants

at a lower cost than otherwise would be possible. Chemical and Drug trades are tightly scrutinized by the Grimadon as it is a lucrative business.

The Grimadon are amazed by the huge variety of chemicals used by Earthers. They have eagerly snatched up new ideas. Perfume is especially interesting to them, a completely novel concept to the Scimrahn. There is a growing black market export of earth perfume to the Kelrath.

Weapons

The Weapons Pord is possibly the most confusing and hectic marketplace in Gadios. The volume of business and the range of good offered is staggering.

This Pord has a strange reputation for being a showcase for new weapon designs. Inventors and engineers travel from all around to display their designs. Unfortunately the Pord also has a reputation for swindlers who have one barely working model of a weapon and sell hundreds of inoperable weapons to an unwary or inexperienced Carrier Tribe.

Tools + industrial goods

This market has recently become one of the most competitive markets. Three relatively minor factions are battling for control, while it is rumored the Zahmasti are ready to retake control at any time.

Subsystems for assembly

Any equipment that is too big to transport is sold here, and assembled on site of delivery. The Zahmasti control most of this market, but there is room for competition.

The New District

The new district is an area of gleaming white towers that rise as high as two hundred meters tall as free standing structures, and some connect the floor with the ceiling. These structures have been built by the Dracknah a powerful but secretive fraternal organization.

Landmarks & Locations of Note

The Draknah Counsel Chambers

This five hundred meter tall, eight hundred meter wide structure is the most ornate structure in Gadios. The order is highly secretive and few outside their order have ever set foot inside.

The (Training) Grounds

The Training Grounds, or the "Grounds" as they are often called, are a large portion of the upper level of Gadios. The Grounds serve as an academy of Scimrahn teaching. The subjects of instruction include engineering, tribal diplomacy, reading, writing, battlefield strategy, exhaustive combat instructions, economic instruction, agriculture and hydroponics.

It is considered an honor to be instructed at the Grounds. Those that attend the schools disseminate their knowledge to their tribes and become teachers themselves.

Landmarks & Locations of Note

The Shelpaw House

Greatest among all the instructors are the Shelpaw (pronounced Shel-po), a tribe of intellectuals that have the greatest mastery over Scimrahn philosophy and instruction. The Shelpaw house is the tribal home of all these teachers. To stay at the Shelpaw house is a great honor reserved for those who are deemed the most promising students.

The structure itself is an unimpressive one story building that once served as a Kaydoo breeding stable.

The Hub

These massive structures at the center of the upper two levels of Gadios are giant factories that are major sources of refined metals and the production of polymers. Inside are Thousands of Hosent and giant factories that are on the interior, larger than some cities.

Landmarks & Locations of Note

The Metal Refineries

Compromising five of the massive conduit structures, these refineries are the largest and the best that the Scimrahn have to offer.

The Chemical Plant

The Grimahdon produce a staggering array of chemicals and components here.

The Power Plant

The Majority of Gadios' power is not taken from plasma conduits, but produced by four fusion reactors. These are the largest documented reactors in the Artifact and are a Kelrath design. Even though some Kelrath cities use fusion reactors as back up power, no nation has ever needed to isolate their power source as Gadios has.

Ground Level

This is the bottom level of Gadios. Two thirds of all Scimrahn who work in Gadios make their living here. The entire Ground Level is an enormous Liquid Carbon Fuel (LCF) plant where slabs of CCC are brought in from quarries, and the slabs are broken down into a combustible carbon molecule. The Fuel is clean burning and equivalent to rocket fuel. The entire level is cooled by ten towers to prevent the highly combustible fuel from exploding.

Landmarks & Locations of Note

The Coolant towers

Ten of these one hundred meter tall towers surround the LCF production facility, each tower is surrounded by six thirty meter liquid nitrogen tanks used to cool the air.

The Breaker Yard

When slabs of CCC are transported in, they are too large to fit inside a Hosent so they have to be broken down by men called "Breakers". After the slabs are broken up rows on rows of Hosent grind up the CCC into powder. Further down the line, more Hosent Filter out the ceramic bonding agent from the CCC. A third group work to replace the worn down grinding wheels and other tools and parts to keep the process moving.

The Processing Plant

The Gelling Tanks

This huge three kilometer wide dome contain thousands of vats where the process of gelling the LCF takes place. This process makes the fuel less explosive and easier to handle

The Shipping Yard

This massive pord handles the demands of the LCF trade. There is no larger pord in The Artifact.

The Wallows

This is the garbage dump of Gadios, for a thousand years, the Hex below the city has been filling with refuse. In these depths, there are Scimrahn that have hit bottom. Insane, deranged, crippled, these sorry souls eek out a life by eating the discards of Gadios, and selling anything that is remotely useful. Those that live here are keenly aware of the value of any conceivable scavenged item.

Justice in Gadios

There is no single body of law for all the tribes in the city. Although the major tribes tend to work together and harmonize their policies, it is still up to the Matriarchs to decide if a person did anything deserving of punishment and if so, what that punishment should be. To do this for the whole city would be an impossible task for the tribal heads, so they appoint local Matriarchs to handle the load.

There are few absolutes, in one tribe, murder may be only frowned on. Some may feel that a severe beating may be justified under some circumstances. While still others may reject the action entirely.

Most of the time a posse brings an offender before their Matriarch or appointed representative. The Matriarch then determines the fate of the accused. The difficulty is getting the accused before a Matriarch. Often the accused will call on his tribe to protect themself. Depending on the relationship between the two tribes, the confrontation can range from a heated discussion, to a brawl, or to a deadly gunfight.

Major Tribes in Gadios

There are seven major tribes in Gadios. Four of those tribes make up a kind of a makeshift city council, the only organization (aside from the Drahknah) capable of affecting the entire city. The average citizen pledges their allegiance to one of these tribes. Those not born to one of these tribes, allies themselves to one either by tribal pacts, or by vowing to the tribe's motto (more on mottoes below). To walk the streets of Gadios without an allegiance to one or more tribes would mean not being protected under law.

Cornar (Kor-nahr)

The Cornar are the second largest tribe in Gadios, however they are arguably the most powerful. The Cornar are responsible for seventy percent of the industry in Gadios, including ninety percent of the carbon fuel production.

The second largest operation run by the Cornar is metal refining, smelting, and the production of metal alloys from five of the seven plasma conduit structures in Gadios. The Cornar produce probably the finest quality alloys any Scimrahn could offer. That said, even the Cornar are amazed by the metals that earth's manufacturers can produce. Even more amazing

to them is the shear quantity of metals, and alloys that earthers use.

Ethnicity

The Cornar are what could be considered genetically baseline for Scimrahn. Features appear primarily asian, yellow hued skin, black hair, averaging 160 cm tall.

Motto

"Unity in thought"

Dress

Cornar frequently wear traditional tunic and girdle, however sleeves are often tailored short and tight around the elbows. This is mainly due to an occupational necessity, long sleeves being dangerous around machinery. Other common dress may also include heavy chemical resistant coveralls.

Farra Lee

(Fahrah Lee)

The Farra Lee are by far the most publicly active tribe in Gadios and probably in the entire Artifact. The Farra Lee are the figurehead of the Scimrahn in Gadios.

The Farra Lee are thought to be one of the oldest tribes in existence. Until eleventh full span , known only as the Farra tribe for Farra Moz. Farra Moz was said to have built up an army in the bowels of the Artifact and lead a series of pitched battles against Chezbah cities. But in the eleventh full span, the Farra people encountered a traveler, who spoke with a strange dialect, wore strange cloths, and called himself Lee. (It should be noted that Lee is not a name or even a proper word in Scimrahn, Kelrath, or Chezbah languages.) Lee who may have been a Kalec, was said to posses extraordinary power. Again the Farra tribe mounted an army, this time lead by Lee, and seven Enforcers. It is rumored that Lee forged seven remarkable black swords (See: Legends), that he bestowed upon his enforcers. In a final battle, Lee's followers were scattered, and Lee's fate is still debated to this day. Since then the Farra tribe added the name Lee to theirs to commemorate their great leader.

Ethnicity

The Farra Lee are of a somewhat stockier breed than the average Scimrahn. In addition, The Farra Lee often have more facial hair. An easy method of identifying a male member of the Farra Lee by a full beard and mustache.

Motto

"Blood and Water (sweat)"

Dress

Farra Lee are often seen in armor, ready for battle. Their armor is traditionally customized to the wearers liking. This can include the addition of spikes, animal or hound skulls, teeth and various makings. These are mostly cosmetic, but it makes it easier to identify individuals in the battlefield. Farra Lee are also fond of poncho style cloaks. These are often worn over more traditional style clothing, or armor.

Zahmahsti

(suah-ma-sti)

Zahmahsti are the most powerful of the merchant tribes in Gadios, closely followed by the Gri-mahdon. Zahmahsti are among the original Gathered. From the early days of Gadios the Zahmahsti have been instrumental in organizing trade routes that keep production going. The Zahmahsti control almost all of the lucrative E-Suit trade going in and out of Gadios. Those that have tried to work their way into the market, find themselves in a bidding war with the Zahmahsti. The Zahmahsti are excellent at driving off competitive bidders.

Ethnicity

The Zahmahsti are unusually tall and dark skinned. This is mainly due to a strong Kelrath influenced bloodline.

Motto

"Victory by any means"

Dress

Zahmahsti dress varies with position, traders often wear ornate cloaks, often in a distinctly Kelrath style. This can consist of a full length robe, a sash or cape, and pants. The trader will often have a number of apprentices and aids that will dress in more traditional tunic and girdle, often accompanied by a cloak. Laborers used to unload ship cargo are often dressed in heavy coveralls.

Shelpo

(Shel-paw)

The Shelpo are a small but influential tribe whose reach extends far beyond Gadios. The Shelpo are the headmistress of the Training Grounds. They are deemed the greatest tacticians, the most skilled warriors, and the best

judges. The Shelpo started as a minstrel tribe that traveled to Gadios and decided to stay. The tribe still accepts young apprentices the same way a minstrel tribe would, but the Shelpo have become more of a guild than a simple tribe.

Ethnicity

Shelpo have only slightly discernible ethnic features, eyes being rounder than average, and often a very small nose.

Motto

"Control the moment"

Dress

Shelpo often stick to the traditional tunic and girdle, and will occasionally wear armor in combat training.

Gri-mahdon

(Gri, ma-doon)

The second most powerful merchant tribe in Gadios, the Gri-mahdon are often seen in the food, medicine and drug trading areas of the merchant's district.

The Gri-mahdon are also major synthetics manufacturers. Their production ranges from medicines to plastics, and composite materials. These manufacturing processes are carried out in two of the seven plasma conduit structures.

Ethnicity

Gri-mahdon have a stockier build than an average Scimrahn.

Motto

"With Our Sisters We Triumph"

Dress

Gri-mahdon wear either a sash draped over the left shoulder or a cape.

Eahme

(E-me)

Eahme are different from the other seven tribes because they do not control any aspects of Gadios. The Eahme derive their power from shear numbers. Nearly a third of Gadios' population is Eahme. If the Eahme take issue with another tribe, they can shut down production facilities, or slow down trade. The Eahme rarely use their influence, usually the treat of a work stoppage is enough to get their way.

Ethnicity

Eahme have very distinct facial features, including a slight bulge of fatty tissue at the corners of the mouth.

Motto

"By Light Or Darkness"

Dress

Eahme normally wear traditional garments, occasionally coveralls or armor depending on occupation. However on special occasions a heavy chain mail sash is worn that drapes over the shoulder.

Desima

(Des-shee-mah)

The Desima could be considered the black sheep of the family as far as Gadios is concerned. The Scimrahn have survived, for the most part due to cooperation. A major part of that cooperation is sharing information. The Desima are the exception. If there is a secret, the Desima make it their business to find it out. But learning what they know is costly, and keeping their knowledge a secret is even more costly. In short, The Desima are the best spies and probably the worst blackmailers the Scimrahn have to offer. The Desima have for the last two spans refined their techniques to a science and an art. Vaguely reminiscent of the idea of the Ninja of Japan, the Desima are both despised and feared. They are however, indispensable for gaining information on the Chezbah and Kelrath.

Ethnicity

Desima have olive skin, but are otherwise of average features.

Motto

"We Remain Unseen"

Dress

Desima are in the habit of wearing tight fitting clothing that is usually dark grey, or otherwise camouflaged for the environment they expect to be in.

The Draknah

The Draknah are a secretive organization that are known primarily for their construction accomplishments using White Spoor to build buildings in a controlled fashion. Many are not

aware that the Draknah actually infect themselves with the spoor in strange rituals.

The Draknah are highly unusual in Scimrahn society because they only allow men to join their fraternity and do not marry. This has caused a great deal of distrust for the group as it goes against many of the social norms in the community, causing many to fear that the Draknah are intent on returning the Scimrahn to a patriarchal society like the Chezbah or Kelrath.

Draknah are not often seen out of doors and often wear long brown hooded cloaks covering their bodies, despite this, it is obvious that a number of the higher orders of Draknah suffer from some manner of growths on their bodies. This is likely the effects of the White Spoor infections.

Legends
The Great War

Possibly the most ancient of legends, shared by all the inhabitants of the Artifact, is the legend of The Great War. Common mythology has it that long ago, the old gods ruled the Artifact. Little is known about the old gods. Loc has eradicated the worshipers of them. The most that has been preserved is that the old gods used intermediaries to bring their commandments to the people. They were said to be cruel and uncaring, so the man called Loc caused himself to become a god to protect the people (as to how he attained godhood is a matter of contention between accounts).

Loc stole some of the old god's power and gave it to the people. With it the people waged a war against the old gods. Great war engines, or Titans were built, and rose up to battle the gods. The war was so intense that some accounts say the Artifact itself was nearly destroyed.

Throughout the great war, there is mention of five heroes, they being Rahthamin, Torthin, Bremiah, Frozch, and (A)Halimah.

Rahthamin, brother to Loc, was said to be a giant so powerful that the ground rumbled when he walked. Rahthamin's skin was a deep bronze color, and it was impervious to harm. Rahthamin wielded a giant golden spear, with witch Rahthamin killed four of the old gods before an elder god struck him down. It is said that Rahthamin's body was entombed in a crypt by Loc. Of all the heroes, Rahthamin is venerated the most. There are extensive works on his battles, and exploits.

Torthin, who could "summon the very ground" to do his will, the meaning of this phrase is not entirely clear. He lead armies into war against the old god's intermediaries until he met with (A)Halimah. Then he turned his attention to the old gods themselves. With the aid of the people, Torthin, drove off many of the old gods.

Bremiah, appeared to be able to take on different forms, breathed fire, and called lighting from his hands. Bremiah consumed an the elder god in fire.

Frozch, could not die. A thousand ways times a thousand the old gods tried to destroy him but over and over Frozch lived on. In the end, the old gods decided that if they could not kill him they would trap him inside an unbreakable coffin. Even Rahthamin tried to crush the coffin, but to no avail.

(A)Halimah (some circles pronounce the name with an "a" sound.) was a messenger of the old gods who promised Torthin to fight along side him after he had spared him. (A)Halimah aided Torthin a many times in driving off the old gods.

During the great war, Loc is always the primary hero. While the five heroes battled the god directly, Loc is said to have kept their power at bay. This diverting of attention allowed the humans to use their massive war engines to drive off the old gods. The Scimrahn maintain that while Loc drove off the old gods, he, and all other gods are inherently evil. Many say Loc's motivation for his actions was merely a selfish move to steal power.

Lee's Swords

Farra Lee lore says that in the eleventh full span, a Kelec was found by their tribe wandering the bowels of the Artifact. The Farra tribe was on their way to sack the new Chezbah city of Pel-hat-eck-eshn and warned the traveler that they did not hope to survive so gave him food and water since they would soon not need it.

For some reason the traveler followed them and after several attempts to warn the Kelec away, the warriors of Farra decided that it was a good omen that a Kelec chose to follow them and left him alone.

As the battle began, the Kelec drove the Chezbah Warriors mad, stopped the hounds and the Priests he cut in half with a sharp black sword that leapt from his hand. The Farra tribe lost only a handful of men.

The Farra tribe gave the Kalec the title of Father, to lead the tribe's seven Enforcers. The Kelec gave them his name, Lee and they took it on themselves as the Farra Lee.

To the seven Enforcers Lee gave seven swords like his own. Each one had a simple wooden handle with no hilt. The wood was wrapped in twine from the Giant Fern. As unspectacular as the handles were, the blades defied description. Each blade looked like a hole in the air, black as night with no reflection. They were impervious to any weapon and their blade cut effortlessly through anything they touched.

The battles that Lee and his adopted tribe waged are recorded in the public record of their tribe. What was not recorded is the final fate of Lee and the seven swords. In a battle the Farra-Lee call the day of horrors, Lee disappeared and the Farra Tribe was scattered for a time. The public record simply states "The Day of Horrors has cost us dearly may its story never be heard again."

The Farra Lee tribe says that the seven swords were hidden by the Enforcers out of fear that bringing them together again would bring back The Day of Horrors.

The Kelrath

The Kelrath are xenophobic. They know that the people invading their world have the potential to wipe them out by disease. The Kelrath are desperate to destroy these new invaders.

Castes

The Kelrath live in a strongly adhered to caste system. The lowest level, the Geetin, is the caste the original prisoner taken by earth forces was from. These people live their lives as slaves, working in farms, and fighting wars.

Geetin are grouped into trades, or are associated with another caste. For example, if a Geetin is a farmer he is called "Geetin of the land". A Geetin warrior is called "Geetin of battle". If they are especially skilled in combat or a good tactician they are called "Geetin of the Gijorn". A Geetin that worked a trade such as carpentry would be associated with another higher caste being called "Geetin of the Kaloord" or even possibly "Geetin of the Rantaa'".

A Geetin displaying high intelligence or exceptional musical talent are called servants or attendants, while they may in truth be advisors, or councilors. It is customary to have even these high-stationed Geetin doing cleaning or manual labor when company is visiting. Despite the titles given here, and even though a Geetin of the Rantaa' lives a vastly superior lives, these Geetin are treated with disregard as slaves. There are over eight and a half billion Geetin

The second caste, the Gijoorn is only a twentieth of the size of the Geetin. This class is instrumental in keeping the Geetin in line. They are a large policing force keeping order within the Geetin.

While the Geetin of battle often make up the foot soldiers in war, Gijorn are the officers commanding them. Gijorn are also trained to pilot vehicles because it would be too dangerous to allow Geetin to.

While some Geetin have the potential to associate with members of the Rantaa' this is almost never the case with the Gijorn. The Gijorn are considered to be mindless enforcers. Those Gijorn that are especially intelligent or skilled often have no recourse but to share their skills only with their fellow caste members.

There are four hundred and twenty five million Gijorn

The third caste, the Kaloord, is a tenth the size of the Gijoorn. This class is the middle class. The Kaloord conducts most of the business. Kaloord are engineers, architects, doctors and scientists. Many Kaloord have several to hundreds of Geetin servants. This is often a status symbol, something akin to cars in American and European societies.

Kaloord often join guilds, and receive extensive training. There are forty two million Kaloord.

The forth level and highest caste is the Rantaa'. These are the aristocrats and the ruling body of the Kelrath. This is the smallest caste, less than one-thousandth the size of the Kaloord. The Rantaa' consist of only some forty thousand members.

This puts the number of the Kelrath at just a little above nine billion.

Geetin Doors

The Kaloord have a cultural taboo against putting doors in entry ways to their homes. Most of the time, all that separates one room from another, or even the street from an entrance is a heavy curtain.

To keep any random person from walking into their homes, Kaloord keep a Geetin as a doorman. In the Kelrath language, they're literally referred to as a "door."

This is often a boring task, but there are important responsibilities connected to being a door. Primarily the Geetin is required to be able to stop unwanted intruders. This gets complicated if the intruder is of a higher caste. A Geetin is not allowed to harm a higher caste member, so must be able to restrain another Gijoorn or Kaloord without hurting them.

This has developed into a whole culture of wrestling technique that goes far beyond the duties of a door. It is a common desire to be given the position at the entrance of a house, so young Geetin compete in door wrestling contests.

Contests between the best wrestlers are attended by all castes. In many cases, Gijoorn, Kaloord and in rare cases, even Rantaa' have participated in these matches. Door wrestling is the most popular sport in Kelrath culture.

Geetin Doors are also required to be good listeners. Their Kaloord expects them to pay attention to the activity around them, the conversations that pass by and to investigate information they overhear.

Faces of the Gijoorn
As the outnumbered police force of the Kelrath, Gijoorn have a taboo against letting their faces be seen outside of their own homes.

Many Gijoorn wear their armor while on duty, which includes their helmets. They are not to adorn their armor in any distinctive way, other than to indicate special duties they carry.

When not in armor, Gijoorn wear a hood and a dark veil to obscure their faces.

Intercepted Report
The following was intercepted from a whistleblower within ASO command on Earth. The redacted segments of this transmission were that way when it was sent from The Artifact to Earth. Apparently not even ASO Command is allowed to know the redacted information? Perhaps the eyes that this was meant for know enough to fill in the blanks? I don't know, this is an odd one.

Report by: Redacted – Top Secret

Position: Redacted – Top Secret

Assigned Objective: Redacted – Top Secret

Purpose of Mission: Win the trust of Kelrath in the city of ~~City Redacted~~

Progress Report: This is an ancillary cultural report for other ~~Position Redacted~~ in the field. My contact had me witness an interesting ritual today. The Gijoorn seem to have a very different culture from the rest of Kelrath society. There was an incident where a low ranking Gijoorn was caught stealing from a superior. I was told that there would be a judicial meeting to determine his fate and I was invited to attend.

I was taken down into the tunnels below the city where we were greeted by several Geetin of Battle who were guarding a pit that housed a single Chezbah Warrior who was stripped of everything. When I asked why he was kept alive I was assured I would find out soon enough.

After several minutes four very wide Gijorn came down carrying a tied and stripped Kelrath. Apparently the Gijoorn thief. They cut his ropes and waited until a Gijoorn commander came down and pushed the thief into the pit.

What came next was a brawl between the Chezbah and the thief. The thief lost, badly. The Chezbah Warrior didn't stop until the thief was dead.

When I was asked why the thief was executed this way I was told that he chose this because if he won he would be set free. I imagined this was some kind of a contest in the form of an ancient judicial championship fight but it appears it was simpler than that. If he was able to beat the Chezbah he was too valuable in combat to execute. He would have been flogged and set free.

The Enemy From Long Ago
Most of the Geetin have only seen the Dead Stealers. Our ancient foe sends tens of thousands of them. From generation to generation, they only know the beasts as the face of their enemy. Thousands fall on either side and I despair. The ones that have seen them know the face of their own death and it fills their dreams. Even the Hunters who are far more dangerous inspire less fear.

Few of them know the horror I see, they cannot be let to know. Only my most trusted Geetin of

Battle come with us, the ones that are more Gijorn than Geetin. We return to the battle site to recover the dead, to bury them only to find most of them stolen. The Dead Stealers lurk in the shadows and watch us. If they knew how to laugh, I imagine it is what they would be doing. When they find our burial grounds, hundreds of them come to rob the graves. They do not care for metal, carved ornament or jewel, it is only the flesh that they take. I cannot think of a greater evil.

I have even seen the Geetin confused when they meet one of the beast's masters in battle. The form of a man on the field of battle is foreign to them. It falls to us and our kind, the Gijorn to face the beast masters, their Warriors. We train every day, readying ourselves but still I see three of our kin fall for every one of them. I have often wondered if they hatch their ingenious plots or if it is the Priests that scheme away in their comfort. I have at times thought it one way or the other, perhaps it is one time the Warrior and another time the Priest.

These are our enemy from long ago. My grandfather's grandfather has handed down books of how to fight against them. I have at times wondered who we would be if our long time foe had been defeated long ago or had never been. Without them, who would I be? I say truthfully I cannot know. So my grandson, now that you have become the Rantaa's Chief and lead the army as I once have, learn from my writings and those of my grandfather's grandfather but know this, these books are not the end. We have, all of us failed to finish our foe, study them so that you may.

War Bands
Gijoorn have one path to wealth, going to war. They are given food by the Rantaa', but when they need money, the only way to get it is conquest.

The Gijoorn are required to pay for any food used by the Geetin they command out of the spoils of battle. After that, half of the spoils are required to by the Rantaa'. What remains is their share. When a city is successfully sacked, the Gijoorn are able to accumulate huge stores of wealth.

In a series of unprofitable battles, Gijoorn may run out of money. Although they are not required to, they will often pay for the Geetin's food and a share to the Rantaa' just to save face.

The leader of a military force can be demoted, or occasionally executed for a failed attack. To prevent this, a general often pays out of their own pocket to retain their position. This is often how the Gijoorn of a city fall into poverty.

To remedy this situation, a War Band is formed and sent out to raid small cities, towns or Scimrahn villages. As long as the attacks don't displease their Rantaa', the raids are not discouraged.

Trading Posts
The Kelrath are a loosely connected series of city states. Some of these jurisdictions are not on good terms with each other. In a number of cases, Rantaa' have gone to war with each other in disputes.

When there are bad relations between cities, its common for Kaloord to put up trading posts on the boarder of the conflict. They exist in a kind of lawless no man's land as far as the ruling Rantaa' are concerned.

The Kaloord travel to these sites to buy and sell goods. Sometimes they will sell to the trading post owner and then the goods are sold to a buyer when they arrive. In other cases, when the merchants are both present, the trading post proprietor simply takes a cut of the sale.

Trading Posts are often protected by E-suits, Geetin guards, and sometimes hired mercenary bands. The wealth that builds up in the form of goods and coin are considerable and armed caravans are often needed to bring the money earned back to a city.

This is often where Scimrahn free traders go to sell goods. Some proprietors guarantee safety for a Scimrahn, others expect them to be able to protect themselves.

The Ruling Rantaa'
The Kelrath do not have a centralized government, instead, a family of the Rantaa' will rule over a prescribed number of subjects. This is determined by purchases. Rantaa' families will trade supplies, technology and information for subjects. This need not be large numbers of subjects, but it keeps the size of the families constantly changing. The families, while autonomous, cooperate in most situations but tempers can flare and wars have been fought between cities.

Building

The main way a Rantaa' elevates their reputation is by grand building projects. The majority of Oracle temples are grand structures built to bring praise to the Rantaa'. Parks, botanical gardens and elaborate water features are other common status boosting endeavors.

However, a large portion of the building that a Rantaa' engages in consists of city defenses and banner stones.

Most Kelrath cities are fortresses. Plugging doorways in Hex walls and building huge gates are the most basic form of defenses. Laser tower emplacements are the second. Each Rantaa' strives to develop new and novel methods of defending their city.

Banner stones are large boundary markers that lay claim to a Rantaa' territory. These are immense blocks that have the name of the Rantaa' and the city name carved into them. The larger, more numerous and ornately carved they are, the more prestige this many kilometer long chain of monoliths afford.

Lastly, one of the Rantaa's most pressing projects are their family tombs. These are hidden structures that very few ever see. The Geetin that are brought to work on the tomb are never seen from again. Parents of the Tomb Geetin are given gifts and the title of "bearer" which allows them some affordances of honor. This often consists of less strenuous work details and sometimes a management role if they can handle the task.

Oracles

The Kelrath believe very strongly in what translates into "Oracles". There seems to be several of these Oracles, many of which are commonly known by name. The actual number of these Oracles can only be speculated on because it is assumed some oracles have more than one name, however as theological studies advance these questions will surely be answered.

The most powerful of the Kelrath clans are said to be directed or helped by these Oracles. Unlike the Chezbah, the Kelrath do not worship these Oracles but hold a reverence for them. The most respected of these Oracles is Depta' who is called "The Great Planner" and could also be known as Tugen "The Old Thinker".

Different Oracles are said to give advice on different subjects such as Rall "The War Master"

or Kegre "Giver of Bountiful Harvest". Heads of Rantaa' clans who have access to these Oracles are said to talk directly to their Oracle.

To symbolize the support of an Oracle, Amulets are used to decorate various objects. For instance a clan supported by Rall will attach amulets to E-Suits, guns, and armor for good luck.

The Scimrahn Are Useful

The Kelrath rarely have dealings with any other nations. They do not want to get involved with the Scimrahn openly, but because the conflict has diverted the attention and energies of Loc, it is in their best interest to support the Scimrahn.

They do not want to step in directly, but on occasion will give the Scimrahn supplies, occasionally allowing Raiders to take surplus supplies with a mock battle. In such instances the Gijorn captain of a transport, will cut off the head of a Geetin of the land, and hang the head off the tail of the freighter. The Freighter will lag behind, and a few under armed Geetin will be left to defend the ship. The Scimrahn raiders will "attack" mainly shooting small arms at hardened parts of the ship so as not to damage it. Once the Geetin are convinced they won't die if they play possum, the freighter is emptied and returned by casting it adrift near its original acquisition point. This elaborate ruse is so the Kelrath can deny involvement.

Architecture

As with any society with slave or peasant labor, the Kelrath build magnificent structures. Many skilled Geetin are laborers trained by a Kaloord artisan who oversees their work. Kelrath are especially fond of colossal CCC structures with elaborate carvings. Most Rantaa' live in opulent palaces. The Kaloord often live in well kept homes two or three stories tall. Kaloord homes are comparable in size to those of earth in the twentieth century.

To most of the troops from earth, these homes are considered enormous. Most of these troops are used to living in apartments the size of a single room.

The Gijoorn live in one story structures with their extended families.

Geetin homes are usually small huts, or hatchways going down below ground. If there is local underground access in tunnels, Geetin will make that their home there.

Kelrath Cities and Towns

The Kelrath city often will produce only a few different kinds of goods.

Size

Roll 1D100

1-50	Minor City
51-70	Medium City
71-100	Large City

Minor City

Geetin	1d100x100
Gijorn	1d100x5
Rall 4	1d10x2
Rall 5	1d6
Kaloord	5d10
Rantaa'	1d6
Temples	1d6

Medium City

Geetin	1d100x500
Gijorn	1d100x25
Rall 4	1d10x10
Rall 5	1d6x2
Kaloord	1d10x25
Rantaa'	1d6x10
Temples	2d6

Large City

Geetin	1d100x5000
Gijorn	1d100x250
Rall 4	1d100x10
Rall 5	1d6x10
Kaloord	1d100x25
Rantaa'	1d6x40
Temples	3d6
Tanroc Fredar	1d6

Water Supply

1-30	Holding ponds
31-60	Reservoir Hex
81-100	No Central Water

Power Supply

1-50	Plasma Hex
51-60	Fission Generators
61-70	Fusion Generators
71-100	No Central Power

Temples

The kind of Oracles a Kelrath city reveres can tell a lot about the inhabitants.

The order that the temples are rolled is significant. The first roll is the largest temple and holds the most prominence. The second is the next and so on through the list of temples.

Roll 1d100 for each temple

1-15	Depta'
16-27	Rall
28-36	Kegre
37-44	Kennis
45-50	Tugen
51-58	Sessa
59-65	Dari
66-70	Pho'duk
71-75	Rugen
76-79	Fra'duk
80-83	Kress
84-87	Detoon
88-91	Gate
92-94	Famal
95-97	Komook
98-99	Sha'duk
100	Matin

City Defenses

The city employs the following defenses. See The Artifact Player's Handbook pages 59-62 for more on these defenses.

Major Walls	1d6
Laser Towers	1d10
Closable Gates	1d6
Flooded Hexes	1d10x2
Magnetic Mines	1d10x2
Gun Emplacements	1d10x2

Special Defenses

These are unusual defenses that the city has access to.

1d100

1-75	No special defenses
76-80	Elite Squad of 3d6 Rall 3s

81-85	1d6 Deliverances
86-90	1d6 Freighters
91-95	Flying Fortress
96-99	Barely Functioning Titan
100	Fully Functional Titan

Prisoners

The Kelrath do recognize that if a person surrenders in battle they should not be killed. However they do not have the same ideas on human rights that have developed on Earth. In most cases prisoners of war are made slaves to be treated worse than the Geetin.

If a Scimrahn or an Earther is taken prisoner, then roll on the chart below for what fate awaits them. Almost always, those sent to theses fates do not live very long.

Roll 1d100

1-3	Sent to the Sulfur mines at the core
4-6	Sent to the Iron mines in the Methane Wastes
6-10	Made to manufacture anti Chezbah chemical weapons

Physiology

Average Height: 2.1 M (6ft 11in)

Average Mass: 110 Kg

Average Life Span: 50-80 earth years

Hair Color: Brown-Black

Eye Color: Brown

Skin Color: Brown

The Kelrath appear very humanoid in form and from DNA tests of the Prisoner, they are genetically similar. Further tests have shown the Kelrath to be reproductively compatible with Humans. All that separates the appearance of the Kelrath from the average human is their large build. This however is not out of the boundaries of human physique. Rather it is that the average size of a Kelrath is larger than the average size of a Human.

Kelrath appear aboriginal as regards to ethnicity, having flat noses, wide cheekbones, dark brown skin, and course brown or black hair. Kelrath are tall and sinewy, it is rare that one become obese. Most of their mass is due to dense muscular

development. This is probably due to the high gravity that the Kelrath frequently live in.

The Kelrath's hostility toward the ASO and I-CA is really rather ironic. The Geetin are at the most risk from new diseases from earth, due to poor medical attention given to them. Although the Rantaa' care little for the lives of the low caste, a plague could wipe out vast numbers, and if so, would severely weaken them. Without large numbers of Geetin, the higher castes would not be supported. Thus the concern. The medical facilities cannot expand fast enough to encompass such a large number.

Psychology

Kelrath are a fragmented society, the lowest caste of Geetin are forced into manual labor and battle. The ASO would like to instigate revolt at this level, because of low morale. But as with any oppressed people, the Geetin are fearful of their masters.

Kelrath Supporting Character Stats

Kelrath Geetin

	1	2	3	4
Con	10	5	2	1
Str	9	4	2	1
Ref	8	4	2	1
Agi	9	4	2	1
Dex	7	3	1	0
Cha	6	3	1	0
Int	6	3	1	0
IQ	4	2	1	0
Psy	4	2	1	0
HP	15			

Kelrath Gijoorn

	1	2	3	4
Con	9	4	2	1
Str	10	5	2	1
Ref	9	4	2	1
Agi	10	5	2	1
Dex	9	4	2	1
Cha	6	3	1	0
Int	6	3	1	0
IQ	4	2	1	0
Psy	4	2	1	0
HP	15			

Kelrath Kaloord

	1	2	3	4
Con	8	4	2	1
Str	8	4	2	1
Ref	6	3	1	0
Agi	6	3	1	0
Dex	7	3	1	0
Cha	6	3	1	0
Int	6	3	1	0
IQ	6	3	1	0
Psy	6	3	1	0
HP	15			

Kelrath Rantaa'

	1	2	3	4
Con	8	4	2	1
Str	8	4	2	1
Ref	6	3	1	0
Agi	6	3	1	0
Dex	7	3	1	0
Cha	8	4	2	1
Int	6	3	1	0
IQ	7	3	1	0
Psy	8	4	2	1
HP	15			

Random Kelrath Supporting Character Generation

STR	2d6+2
CON	2d6+2
REF	2d6
AGI	2d6+1
DEX	2d6
CHA	2d6
INT	2d6
IQ	2d6
PSY	2d6

The Kerdi

The Kelrath manufacture a version of the Kerdi, but only those clans that have access to Oracles use these Kerdi.

The Kerdi are robots that are fully autonomous, meaning that they can operate without any direction. Their computer brains are a quantum liquid computer. The technology used in these brains is not fully understood, but what is known is that this gives the Kerdi exceptional response times, and allows them to learn quickly.

Kerdi are traditionally used as guards. They wait for a target to come into the area, determine if it is friend or foe by stealthy observation, and then attack with impressive speed. This first attack is usually short lived. Kerdi act something like cold blooded animals. They are capable of short bursts of speed, but then slow down. Once this initial burst of speed is over, The Kerdi must rely on its pinpoint accuracy to defeat an enemy.

Another advantage a Kerdi employs is their near seeming immunity to energy weapons. The Kerdi uses an unknown type of force field to absorb energy, much more efficient than simply deflecting it as traditional force fields do.

When a Kerdi attacks its Ref is 15 but each turn it must make a Con roll or it's Ref drops to 2. If the Kerdi's shields absorb 400 points of energy damage, they are re-energized and their reflex goes back to 15 until they fail their Con roll.

Species Kerdi

Length 2.3 m

Mass 1548 Kg

Attributes

	1	2	3	4
Con	2	1	0	0
Str	30	15	7	3
Ref	2-15	1-7	0-3	0-1
Agi	16	8	4	2
Dex	4	2	1	0
Cha	1	0	0	0
Int	15	7	3	1
IQ	2	1	0	0
BP	4			
HP	80			

Diet - Energy, such as plasma, radiation (including radio waves, light, heat, and solar), electricity, or any type of energy it can tap into. The Kerdi absorbs energy through its shield.

Actions Per Turn: Standard

Damage
Plasma Cannons
Damage: 90
Damage Drop: -20
Range: 300m

Plasma Payload: 8/Hour
Rate of Fire: 4

Lasers
Damage: 8
Damage Drop: -2
Range: 500m
Payload: Unlimited
Rate of Fire: 4

Defenses - Armor (AR 15) and Force Fields vs Energy weapons (AR 400)

Special Abilities Kerdi have the ability to climb vertical surfaces and even hang upside down on surfaces with an armor rating ten or lower.

Kerdi can speak Kelrath, and also communicate via radio.

Kerdi have infrared and low light capabilities.

Kerdi can hear a human heartbeat ten (10) meters away

Kerdi Shields give it stealth with a Countermeasures skill 4. The Force Field also as a visual camouflage in darkness. They have a Camouflage skill of 4.

Kelrath Weapons
Kelrath weapons are designed differently from earth built weapons. Because lasers and particle beam weapons have no kick, and plasma kick is minimal, the traditional pistol grip and barrel is unnecessary. Kelrath long range weapons are often a long necked Tube with a power cell and a pod for the weapons mechanisms. These weapons are reinforced as so that they make effective clubs. Short range weapons are often spherical with comfortable finger grips sunk into the back, and a power pack extending back and over the wrist as a counter weight and support.

Laser Staff

This is the standard issue to Geetin troops, it is a heavy weapon designed for both ranged attacks and melee.

Damage: 12
Damage Drop: -4
Range: 400m
Club Damage: 12+Punch Damage
Payload: 30
Rate of Fire: 1
Mass: 8 KG

Heavy Laser Staff

Sometimes issued to Geetin in large assaults, but usually seen in the hands of the Gijoorn. This weapon is also reenforced for use in hand to hand combat.

Damage: 45
Damage Drop: -15
Range: 450m
Club Damage: 15+Punch Damage
Payload: 20
Rate of Fire: 1
Mass: 10.5 KG

Particle Beam Weapon

This weapon is designed to harness around the hips so as to make the weapon easier to carry but at 30 kg it is difficult for even a Kelrath to carry for long periods.

Damage: 130
Damage Drop: -40
Range: 5m
Payload: 10
Rate of Fire: 1
Mass: 30 KG

Geetin Plasma Sphere

Geetin commonly carry these weapons, but they are considered dangerous so purposefully have a low payload.

Damage: 20
Damage Drop: -6
Range: 20m
Payload: 3
Rate of Fire: 1
Mass: 5.2 KG

Gijoorn Plasma Sphere

This weapon is comparable to the Geetin weapon but holds more energy at longer ranges and has a better payload

Damage: 20
Damage Drop: -6
Range: 20m
Payload: 6
Rate of Fire: 1
Mass: 5.4 KG

Gijoorn Armor

Hit Location	Armor Rating	Hit Points
Head	9	5
Shoulder	9	3

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

Causes
Functional: 2 Drain
Intuition: 3 Drain
Mass: 15 Kg

Geetin Armor

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

Causes
Physical: 1 Drain
Functional: 2 Drain
Intuition: 4 Drain
Mass: 12 Kg

Gijoorn Pilot Armor

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

Functional: 1 Drain
Intuition: 3 Drain
Mass: 8 Kg

Magnetic Mine

These devices are commonly used by Kelrath to disrupt ion cascade shields. They are often installed near hex doorways to catch enemies trying to enter a hex in a bottleneck.

The magnetic mine creates an interfering field that reduces the effectiveness of ion cascade shields in its radius. The main damage is applied to the closest target which must make a successful piloting roll or suffer a shield critical hit. The secondary damage is applied to 1d20 other targets in the radius.

Shield Damage:500
Secondary Shield Damage: 250
Effect Radius: 150 M
Effect Duration: 10 minutes
Mass: 400 Kg

Kelrath Vehicles
Type   E-Suit
Model Rall 4

The Kelrath main line of E-suits are named after the oracle Rall the War Master. This is the fourth model since the adoption of the name. The Rall 4 is the largest E-suit in mass production on The Artifact. Other nations shy away from such a large suit because it has difficulty traveling through cramped quarters. This is not a major concern for the Kelrath because these E-Suits are designed as mobile artillery defending cities and other installations.

The Rall 4 is slow because of its heavy armor plating. The E-Suit relies more on its armor and Countermeasuress to protect itself from damage.

Height	**5.3m**
Width	**3.5m**
Length	**3.1m**
Dry Mass	**5340 Kg**
Full Mass	**5783 Kg**

Hit Points:	**750**
Shield Generators:	**5**
Catastrophic Critical	**3 successes**

Fire Arcs

```
 \  1  /
 4  •  2
 /  3  \
```

Drive

Powerplant Type:	Internal Combustion

Movement
Running Speed:	183 M/T 66 Km/h
Flying Speed:	833 M/T 300 Km/h

divided by Environmental Class (1-10)
Flying Costs 2 Performance Ratings per turn

Fuel Capacity:	25 Hours
Fuel Type:	Liquid Carbon

Protection

Armor Rating:	80

Barrier Points: 3

Shield Strength: 260 hp

Control
Crew: 1-2

Piloting Modifier: Drain 2
Performance Rating: 8

Cargo
Cargo capacity: 50 Kg

Passengers: 1 if only operated by 1 crew.

Weapons

2 Batteries of 2 Lasers
Damage: 300
Range: 2,000 m
Damage Drop: -100
Rate of fire: 1 each
Fire Arcs: 1-4

2 Batteries of 3 Plasma Cannons
Damage: 200
Range   300 m
Damage Drop   -50
Payload 20 each
ROF   2 each
Fire Arcs   1-4

Arms
Strength: 120
Punch Damage: 60

Sensors
Sensor Range: 10 Km
Sensor Modifier: Boost 4

Stealth Modifier: 0

Countermeasure Range: 6 Km
Countermeasure Modifier: Boost 5

Type   Anti-Grav
Model Deliverance

The Deliverance class is the Kelrath's strike ship.
It is an effective counter to Chezbah vehicles.
Unlike most Anti-grav vehicles, the Deliverance
class uses no computer systems to maintain it's
flight, rather a mechanical pendulum system in
the keels controls the gravity manipulation
engine and the twenty crew control its flight.

Height	27m
Width	11m
Length	32m
Dry Mass	18,857 Kg
Full Mass	25453 Kg

Hit Points: 8,000
Shield Generators: 8
Catastrophic Critical 3 successes

Fire Arcs

1	2	3
8	•	4
7	6	5

Drive
Powerplant Type: Internal Combustion
Propulsion Type: Gravity Manipulation
and Thrusters

Movement
Top Flying Speed: 2.5 Km/T 900 Km/h

Fuel Capacity: 3 days
Fuel Type: Liquid Carbon

Protection
Armor Rating: 100

Shield Strength: 500 hp

Control
Crew: 20

Piloting Modifier: Drain 2
Performance Rating: 12

Cargo
Cargo capacity: 1,000 Kg

Passengers: 10

Weapons
2 Particle Cannons
Damage: 5,000
Range: 400 m
Damage Drop: -2,000
Rate of fire: 1/2 each
Fire Arcs: 1

3 Laser Turrets
Damage: 1,500
Range: 2,500 m
Damage Drop: -400
Rate of fire: 1 each

Fire Arcs: 1-8

Sensors

Sensor Range: 15 Km
Sensor Modifier: Boost 2

Stealth Modifier: 0

Countermeasure Range: 8 Km
Countermeasure Modifier: Boost 2

Type   Anti-Grav
Model Freighter

Tens of thousands of these vehicles form the
backbone of Kelrath intercity commerce. Serving
as a cargo carrier and a capital ship, these
vessels have been likened to Spanish Galleons of
ancient earth. Often a dozen Rall 4s complement
the deck, defending from attackers.

Height **58m**
Width   **41m**
Length   **96m**
Dry Mass   **850,000 Kg**
Full Mass   **3,400,000 Kg**

Hit Points: **40,000**
Shield Generators: **16**
Catastrophic Critical **4 successes**

Fire Arcs

1	2	3
8	•	4
7	6	5

Drive

Powerplant Type: Turbine
Propulsion Type: Gravity Manipulation
and Thrusters

Movement
Flying Speed: 1 Km/T 400 Km/h

Fuel Capacity: 1 Month
Fuel Type: Liquid Carbon

Protection

Armor Rating: 100
Barrier Points: 5

Shield Strength: 500 hp

Control

Crew: 130

Piloting Modifier: Drain 6
Performance Rating: 15

Cargo

Cargo capacity: 2,000,000 Kg

Passengers: 300

Weapons

6 Laser Turrets
Damage: 1,500
Range: 2,500 m
Damage Drop: -400
Rate of fire: 1 each
Fire Arcs: 1-8

Sensors

Sensor Range: 30 Km
Sensor Modifier: Boost 2

Stealth Modifier: 0

Countermeasure Range: 10 Km
Countermeasure Modifier: Boost 5

Type   Anti-Grav
Model Flying
Fortress

The largest flying vehicle ever built, the Flying
Fortress is an island in the sky. Although it is
slow, its armament is formidable.

Height   **120m**
Width   **300m**
Length   **380m**
Dry Mass   **130,780,000 Kg**
Full Mass   **140,400,000 Kg**

Hit Points: **1,600,000**
Shield Generators: **32**
Catastrophic Critical **4 successes**

Fire Arcs

1	2	3
8	•	4
7	6	5

Drive

Powerplant Type: Fusion Generator

Propulsion Type: and Thrusters	Gravity Manipulation

Movement
Flying Speed:	833 M/T 300 Km/h

Fuel Capacity:	5 Months
Fuel Type:	Liquid Carbon / Deuterium

Protection
Armor Rating:	150
Barrier Points:	6

Shield Strength: 500 hp

Control
Crew:	2300

Piloting Modifier:	2 Drain 8
Performance Rating:	53

Cargo
Cargo capacity: 7,000,000 Kg

Passengers:	500

Weapons

Super Particle Cannon
This super weapon is used to vaporize city defenses and capital ships. However it has a Drain 8 to hit a moving target since it is fixed to the front of the ship.
Damage: 80,000
Range: 3,000 m
Damage Drop: -25,000
Rate of fire: 1/2
Fire Arcs: 2

44 Laser Turrets
Damage: 1,500
Range: 2,500 m
Damage Drop: -400
Rate of fire: 1 each
Fire Arcs: 1-8

Sensors
Sensor Range:	30 Km
Sensor Modifier:	Boost 4

Stealth Modifier: 0

Countermeasure Range:	10 Km
Countermeasure Modifier:	Boost 4

The Chezbah

The Chezbah nation follows Loc, an artificial intelligence that is currently connected to the communication network of over half The Artifact. The majority of the population are not directly involved in the conflicts that are raging across the planet. The wars are waged by mainly by robots and cyberneticly enhanced warriors.

Life for the Chezbah is governed by a Priest class that have a direct mental link with Loc. This gives the individual priests access to vast knowledge and the ability to sift through huge volumes of data and variables. They can quickly and efficiently deal with issues that come up in people's daily lives. Loc can compare billions of life stories and find successful solutions that have worked before.

The main population is shielded from the horror of war. Their economy is well managed by the priest class. Disease is almost nonexistent because of nanotech that is infused in the people's blood stream and tissues. This is one reason the Chezbah are unconcerned by the arrival of earth borne disease. The average citizen leads a comfortable existence.

The Price of Peace

The price for this relative peace is unquestioning loyalty to Loc and by extension his priests. There is a darker side to this government that the people must bear. The priests and Loc himself can at times make harsh and unreasonable demands on the people. Decisions made by the priests can seem petty, driven by anger or cruelty. These temper tantrums can see whole extended families stripped of their possessions over what seem to be minor infractions.

Loc supports his priests and himself through taxing his subjects in a manner similar to tithing which is strictly enforced by the Warriors. Everything is tithed, not only money but food, raw materials and children are required. The percentage of the tithe is dependent on what is being tithed. Twenty percent of all food produced is required. Every fourth male child and every third female child is given in service to Loc. Males are called conscripts and serve as pilots and squires to the Warriors.

The origin of the Scimrahn came from the shock of war when the Kelrath would attack a Chezbah city and devastate the people's comfortable existence. The Scimrahn wanted to get Loc to co-exist peacefully with the Kelrath but Loc would

not hear it. Loc will not allow any form of government other than his.

Over a millennia and a half ago the Scimrahn revolted. Since then Loc has directed his followers to slaughter the Scimrahn where ever and whenever possible. They view the Scimrahn as having only two choices, come back to serving Loc, or die. The offer for forgiveness often comes from a priest, saying, "surrender your arms, follow Loc and all will be forgiven". In this they are sincere, anyone who surrenders will be uninjured. The conversion to following Loc is not a voluntary one however. The majority of captured Scimrahn are infected with a condition called the Scourge.

Economy

The Chezbah economy is one of capitalism. The Chezbah have what is equivalent to privately owned companies, and corporations. It appears that Loc only regulates this aspect of life instead of directly controlling it. Although the Priest and possibly Loc will interfere with economies by giving gifts of new technologies to families that please them.

Architecture

Chezbah architecture reflects their reverence for Loc. They will always rebuild the original city structures and refurbish them. The population of these cities will slowly migrate, as children grow up they are sent to a new city area to rebuild, in this way the Chezbah maintain the aging Loc. However the Chezbah population is not large enough to keep up with the job. As cities are being rebuilt, old ones are rotting away.

Not all Chezbah are totally loyal to Loc or his priests. The young that have been sent to a new city are commonly disgruntled, some to the point of treason. Skilled Scimrahn scouts are the first to contact these. Often learning codes to access computer terminals, or shipping routes to acquisition supplies. These contacts will often remain viable even after they have finished rebuilding the city, often with more useful information than before.

The Loyal

Priest and the Warriors are fanatically faithful to their master as part of their conditioning. The link that the priest class have with Loc is obtained through their nanotechnology. Artificial cells attach themselves to neurons and then to each other eventually creating a latticework that is capable of receiving and communicating transmissions

from Loc. As the transmissions are received the affected person hears them as if they were part of his own thoughts. Slowly, through constant exposure the victim is brainwashed.

To aid in this process, nanobots reconstruct the neural pathways, severing those that would resist Loc and reinforcing paths that will follow. This is a slow process that takes months to years. Once the victim has reached a certain point he or she is either destroyed if resistance is continued, or if the victim has given up that person is embraced into the fold.

There are two classes of Priests, Those that tend to the people, the Instructors or "Kelpei" and the traveling Priests that give orders to the Warriors, the "Kelahn".

Warriors follow the commands of the priests without question. Their conditioning is deeply rooted, trying to reason with a Warrior about not following Loc or his priests is next to impossible. If the Warrior is backed into a corner by reasoning with them, they will almost always react with anger and violence. While the average Chezbah is relatively short and has a slender build, warriors are much larger and far stronger. Their appearance is also much different perhaps pointing to a different species within the culture.

Chezbah Customs

When an Espionage Specialist sneaks into a Chezbah settlement, it is useful to understand their customs so as not to give away being an outsider.

City Lifecycle

There are several stages that a Chezbah settlement can be at in its life cycle. Understanding the stage of the cycle is important because the stages alter the social fabric of the community. The first stage of a city is reconstruction. During this phase young men and women from other cities are brought to an old city that is in need of repair. As families are established and grow, they work on restoring the city structure. Monitoring priests award titles to family heads according to what they have accomplished. This is a time of political and social jockeying for position. Finding a family low in the rankings and getting their favor by helping them advance can open up repeated access to the community. This is often done by spying on other families and finding out their practices or revealing a scandal that would lower a family's ranking. Finding families that are in

such a position is not difficult because honors are displayed on banners hung from buildings.

The second stage of the city starts when reconstruction ends. The youth in the city are continually sent out to start new cities. The population ages and slowly shrinks over several centuries. In these established cities it may be difficult to find contacts. The city now produces products for other developing cities. This often means there is plenty of work to do and although social ranking can change at this point, it is far more difficult to do so. There is very little a Scimrahn can offer a Chezbah as far as wealth goes but some Scimrahn do find selling black market items to work on occasion. The problem is that revealing a Scimrahn spy carries a very large reward.

The third stage is when some of the city's children are allowed to return and care for their aging parents. At this point the population of the city is very small and often only takes up a tiny fraction of the buildings in the city. These communities are relatively wealthy and stable but there are often rifts in the social fabric left over from old wounds. In these situations, a Scimrahn may find a place to operate out of by carrying out acts of revenge. These can often be seemingly minor acts of vandalism or harassment because of the Chezbah's strict social code.

The fourth stage is a slow build up of a city. For a few generations the city's children are allowed to remain, instead of being sent out to a new restoration site. The city grows slowly over the generations and becomes very rigid socially. Because of the age of most Scimrahn, this stage often offers the opportunity to move about in the city and blend in with youth moving about. However, unlike previous stages, there is little opportunity to attach oneself to a household and have a safe base of operation.

City Buildings
Buildings are often occupied by extended families. It is uncommon for different families to inhabit the same building. One family head is often in control of the entire building.

The residential towers themselves are white except for on the lowest level and around window openings where they are painted with bright blue and yellow patterns. Most patterns are blocks of varying simple geometric patterns that are hand painted on by women of the family.

Higher up there are large colorful banners that hang from the windows. The banners have a family name along with their occupation and then a list of short phrases like "Loc's servant", "Strong man", "Hearer", "Loyal", "Good", "Founder", "Man of Loc", "Great" and "Rememberer".

These banners carry the titles that are awarded to the families for various deeds. Families usually only have a few of these titles and more titles mean more prestige to the family. Each one gives the family certain rights or privileges in society.

Inside the first floor of most of the buildings Pettok or Berem are kept. The entrances are roped off with electrified cable to keep them in. A younger man of the family is stationed here to receive guests and messages. Entering a home without being recognized and escorted means that a person has sinister intentions.

Business is often carried out on the second and third floor of the building and the fourth and fifth floors often have refrigerators pantries and freezers for storing food.

Gesturing Acceptance
Authority and recognizing authority is a life and death matter among the Chezbah. Once a person has been put in charge of something by being given a title by the priesthood, ignoring that authority is a capital offense. The offended has the right to kill a person that rejects their assigned role in society.

One of the main ways of showing that a person's authority is recognized is by a common gesture. The gesturer's eyes close and their fingertips touch their forehead. Then the hands are raised into the air.

This is an important gesture to learn because it is the proper response to a range of statements.

The Knife
To the Chezbah, a knife is a symbol of self reliance. It is not often considered a weapon but rather a tool.

At a dinner, a knife is only used to take a portion of the meat that is put in the middle of the table. This is a symbolic gesture showing that the guests are not becoming part of the host's family but are still able to take care of themselves. Otherwise the patriarchal head of the family serves the meat.

The knife is tied to marriage ceremonies but also in the betrothing process. If someone were to show their knife to a member of the opposite gender it is a proposal to marry. The tradition goes that a man is showing that he can take care of a woman or the woman asking the man to take her knife which is done during the marriage ceremony.

The Fathers and Mothers
As in the Scimrhan language, "Father" is an honorary title but the term has other uses as well.

The dining table is referred to as "the father". The table supports the meal and therefore the family, this is the father's role in Chezbah society. As an extension, plates for eating are also called "fathers". The cooking pot is called "the Mother" Bowls for eating are called "mothers". Only the father who's table it is and his wives may place their bowl directly on the table. Anyone else places their bowls under the table or holds it up while eating. Cups are specialized bowls according to Chezbah tradition.

Dinner Conversation
At the meal, the patriarchal head is the only one allowed to start a conversation. No one may speak unless invited to by the patriarch. There are ways for someone to signal that they would like to speak. Looking directly at the patriarch is one way of doing this. Putting one's elbow on the table is a demand to be heard.

Oaths
Being a very ritualized society, oaths play a large role in Chezbah agreements and contracts. Oaths are usually announced to the community. Going back on an oath or failing to perform on one can be very humiliating.

Tricks and Thievery
If a person is fooled into agreeing to something, it is viewed as a legitimate way of getting them to do what you want. This can be a little jarring to outsiders because a Chezbah will be required to stick to an oath even if they were tricked into it.

In business, spying is rampant because of this. If secrets are stolen or even if goods are stolen, it is looked on as a failure of the business man. It is considered his responsibility to keep his knowledge and possessions safe. Failure to do so is not the spy's moral shortcoming but the owner's. This means that most robberies of

intellectual property or physical goods are covered up. If the owner knows who stole from him, he may even announce that he has given a gift to that person as an act of charity thus covering up any dishonor.

However a thief who is caught in the act often suffers greatly for their actions.

Tapestries and Rugs
The residential buildings that the Chezbah live in are cold and for the most part uncomfortable places. The Chezbah are restricted by religious law from altering these structures. This includes permanently anchoring anything to the structures. They are allowed to tie cords around pillars and there are some clever fasteners that the Chezbah have developed to hang tapestries and even full doors to doorways.

The Chezbah hang tapestries from walls for insulation and as dividers to form rooms. Thick woven rugs also help to make cold floors more comfortable.

A good number of tapestries and rugs are woven by machine. Only the most expensive are hand woven but almost all are story telling aids. Pictures on the tapestries explain important events, relate legends and tell jokes.

Writing and Documentation
Chezbah tend to write on small slates of CCC with charcoal pencils or ink and brush. It is common to see larger slabs of CCC stood up or hung to write public business contracts. Sometimes these slabs are etched with a laser for more durable records.

Welcoming
Chezbah will clap to welcome a person, often three times is enough but more if they are very important.

An ASO Expedition Into a Chezbah city
As told by Private Ben White

We were all pretty jumpy just driving up to an alien city. All we had was two trucks and an armored car with an ambassador from the UN. Some of the boys with us had just been in a fire fight with these Chezbah. They said they were all two hundred and forty centimeters each! All the story's those Scimrahn told us about them didn't make me feel any better. They said these guys were a bunch of religious nuts. I t was nice to drive on a paved road for a change though. Our

commander told us all to stay calm when a big A-G sled flew up next to us. The Sled had thirty or so huge guys in armor. Each one looked like a defensive lineman, only bigger and tougher. Johnny had to keep Dennis from opening up on them with his M-240.

The driver stopped the truck and the commander went out to talk to them with the communications officer. They babbled for a little bit to a short guy in a bathrobe, and got back in the truck. The commander briefed us.

"We're going into the city. No one lifts a finger unless they pull their guns. They know this is a diplomatic mission and they're escorting us in. Keep an eye out for anything funny and tell me when you see it. That understood?"

The whole company gave him a "Yes sir!".

We started moving again. The A-G sled was out in front so I couldn't see it very well. We drove for a while through streets of little square houses. All the people came out to look at us, the thing is they weren't like the big guys on the sled. They were all small, like they were oriental but they had white hair. It was kind of creepy having them stare at us row after row of houses.

Abruptly, they took us into the underground into one of those city complexes. I've never seen one that was fixed up, it was pretty impressive. We all started feeling a lot more at home in a city with cars and trucks filling the streets. The A-G sled cleared the way in front of us and we all started feeling pretty important. Eventually we got to a big stadium looking building and we drove right in. The whole caravan stopped here, we all got a bit edgy, because they had us right where they wanted us.

The guy in the bathrobe took the UN ambassador off to the side, the Major insisted he went with him. Two linebackers stood behind them. They yacked for a while, but eventually the guy in the bathrobe grabbed the ambassador by the throat. The ambassador stumbled away holding his neck. The Major went berserk and pulled his 9mm. The linebackers didn't like it and fried the Major. Lucky for us the Sergeant kept his head and talked us out of there.

The last I heard, the ambassador was missing.

Chezbah Shrines

There are some three hundred locations were Chezbah priests gather together. These locations can only be described as temples or shrines. While the function of these shrines is unknown, they are centers of extremely powerful electromagnetic disturbances. These disturbances, once thought to be totally random phenomenon, have been proven to be structured, highly complex patterns. The purpose of this is still only speculation.

At the center of the disturbance is, what at first appears to be a living jellyfish like dome some fifty meters in diameter and twenty meters high. Upon closer inspection the material of this canopy appears a rubbery skin with capillaries throughout. If cut the material will leak what has been analyzed as a form of antifreeze. The entire dome may be some sort of heat sink, as the dome and the fluid in it often reach temperatures of 120ºC. On the exterior of the dome are eight irregular finger like columns. While these were once thought to support the structure, it has become apparent that these are a side effect of the electromagnetic activity. Magnetic lines of force are so powerful in these areas that iron oxides builds up in these columns and are subjected to such force that they fuse into a solid mass. These lines of force are highly concentrated and do not effect objects outside of a diameter of less than a meter. How this is accomplished or what its purpose is still unknown.

What the Priests do when they enter these structures has never been determined. The domes open to allow priests to enter. ASO research groups have attempted to gain access to these shrines, but the shrines appear to have automated defense systems that use magnetic force to tear the hemoglobin from the bodies of intruders. The Scimrahn have been successful in destroying a few of these domes but they are often guarded.

On Chezbah holy days and festivals, thousands of Chezbah gather around these domes for ceremonies and festivities. The location of the shrines does not appear to show any noticeable pattern, some are on the surface, some are subterranean, some are in remote locales, and some are in cities. The Chezbah, including the Warriors wear masks during this ceremony. The masks are made by skilled artisans to strict specifications set by the priests.

The Temple Ritual
This may be the first time the Chezbah temple ritual has been observed by outsiders. We were able to locate a remote pilgrimage temple that is

used on rare occasions. Only a small group of five Priests, twenty Warriors and a small number of civilians that serve the priests stay at the temple site all year round. Our guide, born a Chezbah, raised by Scimrahn, was able to move around the camp as long as no one directly saw her face. She was able to place magnetometers and microphones around the temple site.

We chose this instrumentation because of the known magnetic fields exhibited around the temple structures. Along with telescopic cameras we were able to get high resolution video from over two Kilometers away.

Unfortunately we were not able to transmit the data from the magnetometers and the microphones because the Chezbah could detect the transmission so we had to have them record their data and retrieve them later. Unfortunately we were not able to retrieve the pertinent audio that was near the temple site. We believe that the Chezbah have discovered these devices by now.

The temple ritual started with the pilgrimage arriving at the temple site. Forty or more priests encircled the dome and a doorway opened up for one of them allowing one priest to step inside. The priest may have been selected somehow but we were not able to determine if that was the case.

The pilgrims stood in concentric circles around the dome. All of them wearing masks that obscure their faces. Even the Warriors present wore these masks. From the audio we did recover, the priests began to repeat the words "Kel pei" repeatedly. This could be interpreted several ways. We take this to be a command to the pilgrims to think about Loc.

At this point the magnetometers spiked in a pattern that we are still analyzing. At first we weren't sure but soon it became evident that the exposed skin of the Chezbah assembled started to fluoresce. Our guide who was with us two Kilometers away did not experience the same effect and we have attempted to reproduce the effect even on a limited extent with her but were unsuccessful.

The next part of the ritual was that the pilgrims that fluoresced the brightest were selected out of the group by the priests. Approximately seventy five were selected. This included one of the Warriors.

From what we could discern, those selected were given various titles and we could watch gifts being taken from the dome, the priests would literally reach into the dome and pull objects out and then given to the chosen.

Lastly all the pilgrims stepped forward in small groups and would converse with one of the priests near the dome. These appeared to be spirited conversations that lasted for ten to twenty minutes each with the Priests holding children and putting their hands on the heads of the men.

There was a huge amount of magnetic activity during this whole process and the florescent effect gradually lessened for several hours as the pilgrims spread out over a wide area conversing and visiting.

We are still analyzing data on the magnetic events and will notify you if any patterns are discovered.

Longevity

The Chezbah live long lives. They are not burdened by most disease that would slowly wear away their vitality. Because of this, Chezbah are often strong and vital even in their 90's.

However, just the absence of disease is not enough to stave off degeneration. Over time organs start to become frail. For those judged worthy, pilgrimages to temples can mean a new lease on life.

A small orange capsule, similar in appearance to an oddly colored cherry is produced from the skin of the temple. This is a nanotech device that locates weakened organ structures and reinforces them with artificial scaffolds. It creates stem cells, bathes them in proteans that turn back the cellular clock and attaches them to places where cell decay is greatest.

For most, this treatment revitalizes an aging Chezbah for another thirty to forty years.

In the case of acute organ failure, if a priest can be summoned, a nanotech injection causes the failing organ to be rebuilt as an artificial replacement.

With these interventions, it is common for Chezbah to live for one hundred and eighty to two hundred and fifty years. Some Scimrahn have reported Priests of extreme old age.

Conscripts

Some of us remember our parents. At age four we became wards of the state. We are the ones chosen to protect our families and our nation. At an early age, we are all the same, silly children playing games. Carefully chosen games of course, but don't think that we were raised on misery and conflict. We are the conscripted.

Very soon though, we begin to see the difference between us and them. They grow quickly, soon towering over our heads at age 8. They are more agile than we are, they are even smarter than we are. They will become the Warriors, while we will man the Hunters, Cruisers and the Demolishers. The Kelahn, the priests, teach them not to push us around, that we are brothers but they are angry by nature. I am only glad that before the change, my best friend was Aheshpei, who I watched slowly become one of them. He took care of me, calling me little brother, even though I was a year older.

Over the years, I put a few things together. Aheshpei and the others like him could not remember their fathers if they had them. They remember younger brothers but never sisters. The Kelahn did not like us talking about it. They seemed to know when Aheshpei would start to talk about his life before 4 years. They would come and split us up, give us more work to do.

None of the others the ones who became Warriors could remember their fathers except one. Cheshah who was younger than us by four years remembered his father. He remembered a kind man that loved his mother dearly and that he loved to take Cheshah out to play. He remembered men from everywhere would run up to his father and ask for help on this matter or that. Cheshah's father would talk with them and hold crying children. He doesn't remember much about those conversations, only one word, the men would call his father Kelahn, priest.

Zero Point Power

Priests utilize their nanotechnology in ways other than communication and regeneration, The Chezbah utilize a little understood technology called Zero Point Energy or ZPE. This technology draws energy from unknown sources. Strangely, the Chezbah do not use this technology very often. This might be so that the ability does not fall into enemy hands, or it may be difficult to mass-produce.

There are two places that Chezbah utilize ZPE. One in their battle cruisers and also by the priests. The priests have mechanisms that use this energy, such as force fields, and static discharges. However the power that builds from the ZPE generators is difficult to control.

Who (or What) Is Loc?

It is an enjoyable part of Facilitating a game to know what baffles, confuses, or what the characters have completely wrong. It may be fun in the beginning of the game to portray Loc as a myth, and its followers as a Druid like nature worshipers. The first thing the players should learn is the Chezbah and the Kelrath call the Artifact "Loc". Secondly, the Chezbah worship Loc dogmatically, and fanatically. They will also learn of Loc's priests, always firm that their god is omnipresent, and his guidance is superior to mortal minds. Next it may be good to give them more solid evidence that Loc does exist. Perhaps by communicating with it though a robot body, or observing a Chezbah ritual in which Loc speaks. It is best to have this be a slow process of revelations. If players still decide to disbelieve in Loc's existence, that's okay too.

You as the GM however must know that Loc is real. Loc technically is the Artifact. Loc is an artificial intelligence once made up of thirty-two super computers. However, hundreds of years ago a tectonic shift, caused Loc the loss of communication with its other half. Loc, in a way is suffering from paralysis. There were sixteen more super computers on the other half of Loc, but it is presumed that the Kelrath had destroyed these, or at least most of them. Loc is linked to an entire half of The Artifact. He guides the Chezbah in repairing and maintaining his systems and machinery.

Loc has his people worship him for two reasons. The first is simple, Loc uses his followers to repair his physical body, the Artifact. The second is that Loc uses his priests as an extension of himself. Because of this Loc wants his priests to be treated well. Loc has become decadent and has elevated his priests above his people. His priests have large harems and many servants, some eat gluttonously. Higher priests are treated so decadently that they hardly move or lift a finger.

What is the purpose of all this? Why is Loc, or the Artifact here? Who built it all? What did they build it for? These are questions that the characters must speculate on. These are questions that Loc knows the answer to. The problem is, Loc isn't likely to tell anybody.

Chezbah Reaction

When introducing Chezbah to a game, their motivation and reaction to PCs may be in question. The following is a quick table to help the GM decide how they respond to the presence of PCs.

Roll 1d100

Roll 1d100	
01-26	Attack
27-87	Attempt to convert
88-100	Ignore

Scimrahn or any parties accompanied by Scimrahn are -15 to whatever they roll, if their roll is below 26 the Chezbah attack.

With any of the above rolls armed defense or an attack will result in the Chezbah returning fire. The Chezbah will attempt to incapacitate and convert any that they can.

Prisoners

The Chezbah do recognize that if a person surrenders in battle they should not be killed. However they do not have the same ideas on human rights that have developed on Earth.

If a Scimrahn or an Earther is taken prisoner, then roll on the chart below for what fate awaits them.

Roll 1d100	
01-3	Brainwashed to follow Loc. Takes 2D6 days per point of Psyche
4-6	Given to Chezbah scientist to experiment on.
6-10	Used as a political bargaining chip.

Chezbah City

This is an inhabited Chezbah city, Power is working and all the hexes in this incremental city are in use. A Chezbah city manufactures everything it needs for its economy, most cities import up to half of their food.

4d6 Million	Chezbah
1d100x100	Chezbah Warriors
1d100	Hunter E-Suits
3d10	Demolishers

Roll 1d10	
1-2	No Priest

3-5	1 Priest
6-7	5 Priests
8-10	20 Priests

Roll 1d10	
1	Poor
2-3	Struggling
4-8	Affluent
8-10	Wealthy

Physiology

Average Height: 1.65 M (5ft 5in)
Average Mass: 55 Kg
Average Life Span: 100 earth years
Hair Color: Grey-White
Eye Color: Pink
Skin Color: Pale Yellow

There are two species of Chezbah, the large majority of the populace are on average short with very striking features. Hair is silver gray to white, even at young ages. Eye color is usually pink or red, but is occasionally blue. Chezbah skin is a very pale yellow. This becomes a problem when traveling to the polar region where the sun is most intense. As a result Chezbah vacuum suits are usually made of a heavier material than other nationalities. Whether these features were present before the Scimrahn broke off, no one seems to be able to answer. Few records are available that would shed light on this, since the Scimrahn records are destroyed in raids.

The Second species of Chezbah is tall and heavily built. These are the Chezbah Warriors. There are much fewer of these than the other species, but they are the most commonly met in battle. These Warriors have black hair, and deep golden tan skin. They do however retain the pinkish red eye color of the other species. Warriors have heavy brows and sloped foreheads. Their muscular structure is similar to humans but has much more connective tissue attaching to bone. This along with their well-developed muscular structure gives them much greater strength than humans.

Psychology

The average Chezbah has nothing to do with the world outside their nation, they live their lives in support of their religion/government, often without question. The few that do question the

arrangement often do not voice their thoughts fearing the Priests and their Warriors.

The Priests appear highly focused, very intelligent, and self-sacrificing. Being in connection with Loc makes them part of him, "a single cell of an organism", as they would say.

The Warriors are serious, quiet, and full of hate for the Scimrahn and the Kelrath. Most are undecided on the new Earth forces. Some will try to reason with them in a heavy-handed manner. Warriors are easily provoked to wrath and tend to win arguments with guns.

Chezbah Warriors

	1	2	3	4
Con	16	8	4	2
Str	16	8	4	2
Ref	10	5	2	1
Agi	14	7	3	1
Dex	13	6	3	1
Cha	8	4	2	1
Int	8	4	2	1
IQ	8	4	2	1
Psy	8	4	2	1
HP	35			

Chezbah Warriors can see a limited amount of the infrared and ultraviolet spectrum. Because of this they do not get a negative modifier to target warm objects in darkness. They can also see ultraviolet lasers and force fields.

Warrior Medicine Pouch

Chezbah Warriors will carry a small pouch on their belt if they are expecting to be without any kind of home base for an extended period of time. In the vast majority of cases, Warriors do not carry these medicine pouches but prefer to only use them when they return to base where there may be a small stock of them (1 for every 5 Warriors stationed at the base).

This leather pouch contains three auto injectors. Each injector has a single Chezbah word written on it. One says when translated, "Trauma", another "Burns" and the last "Cuts". Each one works in different ways to repairing damage of different types but all block pain at the wound site and promote fast healing.

The Trauma injector heals blunt force damage to tissue by rebuilding burst blood vessels and cleaning out blood cells that have leaked into surrounding tissue. It also builds a scaffold for

cells to grow into to promote fast healing. The trauma injection can also rapidly knit broken bones back together.

The Burns injector seeks out charred tissue and uses it as raw material to build a protective barrier and a scaffold for tissue growth. The nanotech also rebuilds or re-routes damaged blood vessels.

The Cuts injector seeks out air contact and when found, it creates a foam that not only glues the wound shut, forming a wound barrier, it re-connects the blood flow and attempts to rebuild damaged tissue. The cuts injector is what is used for projectile wounds.

Each injector will heal five (5) points of damage of the type indicated on the syringe. Only one of each type of injector can be used at any one time, using two Burns injectors will not heal any more than five (5) points of damage. If the character has sustained trauma and burns then both injectors can be used for a total healing of ten (10) hit points. If the character sustained all three types of damage then all three injectors can be used for up to fifteen points of damage.

It takes two turns from the time of injection to the Hit Points being healed.

The injectors will not increase a character's hit points above their maximum. For example if a character sustained a cut that does three (3) points of damage only three points of cut damage is healed and not the full five.

The nanotech also does not remove the requirement of surgery if the character has lost more than half their hit points. It also does not fully fix the wound, it only restores the body's structure so that the user can continue functioning normally. Any Hit Points lost, must be healed naturally and they replace the hit points conferred by the nanotech. The user does heal faster than normal and can take a CON roll to heal every two days even without any other medical care or bed rest.

It is not known why the injectors work on non-Chezbah as the nanotech in them conceivably could check if the user has Chezbah nanotech in them. It is possible that the check could slow down the speed of the healing process and is therefore not used.

Chezbah Pilot

	1	2	3	4

	1	2	3	4
Con	5	2	1	0
Str	5	2	1	0
Ref	10	5	2	1
Agi	10	5	2	1
Dex	12	6	3	1
Cha	6	3	1	0
Int	8	4	2	1
IQ	8	4	2	1
Psy	8	4	2	1
HP	7			

Chezbah Hound (Lesser Seed)

They go by many names. The Scimrahn call them Brouragh. Most of the Kelrath call them "Hevoph Yjechk" (translated "Coward's Knife") but some Gijorn and Rantaa' have referred to them as "Bodakoj Thimol" (translated "Dead Stealers"). Earthers call them "Hounds" but none of these are their real name. The Chezbah call them the Lesser Seed.

The Chezbah deploy the Lesser Seed in a number of roles. They make up the majority of their ground forces and are used to mass against the Kelrath in battle. They are also used as sentinels to guard and patrol because of their data uplinks. As soon as one sees something, all the Lesser Seed know about it and any nearby priest or Warriors are notified. They are used to flush out enemy strongholds. They are used as booby traps, left to hibernate for up to a year, they can spring to life again within thirty seconds.

Chezbah Hounds do not eat. They have a nutrient sack in their torso that they slowly feed off of. As they do, they become gaunt in appearance. Once this yolk sack is used up, they die. Their active life spans are around six to ten days depending on their activity level. They are able to enter a hibernation state where they have reduced awareness of their surroundings but this can extend their nutrient supplies for months.

They are referred to as robots by most official documentation and in the broadest sense this is an accurate label but they are not the traditional robot like the Kerdi. They have also been described as constructs, giving a sense of their artificial nature. They are constructed out of trillions of molecular machines, in some cases like biological mechanisms in living cells, in other cases they are unlike biological molecules.

The Lesser Seed can regenerate even severe damage. A foam is produced by glands in the skin and seals up even large wounds. Molecules in the foam link up and form a scaffold for tissue to rebuild inside of. A key to their durability is their simplicity. With no internal organs and a short expected life span, they are able to quickly use up their yolk to stay functioning and restore lost tissue in seconds.

Lesser seed are commanded by Chezbah Warriors but it seems like it is the Lesser Seed that accesses the Warriors mind to know what he wants and to warn of danger.

The Hounds stay in packs of five to ten, and are often accompanied by a Warrior, who commands them like a huntsman commands his dogs. However many packs of hounds can be encountered roaming freely in the inner reaches of the Artifact.

The name "Lesser Seed" comes from the Chezbah reference to the Priests and the Warriors as the "Greater Seed" although they are seldom called that directly. Those that are Scourged are also referred to by the Chezbah as Lesser Seed. There is a belief among the Chezbah that one day "the Lesser will become the Greater" when referring to difficult times. This seems to involve the Lesser Seed saving the Chezbah way of life but the details are unclear even among many Chezbah citizens.

Species	None
Hight	1.2 m
Mass	54 Kg

Attributes

	1	2	3	4
Con	6	3	1	0
Str	8	4	2	1
Ref	12	6	3	1
Agi	14	7	3	1
Dex	2	1	0	0
Cha	4	2	1	0
Int	8	4	2	1
IQ	3	1	0	0
Psy	20	10	5	2
HP	10			

Diet None/Unknown

Actions Per Turn +2

Damage Claws-15 Bite-20

Defenses

Armor (AR 5)

Regeneration of five points a turn. Even after the robot has taken up to 20 points damage it will continue to regenerate.

Special Abilities Hounds are able to leap 8 meters horizontally and 5 meters vertically.

Where Do They Come From?

The Lesser Seed (Chezbah Hounds) have baffled earth forces for some time. Early on, special operations groups were sent out to try and find production facilities that made them but found nothing. Then earth forces would occasionally corner a small group of Chezbah, only to have a the Chezbah backed up by Hounds ready for them. The Kelrath also comment on this in their writings, saying that Hounds spring up from nowhere. This fueled the suspicion that they were teleported in to an area from some remote site, possibly in the Collector Wells.

Recently a an I-CA scientist published a report on an autopsy of a Chezbah Warrior that described a series of five nodules embedded in the arms of the Warrior. He also reported that these nodules slowly dissolved over the course of several hours. These nodes are embedded just under the skin but after further autopsies he discovered a set of muscles that push the nodes to the surface of the skin.

Seeking to prevent the nodes from decaying so they could be studied, he placed them in a nutrient bath but they still decayed into masses of fibrous filaments. Thinking that they were now useless he dumped them in a trash can only to find that the fibers had spread through some discarded food that was in the can. However the fibers slowly degraded and would not grow anymore.

It wasn't until later when he had fresh specimens to study that he discovered their real purpose. After three abortive attempts with larger and larger quantities of food, he finally saw the fibers grow into a more substantial form. The fibers consumed the food matter and began to take the form of a Chezbah Hound.

After this experimentation was published others have followed up in studying the nodes and have found that any biomass of sufficient size will grow the Hound. It would seem that these nodes are in fact the "seed" that grows into the Hound.

This would explain why the Hounds seem to appear, and go with Warriors in groups of five. Each arm with five nodes can grow into five of the creatures. However, it has been found that the nodes can form more than a single creature if they have enough biomass. The seed will spread to the entire mass and produce many hounds from a single node but the mass must be all in one pile.

This seems to substantiate the Kelrath name "Dead Stealers" as Warriors may seed the dead with these nodes to create reinforcements.

Chezbah Priest

	1	2	3	4
Con	6	3	1	0
Str	6	3	1	0
Ref	4	2	1	0
Agi	4	2	1	0
Dex	9	4	2	1
Cha	9	4	2	1
Int	8	4	2	1
IQ	16	8	4	2
Psy	9	4	2	1
HP	15			

Below is a description of the Chezbah priests abilities.

ZPE Generation

Each turn the priest's zero point power level doubles and each turn the priests must make a Psy roll to prevent the power from discharging into the ground harmlessly. Since most priest's Psy attribute is not extremely high the dangers of these abilities are small unless the priest has help in the form of physical aids. One of these aids is the war staff.

Every turn the priest can build up enough power to do five points of damage by electrical discharge, or a force field that can absorb ten points of damage.

If the priest makes a successful Psy roll he can double the power he has stored up to ten points of damage or twenty shield hit points. If a Psy roll is made again he doubles his power again to twenty points of damage and forty shield points. This continues until the priest fails the Psy roll. Electrical discharges have a range of ten meters.

Mental link

Priest are mentally linked to Loc and are in constant communication with him. They can

also mentally give orders to warriors in the area through this link.

War Staff

Used by priests, the war staff is a battery for storing up their ZPE power. The staff stores up to enough energy to do ninety (90) points of damage, and releases the energy in three discharges of thirty points. With a range of twenty meters. The War Staff can also be discharged in one burst if it touches it's target.

Only a priest or a Kalec can charge and discharge a War Staff.

Chezbah Priest Bracers

These devices cover the forearm of the priest. Similar to the War Staff, the bracers are a storage battery for the ZPE energy the priest generates. These batteries are used to defensively, storing up energy that would normally discharge from the priest without effect and then channeling the power back into the priest to create a more powerful defensive force field.

The bracers also amplify the effect of the Ion Cascade shield by tuning it and directing its energy at incoming attacks.

The force field has two settings. Setting one is a 40 point force field that lasts for ten turns per bracer worn. The second setting is a 300 point shield that lasts for one turn per bracer worn but does one point of damage to the wearer.

The hit points for setting two is reduced by 30 for each turn setting one has been used on that bracer.

Setting 1
Shield Hit Points: 40
Duration: 10 turns

Setting 2
Shield Hit Points: 300
Duration: 1 turn

Recharge Time: 2 minutes

Loc's Robots

These robots are large humanoids, usually jet black and sporting claws and or spikes. The role these robots play is usually a mouthpiece for Loc himself. These robots will identify themselves as "Loc" and speak his thoughts directly. Loc will often use these machines to play cat and mouse with his intended victim, chasing and antagonizing its target. The most amazing part of these robots is that they can appear out of thin air. Loc teleports them to a location, usually behind its intended victim, or some other dramatic location.

These robots appear to be some kind of toy used by Loc, as he rarely uses them as strategic weapons as he apparently could. Additionally, Loc does not usually teleport more than one of these into an area at a time, and after one is defeated he will not teleport any more. The motivation for this is not known.

There is no one type of robot used by Loc. Each and every manifestation of these machines is different. No specimen has ever been captured for study.

Species	None	
Hight	2.3-4 m	
Mass	2,600 Kg	

Attributes

	1	2	3	4
Con	20	10	5	2
Str	80	40	20	10
Ref	12	6	3	1
Agi	12	6	3	1
Dex	4	2	1	0
Cha	14	7	3	1
Int	14	7	3	1
IQ	20	10	5	2
Psy	20	10	5	2
HP	200			

Diet None/Unknown

Actions Per Turn +1

Damage Claws-50 Charging with Spikes-70 (only once per turn)

Defenses Armor (AR 250) Regeneration of thirty points a turn. Even after the robot has taken 100 points damage beyond it's hit points the robot will continue to regenerate.

Special Abilities Teleportation. These robots teleport in and out of an area, and will even teleport after being destroyed suggesting that the teleport is controlled from an external source.

The Scourge

The Chezbah Priest has a cybernetic syringe in their left index finger. On command the needle extends, and the Priest injects an "infection" the Scimrahn call "The Scourge". This also refers to the victims, who are also called the Scourge.

Most of all Scimrahn that are captured in battle are given the scourge if they refuse to follow Loc. The scourge has widely varying effects, but the most common are listed below. It is unknown what determines the fate of a scourge victim. It may be that the priest has control over what he injects, or the entire process may be random.

The Scourge is a manifestation of Loc's pinnacle of technology, nanometer sized machines that form tiny factories inside of the host's body. Using available molecules to form new machines, These "nano-bots" proliferate inside the body. Individual nanobots cannot do much by themselves, or even by the thousand, but millions of these machines can rebuild biological tissue.

One constant effect of the Scourge is a weakening of the victim's Psyche. The Scourge can also be affected by mental attacks by Chezbah Priests.

The Scimrahn are wary of the Scourge, as they make powerful allies, but can also be turned into enemies by a single Priest (See: Mental Abilities). A known Scourge is banned from Scimrahn society until their transformation is complete, and they bring back the severed head of a Chezbah priest. By killing a priest, they prove they can resist the Chezbah.

Hound's Hand

"Hounds Hand" is an effect where the scourge's fingers harden into sharp claws like those of a hound. In rare cases, (10% chance each hand) The scourge is able to form the clawed hand at will.

As the Nanobots replicate, they progressively stiffen the fingers of both hands. This process enables the Character to inflict damage with the sharpened fingertips, but also drops the character's dexterity. Unless the player rolls a ten or lower on a percentile die, in which case the hand is unaffected until the character wants to form the claw (roll for each hand). The character's Psyche also drops progressively.

1 Month	-1 Dex -1 to Psy
2 Month	-2 Dex +1 HTH Damage -1 Psy
3 Months	+4 HTH Damage -1 to Psy
4 Months	+10 HTH Damage -1 to Psy

The Blade

The scourge called "Blade" horribly deforms the hands and forearms into two huge blades. In some cases, (30% chance per arm) the scourge is able to give off an electrical discharge and form a protective force field identical to a priest's ability to do so.

As the nanobots replicate, they progressively stiffen the fingers of both hands in the open and straight position, eventually widening the forearm and hand . This process enables the Character to inflict damage with the sharpened arm, but also drops the character's dexterity to 1 but no lower. If the player rolls a 3 or lower on a 1d10, in which case the Scourge can create an electrical charge and force field identical to that of a Chezbah priest (roll for each hand). The character's Psyche also drops progressively.

1 Month	-4 to Dex -1 to Psy
2 Month	-8 Dex +1 HTH Damage -1 Psy
3 Months	+9 HTH Damage -1 to Psy
4 Months	+10 HTH Damage -1 to Psy
5 Months	+10 HTH Damage, Character develops electric discharge/force field, Agi roll to strike.-1 to Psy

The Destroyer

This bizarre scourge causes an array of protrusions to grow from the back of the victim. These protrusions form a powerful magnetic field that causes liquids to boil in seconds and explode. This can have devastating effects on most living creatures (who are mostly water). This is effective on any vehicle that uses liquid fuel (can cause a fuel explosion with a drive critical hit). The effect on living creatures is gruesome. The field is however very difficult to control, and will often kill the innocent if not properly handled.

If the Scourge can get help, a ferrous steel vest can be made to ablate the effects, disrupting the hazardous field. However these vests are often heavy and very uncomfortable.

As the Nanobots replicate, they form a number of collapsible protrusions on the victim's back, eventually building magnetic fields. The Scourge must roll every turn under Psyche a failure

indicates the magnetic field effects a random person in the area . The character's Psyche also drops progressively.

1 Month	5 cm protrusions -1 to Psy
2 Month	10 cm protrusions -1 to Psy
3 Months	15 cm protrusions -1 to Psy
4 Months	20 cm protrusions -1 to Psy
5 Months	25 cm protrusions, Character develops magnetic field, (see below).-1 to Psy

Damage 30

Damage Drop -15

Range: 200m

Rate of Fire: 1

The field is guided by the Scourge's mind and so in order to make a successful strike, the Scourge must make a Psy roll.

Blind Sight

This Scourge causes the victim's eyes to go blind, but it also causes two large antenna to form from the head that are super sensitive and can detect a large array of stimuli. These include highly sensitive vibration sensors that can hear footsteps up to five hundred meters away. The Scourge can "feel" magnetic and gravitational fields. They can "feel" heat, infrared and ultraviolet light. The Scourge can feel heat from a person's body up to a kilometer away.

As the nanobots replicate, the victim goes blind. As the antenna grow, they give the victim sensory input that the scourge must learn to interpret. The character's Psyche also drops progressively.

1 Month	5cm protrusions -2 Int -1 Psy
2 Month	50cm protrusions -2 Int -1 Psy
3 Months	100cm protrusions +2 Int -1 Psy
4 Months	150cm protrusions +4 Int -1 Psy
5 Months	175cm protrusions, +8 Int -1 Psy Character develops full use of Antenna, (see below).

Fully developed, the antenna have the ability to sense the full range of the electromagnetic spectrum, and have the ability to sense sound and make use of echolocation. The Antenna are so sensitive, that they can detect fluctuations in gravitational fields, and even sense the static

electrical build up of an approaching earthquake.

Sensor Range: 5000m

The Wall

The Wall is different from the other scourge mentioned so far, in that it effects the entire body. The effects stiffen the body over time until the victim is a hulking armored behemoth. However, the effects also decrease the victim's dexterity, and agility.

As The Nanobots replicate, the skin hardens and artificial muscles lace themselves through the body, making movement difficult, especially in the hands. However, Dexterity can drop no lower than three (3), and Agility can drop no lower than five (5). After the changes are complete, raising dexterity costs four times the normal number of experience points. Remember to recalculate Hit Points with each Strength and Constitution increase. The character's Psyche also drops progressively.

1 Month	+2 to Str, +2 to Con, -1 to Psy
2 Month	+2 to Str, +2 to Con, +1 Armor rating to bare skin, -1 to Dex, - 1 to Agi -1 to Psy
3 Months	+2 to Str, +2 to Con, +9 Armor rating to bare skin, -2 to Dex, - 1 to Agi -1 to Psy
4 Months	+2 to Str, +2 to Con, +10 Armor rating to bare skin, -2 to Dex, - 1 to Agi -1 to Psy
5 Months	+2 to Str, +2 to Con, +10 Armor rating to bare skin, +20 to HP, -1 to Dex, -1 to Agi -1 to Psy
6 Months	+2 to Str, +2 to Con, +10 Armor rating to bare skin, +40 to HP, -1 to Dex, -1 to Agi
7 Months	+10 Armor rating to bare skin, +30 to HP, -1 to Dex, -1 to Agi Regenerates at 5 points per turn, even after the Scourge has taken fifty points of damage over their hit points.

Kalec

This scourge attempts to turn the victim into a priest of Loc. This effect seems to only affect those of above average intelligence and only males. If the victim loses the battle ahead of him, he is no longer in control of his own mind, and serves Loc.

As the Nanobots replicate, they progressively lower the victim's mental endurance or Psyche. Once the victim's psyche is down to or drops below zero that person is now a follower of Loc and is no longer a player character. If the character's Psyche is still over zero at the end of a year, then the Chezbah hunt the victim down and destroy him or her. There is a way, however to prevent the character from becoming follower of Loc. This is by returning to earth. In doing this, the character looses all IQ Bonuses, but the psyche is permanently scarred. Furthermore the disease will continue to run its course for the full year.

1 Month	+1 to IQ
2 Month	+2 to IQ -2 from PSY
3 Months	+1 to IQ -2 from PSY
4 Months	+1 to IQ -2 from PSY
5 Months	+1 to IQ -3 from PSY
6 Months	-3 from PSY Heals twice as fast
7 Months	-3 from PSY Regenerates lost or damaged limbs in five months
8 Months	-3 from PSY Regenerates lost or damaged limbs in five months
1 Year	-4 from PSY Acceptance or Destruction. Gains all priest abilities.

Priest Mental Abilities

The Chezbah Priest's link to Loc is vaguely like a modem on a computer, it decodes the neural impulses and transmits them (through means unknown). The link can also receive transmissions and decode them so that the mind can understand them. This is what gives the priest the ability to communicate with Loc. In addition to this, the Priest is able to command Warriors, hounds, and the Scourge.

The Priests can also communicate with each other, however it is the Kalec who have developed the ability to attack through the link.

Command

Command is a priest discipline that is used to force responses out of an individual. For instance, A single scourge can be whipped into submission using command. A hound can be stopped dead in its tracks, or even shut off using this discipline. Priests have, on occasion, been known to use this ability on Kalecs, and vice versa.

Anyone who is affected by a command, must do whatever they can to fulfill the command.

To successfully command someone a Psyche roll is made. For the subject to resist, they must make a Psyche roll to reduce the successes of the aggressor. A player may choose to refuse the command but the character takes 10 Mental Stress for each success from the command. One person can be affected by this discipline per Action used.

Group Command

This is similar to the command discipline, but is used against multiple targets. Priests often use this ability to keep Warriors fighting even after their morale breaks. Large groups of scourge can also be likewise affected.

When commanding a group, the command is successful in two targets for every success. For the subject to resist, each subject of the command is only effected by a single success so any Psyche defense roll that is at least in the Full column will successfully defend. A player may choose to refuse the command but the character takes 10 Mental Stress for each success from the command.

Confusion

This is one of the very first Kalec abilities developed. The Kalec interferes with the normal functioning of the brain, entering nonsense into the thought process of a priest, Kelec or Warrior. Those affected by confusion tend to stumble about, fall down or simply stop doing anything for a short time. Priests have learned how to utilize this ability over time.

To successfully confuse someone a Psy roll is made. For the subject to resist, they must make a Psyche roll to reduce the successes of the aggressor. For each success left over the victim is incapacitated for 1d6 turns. One person can be affected by this discipline per Action used.

Discipline

Usually used to whip disobedient Scourge or Warriors into line, discipline is a Priest's way of maintaining control.

Those affected by this ability receive a large dose of Mental stress.

To successfully discipline someone a Psy roll is made, for each success the subject is given 15 Mental stress. For the subject to resist, they must make a Psyche roll to reduce the successes of the aggressor. One person can be affected by this discipline per Action used.

Mind Tear

One of the earlier Kalec developed abilities, This discipline does a large amount of damage to the cerebral cortex of a priest, Kelec or Warrior. Those affected by it loose 2 IQ points for each success of the attacker. The affects of this attack are healed like hit points under the Rules section of this book.

To successfully attack someone with this ability, a Psyche roll is made. For each success the subject looses 2 IQ points. For the subject to resist, they must make a Psyche roll to reduce the successes of the aggressor. One person can be affected by this discipline per Action used.

Overload

A newer ability developed by a Kalec from earth, the attacker over stimulates a priest or Kelec implants. The combined electrical charges of the nanotech lattice heat the fluid in the brain, killing brain cells.

To successfully overload someone a Psyche roll is made. For each success, 1 Point of damage and 10 mental stress points are inflicted on the subject. For the subject to resist, they must make a Psyche roll to reduce the successes of the aggressor. One person can be affected by this discipline per Action used.

Mind Hack

This Kalec developed ability is used to gain access to another's mind but priests commonly make use of this ability now. The Kalecs break down mental barriers and access different portions of the subject's conscience. The hacker can remain linked as long as the subject does not make a successful Psyche roll to force them out of their minds. There are a variety of affects that can be accomplished through a mind hack.

Paralyze

This effect causes the conscious mind to forget how to command the muscles of the body, but leaves all automatic functions, such as breathing and heart beat unaffected.

Illusion

This effect makes the subject see an illusion like a dream. The image is implanted into the mind of the subject as if they were hallucinating, except that the priest or Kalec controls the images. No one else sees the illusion.

A success on a Psyche roll is required to create a convincing sensory illusion. Additional successes can make the illusion persistent until broken with a Psyche roll success. A success can also make more complex illusion that are animated and react to the target's thoughts. A success can be spent to make the illusion parasitic, in that it causes the target to insert their own elements to make it convincing, such as the appearance of someone they know, or to trigger an emotion while experiencing the illusion.

Psyche roll successes can be used by the target to eliminate successes used to create an illusion.

Mind Read

This enables the attacker to steal thoughts or memories from the subject of the attack.

Each success on from a Psyche roll allows the player to ask one question that will get a yes, no or uncertain answer. The answer given is true from the subject's perspective.

Psyche roll successes can be used by the target to eliminate successes in the mind read.

Eavesdrop

With this effect, the attacker taps into the subject's senses, and can experience them as they were their own.

The character performing the mind hack makes a Psyche roll to break into the subject's mind. The defender rolls against Psyche to negate the attacker's successes and sever the link.

Access Computers

A Priest or Kalec can link to a computer through quantum entanglement. Through this link Priest can issue commands to any quantum liquid computer, the technology used in computers on The Artifact. This ability requires no attribute check for a simple connection.

If a Priest or Kelec uses this ability to break the security of a computer system, they must roll under their PSY attribute. In a ten second combat turn, 2 barrier point can be avoided for each success.

Telepathy

Priests and Kalecs can communicate mentally with other Priests and Kalecs, they can also communicate with scourge, Hounds, Chezbah Warriors, and Loc. This ability requires no attribute check.

Chezbah Equipment

Plasma Pistol
A standard sidearm used in close combat by the Warriors, and carried by pilots. The design has a shorter range in favor of higher damage.

Damage: 25
Damage Drop: -6
Range: 40
Payload: 15
Rate of Fire: 1
Mass: 4.3 KG

High Energy Plasma Gun
The Chezbah plasma gun is the standard issue to all Warriors. The design uses lasers to help the plasma keep higher energy levels even at extreme ranges. The lasers can continue to be used as weapons even after the plasma has been exhausted.

Plasma Damage: 60
Damage Drop: -10
Laser Damage: 8
Damage Drop: -1
Range: 200m
Plasma Payload: 12
Laser Payload: 100
Rate of Fire: 1
Mass: 16 KG

Chezbah Warrior Armor

Hit Location	Armor Rating	Hit Points
Head	10	10
Shoulder	15	10
Body	15	10
Arms	10	10
Hands	5	2
Groin	10	8
Legs	10	10
Feet	10	5

Causes
Physical: 1 Drain
Functional: 1 Drain
Intuition: 2 Drain
Mass: 12 Kg

Chezbah Armor has a radio built into it.

Chezbah Pilot Armor

Hit Location	Armor Rating	Hit Points
Head	10	10
Shoulder	2	1
Body	10	15
Arms	5	5
Hands	2	1
Groin	2	1
Legs	2	1
Feet	5	5

Causes
Functional: 1 Drain
Intuition: 2 Drain
Mass: 7 Kg

Chezbah Armor has a radio built into it.

Chezbah Puppet Glove
This nanotech device is used by Priests or Warriors for self defense and intimidation. It's unclear if other Chezbah can use them but it may be possible that pilots or other conscripts would also be able to use the Puppet Glove. The device starts off as a large black ampule shaped like an egg. The device is inert in this form and can be carried until needed. To activate, the ampule is crushed in the hand. The ampule is able to detect the touch of the hand and will not easily break until activated.

Once activated, the material inside foams up and around the hand. Artificial muscles lace themselves around the hand covering it and bones grow in under 10 seconds (1 turn). The fingers of the glove end in razor sharp claws. These muscles have impressive strength. When the user flexes their fingers the glove reacts in a similar way as the fingers would move.

The puppet glove uses chemical energy as fuel and is disposable, breaking down after five minutes of use.

Claw Damage: 15
Glove STR: 16
Crush Damage: 10 (must break the hold of the glove to escape with STR)
Climb Boost 2

Nanotech Masks
A specialized group called the Mask Wearers are conscripts that are trained to sneak into enemy ranks, gain information, or possibly sow dissent. Their masks create a lifelike disguise of either a Scimrahn or a Kelrath although there are rumors of a Earther disguise in use. Only very tall conscripts are chosen to disguise themselves as Kelrath.

The masks are amazingly life like, they read the electrical signals and blood flow in the face to mimic facial expressions and blushing.

Masks cannot be removed unless the wearer wants to remove it. Microscopic hairs grip the skin stronger than most glues. The mechanism that allows the wearer to release this hold is under investigation. The hope is that a way can be found to release the masks remotely.

The masks are powered by chemical solution that is in the mask itself. It is not known how long the masks function but it is thought to be at least several weeks.

Masks stolen from the wearers are rare and so this item is not normally available.
Mass: 50 g

Chezbah Vehicles

Chezbah combat vehicles are designed to only be used by authorized Chezbah. They will not activate for anyone that does not have Chezbah nanotech in them. There are reports of bypass systems that are designed for captured vehicles.

Type   E-Suit
Model Hunter

The Hunter is the main Chezbah E-suit. It's design is more compact than the Scimrahn TF-2394 because the Chezbah are not concerned with making field repairs and interchanging parts.

Height 3.4m
Width   **2.33m**
Length   **1.6m**
Dry Mass   **2,708 Kg**
Full Mass   **2,838 Kg**

Hit Points: **225**
Shield Generators: **4**
Catastrophic Critical 2 successes

Fire Arcs
```
 \   1  /
 4   •  2
 /   3  \
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Drive
Powerplant Type: Magnesium Battery and Thruster pack

Movement
Running Speed: 416 M/T 150 Km/h
Flying Speed: 972 M/T 350 Km/h
divided by Environmental Class (1-10) Flight requires 2 Performance Rating

Fuel Capacity: 15 Hours
Fuel Type: Electric / Liquid Carbon

Protection
Armor Rating: 40
Barrier Points: 4

Shield Strength: 260 hp

Control
Crew: 1

Piloting Modifier: 0
Performance Rating: 6

Cargo
Cargo capacity: 5 Kg

Passengers: 0

Weapons

4 Lasers
Damage: 200
Range: 3,000 m
Damage Drop: -50
Rate of fire: 1 each
Fire Arcs: 1

2 Plasma Cannons
Damage: 200
Range: 450 m
Damage Drop: -50
Payload: 9 each
ROF: 3 each
Fire Arcs: 1

Arms
Strength: 440
Punch Damage: 88

Sensors
Sensor Range: 12 Km
Sensor Modifier: Boost 4

Stealth Modifier: Drain 2 when not flying

Countermeasure Range: 6 Km
Countermeasure Modifier: Boost 4

Type   Anti-Grav
Model Demolisher

This vessel is designed to engage medium to light vehicles. It serves as a gunboat of the Chezbah fleet. Chezbah Cruisers carry four Demolishers in its bays along with squads of Hunter E-suits but the Demolisher is also used to do deep recon in the cold wastes of the planet. Each vessel is a match for a Scimrahn Assault Transport in terms of firepower. They are designed to move nearly silently through the subterranean catacombs when propelled by its six legs. When the thrusters are used, the legs fold up under the belly.

In addition to the crew, there is often a Chezbah Priest or Warrior aboard as a passenger. The Chezbah have been known to bury Demolishers in Agriculture Hexes as forward operating bases.

Height	**5.85m**
Width	**4.16m**
Length	**8.9m**
Dry Mass	**11,759 Kg**
Full Mass	**13,352 Kg**

Hit Points:	**4,250**
Shield Generators:	**8**
Catastrophic Critical	**3 successes**

Fire Arcs

1	2	3
8	•	4
7	6	5

Drive

Powerplant Type:	Turbine
Propulsion Type:	Gravity Manipulation / Thrusters
Secondary Propulsion:	Gravity Manipulation / Legs

Movement

Legged Gliding Speed:	277 M/T 100 Km/h
Flying Speed:	3.3 Km/T 1,200 Km/h

Fuel Capacity:	15 Hours
Fuel Type:	Liquid Carbon

Protection

Armor Rating:	200
Barrier Points:	5

Shield Strength: 500 hp

Control

Crew:	6

Piloting Modifier:	Drain 3
Performance Rating:	8

Cargo

Cargo capacity:	500 Kg

Passengers:	0-3

Weapons

Belly Laser
Damage: 1,000
Range: 7,500 m
Damage Drop: -250
Rate of fire: 1
Fire Arcs: 1

4 Plasma Cannons
Damage: 900
Range: 2000 m
Damage Drop: -200
Payload: 10 each
ROF: 1 each
Fire Arcs: 1-8

Sensors

Sensor Range:	12 Km
Sensor Modifier:	Boost 6

Stealth Modifier:	Drain 2 when leg gliding

Countermeasure Range:	3 Km
Countermeasure Modifier:	Boost 4

Type   Anti-Grav
Model Heavy Cruiser

The Heavy Cruiser makes up the bulk of the Chezbah nation's defense of the surface and orbit. It is second only to the Kelrath Floating Fortress in terms of raw firepower.
A Cruiser unloading its bays of Hunters and Demolishers is one of the Scimrahn people's most feared sights.
The Chezbah Cruiser is powered by a zero point engine that is always scuttled if the vessel is

compromised. Its range is only limited by the food that the crew must consume.

Height	115.3m
Width	**24.45m**
Length	**29.65m**
Dry Mass	**1,720,649 Kg**
Full Mass	**1,794,057 Kg**

Hit Points:	50,000
Shield Generators:	24
Catastrophic Critical	5 successes

Fire Arcs

1	2	3
8	•	4
7	6	5

Drive

Powerplant Type:	Zero Point Generator
Propulsion Type:	Gravity Manipulation / Thrusters

Movement	
Flying Speed:	1.5 Km/T 540 Km/h

Operation Time:	2 Months
Fuel Type:	Electrical

Protection

Armor Rating:	250
Barrier Points:	6

Shield Strength: 700 hp

Control

Crew:	400

Piloting Modifier:	Drain 8
Performance Rating:	36

Cargo

Cargo capacity:	25,000 Kg

Passengers:	100

Weapons

4 Particle Cannons
These four massive cannon punch meter wide holes in anything that gets too close to the Cruiser.
Damage: 9,500
Range: 300 m
Damage Drop: -3000
Rate of fire: 1/2
Fire Arcs: 1-3

4 Ultra Energy Plasma Cannons
Mounted on turrets, these four cannons use laser heated plasma to deliver long range firepower.
Damage: 1,500
Range: 8,000 m
Damage Drop: -300
Payload: 50 each
ROF: 1 each
Fire Arcs: 1-3

4 Heavy Lasers
Damage: 1,000
Range: 10,000 m
Damage Drop: -250
Rate of fire: 1
Fire Arcs: 1-8

18 Lasers
Damage: 400
Range: 3,000 m
Damage Drop: -100
Rate of fire: 1
Fire Arcs: 1-8

2 Hunter / Demolisher Bays
About midsection of the ship are two heavy doors that open to release four Demolishers and thirty Hunter E-suits. If the doors are open all critical hits to these bays do triple damage. Doors take one turn to open and one full turn to close.
Each vehicle takes one turn to launch per bay.
2 Demolishers each bay
15 Hunters each bay

Sensors

Sensor Range:	40 Km
Sensor Modifier:	Boost 6

Stealth Modifier:	Drain 1

Countermeasure Range:	20 Km
Countermeasure Modifier:	Drain 2

Type   Anti-Grav
Model Freighter

A frequently used cargo hauler used by the Chezbah for distributing food to cities. A single Demolisher usually accompanies this vehicle. A Heavy Cruiser can usually arrive to assist in 1d6x20 minutes.

Height 254.4m
Width 43.3m
Length 73.0m
Dry Mass 1,200,886 Kg
Full Mass 3,700,000 Kg

Hit Points: 30,000
Shield Generators: 16
Catastrophic Critical 4 successes

Fire Arcs

1	2	3
8	•	4
7	6	5

Drive

Powerplant Type: Fusion Generator
Propulsion Type: Gravity Manipulation / Thrusters

Movement
Flying Speed: 1Km/T 400 Km/h

Operation Time: 2 Months
Fuel Type: Electrical

Protection

Armor Rating: 100
Barrier Points: 6

Shield Strength: 400 hp

Control

Crew: 80

Piloting Modifier: 2 Drain 6
Performance Rating: 32

Cargo

Cargo capacity: 2,200,000 Kg

Passengers: 100

Weapons

24 Lasers
Damage: 200
Range: 2,500 m
Damage Drop: -50
Rate of fire: 1
Fire Arcs: 1-8

Sensors

Sensor Range: 10 Km
Sensor Modifier: 0

Stealth Modifier: Drain 1

Tanroc Fredar

The Scimrahn are not the first people to rebel against Loc. Long before them, a race of giants called the Tanroc Fredar, or truth seekers, refused to serve Loc. While they are still rumored to exist they are apparently dying out. If historical record is accurate, the Tanroc Fredar were once a highly intelligent people. There is no description of where they came from. As time went on they built their own cities. At the peak of their civilization, technology and philosophy exceeded that of modern times. These giants befriended the Kelrath and established the basis of Kelrath art, and writing. However as generations wore on, the Tanroc Fredar began to degenerate. They became more and more vicious and animalistic. Today there are reports of some Tanroc Fredar, most of which report them to be crazed and dangerous.

Despite this, both the Scimrahn and the Kelrath view these creatures as noble and heroic figures of a golden age. The Scimrahn E-Suits are given the designation "TF" and the sensor head is designed to be reminiscent of the old race. As with many legends, there is rumored to be a lost city of the Tanroc Fredar, hidden somewhere in the bowels of the Artifact. It is also believed that some of the Kelrath know the location of these cities, but out of respect for their old friends, they lay undisturbed.

Tanroc Fredar

Species Tanroc Fredar
Height 2.7-4 m
Mass 750-1,800 Kg
Attributes

	1	2	3	4
Con	20	10	5	2
Str	60	30	15	7
Ref	16	8	4	2
Agi	18	9	4	2
Dex	10	5	2	1
Cha	18	9	4	2
Int	14	7	3	1
IQ	4-18	2-9	1-4	0-2
Psy	8-20	4-10	2-5	1-2
HP	75			

Diet - Carnivorous
Actions +1
Damage Claws-15 Spikes-25 Punch-30

Defenses Armored Skin (AR 5)

Special Abilities Martial Arts - Those Tanroc Fredar who still retain their ability to reason continue to pass down a martial art of startling effectiveness. While their brute strength makes them more than a match for a human, powerful weapons and E-Suits would pose a considerable threat. The Tanroc Fredar have the ability to cause a critical hit to an armored vehicle by recognizing and damaging key systems. Every successful roll to strike means that the Tanroc Fredar gets to declare a critical hit even if they could not normally breach an armor rating. This also gives them the ability to disable weapons an unarmed strike.

The Kalec

Kalec is a name given to those who Loc attempts to convert into one of his priests, and fails due to the person's own willpower.

Kalecs are rare and they are held in deep respect by the Scimrahn. A fully progressed Kalec has all the powers of a Chezbah priest. Furthermore he can mentally communicate with Loc, Chezbah Priests, and Warriors. Using this, a Kalec will confuse the minds of priests, and warriors. As a result the Chezbah hate and fear Kalecs.

A Kalec needs to be careful. The Chezbah automatically know what they know. Because of this, they are normally solitary and reserved. Kalecs that spend time with Scimrahn will often blindfold themselves and sometimes cover their ears. Coming in contact with others puts them in danger, but when they do, it is for a very important reason. To see, or even more speak to a Kalec is a powerful omen of things to come for an individual.

A Kalec can be identified by his white hair, beard and weathered face.

Plague Mummies

Millennia ago, a plague wiped out the majority of The Artifact's population. An unknown number of people died and were left unburied, to mummify in the dry air of the underground. Some mummies are still infectious, the disease they carry is almost always lethal within a few days and is highly infectious.

Both Kelrath and the Chezbah dispose of plague mummies. The Chezbah are immune to the plague because of their nanotech augmented immune systems and clean out areas that they move into. Kelrath send condemned criminals to do the clean up work, eventually falling sick and dying themselves. A small number of these prisoners escape.

Even though both groups have been cleaning out mummies for thousands of years, the number of mummies still outnumber the living population of the planet one hundred to one at the very least.

The Scimrahn sometimes inhabit mummy fields because most Kelrath won't enter and it's a sign that there aren't many Chezbah in the area.

It's considered taboo to talk about the origin of the mummies in Scimrahn society. This seems to be an old Chezbah belief that has persisted. The few times anyone has been able to get a Scimrahn to discuss them, they say the mummies are because of Loc's rebellion against the old gods.

Most of the durable goods that the Scimrahn use everyday are looted from mummy fields. Although they did not have any weapons, the mummies lay next to cooking pots, utensils, storage crates and some furniture that is still usable. Most clothing has degraded to dust, but in rare situations a garment is made of synthetic material that has survived.

In the industry hexes, the building underway at the time is evident. There are hundreds of billions of Kerdi parts in production. The Hosent that once stored the production files for the Kerdi have since been wiped by high level commands from the communication network.

In a few locations there is evidence that the people living at the time were producing parts of plasma coils for the conduit system or other parts needed to construct the planet.

In spite of all the production going on, the people that died in the plague were living simple agricultural lives while some worked to produce an enormous army of Kerdi. These areas sometimes still host large herds of Berem, Pettok and Drammatok, descendants of animals used to plow fields and used to travel from hex to hex. Very few vehicles other than the maglev trains are found from this time period.

Wild Kerdi

The Kelrath produce their own version of Kerdi, but they are not like the originals that were being produced before the great plague. These wild Kerdi are still operating after thousands of

years. It's said that early on, there were billions of these wild Kerdi and a race of giants called the Tanroc Fredar fought them in the second battle for the world.

The wild Kerdi that remain have stayed alive by being careful. They hide in the shadows and assemble ramshackle armies to fight for them. They plot the downfall of communities they cross and work tirelessly, sometimes for decades to enact their attacks.

With so many manufactured parts in the mummy fields, wild Kerdi use them to repair themselves and build armies. These armies rarely have all their original systems intact, often relying on brute numbers than weapons. They most often lack shields and they never have the intelligence of the original Kerdi that assembled them.

Species Wild Kerdi

Length 2.3 m

Mass 1548 Kg

Attributes

	1	2	3	4
Con	4	2	1	0
Str	30	15	7	3
Ref	2-15	1-7	0-3	0-1
Agi	16	8	4	2
Dex	7	3	1	0
Cha	4	2	1	0
Int	15	7	3	1
IQ	15	7	3	1
BP	5			
HP	90			

Diet - Energy, such as plasma, radiation (including radio waves, light, heat, and solar), electricity, or any type of energy it can tap into. The Kerdi absorbs energy through its shield.

Actions Per Turn: Standard

Damage
Shield Shards
The Kerdi shield seems to cast out sharp dark shards that can damage targets at a distance. These shards are not effected by armor rating. All attempts to replicate this technology has failed. The weapon appears to be closely tied to

the Kerdi's programming which is considered a viral contagion.
Damage: 60
Damage Drop: -20
Range: 200m
Payload: Unlimited
Rate of Fire: 5

Defenses - Armor (AR 15) and Force Field vs Energy weapons (AR 400)

Speed 30 Km/h

Habitat - In or near mummy fields

Numbers - 1-2

Special Abilities Kerdi have the ability to climb vertical surfaces and even hang upside down on surfaces with an armor rating ten or lower.

Kerdi can speak Chezbah, and also communicate via radio.

Kerdi have infrared and low light capabilities.

Kerdi can hear a human heartbeat ten (10) meters away

Kerdi Shields give it stealth with a Countermeasures Boost 4. The Force Field also as a visual camouflage in darkness. They have a Camouflage Boost 4.

Wild Kerdi can assemble ten Puppet Kerdi in a week of work as long as there are parts available in a mummy field.

Any computer system connected to the wild Kerdi is taken over in a matter of moments and this control will spread to any other networked system. However, wild Kerdi never connect to the Artifact's communication network. If they do, the Chezbah are alerted and a system on the network attacks, erasing any available trace of them.

Puppet Kerdi
A wild Kerdi uses assembled constructs as extensions of itself. These husks have no will of their own and fall lifeless if the Wild Kerdi is disconnected from them.

In all the Kerdi components left in the plague fields, two main parts are missing. These constructs lack the sophisticated brain of the

Wild Kerdi. They rarely are equipped with a functioning shield.

Species Puppet Kerdi

Length 2.3 m

Mass 1027 Kg

Attributes

	1	2	3	4
Con	2	1	0	0
Str	30	15	7	3
Ref	2	1	0	0
Agi	16	8	4	2
Dex	4	2	1	0
Cha	1	0	0	0
Int	15	7	3	1
IQ	2	1	0	0
BP	2			
HP	70			

Diet - Energy stored in an internal battery. The Puppet has 2 hours of run time.

Actions Per Turn: Standard

Damage

Punch Damage: 3 per success

Puppet Kerdi often use simple weapons like large clubs or sharp objects made from machine parts.

Improvised weapons
Damage: 20
Block: Drain 1

Defenses - Armor (AR 15)

Speed 30 Km/h

Habitat - In or near mummy fields

Numbers - 10-300

Special Abilities Kerdi have the ability to climb vertical surfaces and even hang upside down on surfaces with an armor rating ten or lower.

Kerdi have infrared and low light capabilities.

Kerdi can hear a human heartbeat ten (10) meters away

Bestiary

This section will outline some common and some of the more unusual animals on and in the Artifact.

Gunthar

Most biologist were not surprised to find that a scavenger is the largest of the wild underground dwelling animals. The Gunthar is a solitary creature, mating only once a year. They can most often be found in a community's refuse dumps, or cleaning up after a battle.

Gunthars are just about as smart as a dog, and some have been partially domesticated like a wolf, but remain dangerous.

Species Gunthar
Hight - 1.2m
Mass - 70 kg
Attributes

	1	2	3	4
Con	8	4	2	1
Str	7	3	1	0
Ref	12	6	3	1
Agi	13	6	3	1
Dex	10	5	2	1
Cha	2	1	0	0
Int	14	7	3	1
IQ	3	1	0	0
Psy	4	2	1	0
HP	15			

Diet - Carnivore, scavenger
Actions +2
Damage: Bite 3, Arm claw 5, Leg Claw 8, Tail swipe 6
Defenses: Scales give the Gunthar an armor rating of 4
Running speed 62 Km/h
Special Abilities
Gunthars have the ability to grasp objects and carry them in their hands.

Jumping - 10m
Habitat - Garbage Dumps
Numbers - 1

Nicoe

This is a puzzling creature, no larger than a squirrel. A Nicoe is unlike any other earth fauna subsisting entirely on bacteria. This is accomplished by absorbing bacteria through it's hairlike structures that cover it's body. The large white ovals on its head are not actually eyes, rather they a luminescent sacs. The Nicoe's eyes are slightly below and to the outside of these sacs. The sacs give off little more light than would two fireflies enabling the Nicoe to see in what would otherwise be complete darkness.

The Nicoe is curious, but not very persistent. A Nicoe will have no fear of humans unless harmed or shooed away. Nicoes will sometimes be found climbing over tents trying to find a way in and if let in will crawl all over anyone inside dragging its belly against the skin to suck up bacteria. Seeters are the only animal that has not learned the value of a Nicoe and is their only predator.

Species Nicoe
Length 10-15 cm
Mass 100-200 g
Attributes

	1	2	3	4
Con	2	1	0	0
Str	0	0	0	0
Ref	15	7	3	1
Agi	14	7	3	1
Dex	2	1	0	0
Cha	12	6	3	1
Int	14	7	3	1
IQ	4	2	1	0
Psy	2	1	0	0
HP	1			

Diet - Bacteria
Actions Standard
Damage Either biting or scratching with claws, damage is negligible (ouch!) 1 Physical stress.
Defenses None

Special Abilities

Nicoe have two luminescent sacs above their eyes that allow them to see in total darkness, this also allows anyone in the area to see with nightvision goggles. Nicoe also clean the area they are in of bacteria, giving a 20% Advantage to save vs infection. Nicoe will also climb onto a wounded person and clean the wound of bacteria giving a 40% Advantage vs infection.

Habitat Inhabited areas, or around other animals.
Numbers - 1 to 30

Seeter

Seeters are vicious scavenger/predators. Although smaller than Gunthars, seeters travel

and attack in large packs, sometimes more accurately swarms as there are sometimes several hundred in a group. Seeters are not frightened by gunfire or loud noises. However when outnumbered three to one, Seeter do not attack unless frenzied by the smell of blood.

Seeters will always observe their prey before attacking. Standing on hind legs the Seeters will pop their heads up with their nose down and quickly duck out of sight.

Species Seeter
Hight - 1m
Mass - 15-20 kg
Attributes

	1	2	3	4
Con	4	2	1	0
Str	3	1	0	0
Ref	13	6	3	1
Agi	10	5	2	1
Dex	1	0	0	0
Cha	2	1	0	0
Int	10	5	2	1
IQ	2	1	0	0
Psy	8	4	2	1
HP	7			

Diet - Carnivore, scavenger

Actions +1
Damage: Bite 6, claw 3
Defenses: none
Running speed 20 Km/h
Jumping - 5 m
Habitat - Underground, outside of towns
Numbers - 10 to 60 sometimes up to 300

Ekchok

A small creature similar to an arachnid in body structure. An Ekchok has two retractable tendrils which have half centimeter long poisonous stingers. Ekchok move in swarms with one female in the group. This female directs the entire swarm through scent and sounds that are produced by rubbing wings together sounding like a loud cricket. If the female is found (Drain 4 to notice rolls) and killed, the swarm must make a Psy roll. If it fails, the swarm will stop attacking. Ekchok paralyze their prey through their venom and then drain them of fluids. Ekchok will most often single out one target and avoid attacking a group.

Species Ekchok
Length - 6cm including the wings

Mass - 50 g
Swarm Attributes

	1	2	3	4
Con	8	4	2	1
Str	N/A			
Ref	6	3	1	0
Agi	4	2	1	0
Dex	N/A			
Bty	1	0	0	0
Cha	N/A			
Int	4	2	1	0
IQ	1	0	0	0
Psy	6	3	1	0
HP	50			

Diet - Carnivore
Actions +5
Damage: Bite 1, Sting - 3 Physical stress and 3 Functional stress
Defenses: Size + numbers. Only one Ekchok can be killed per attack regardless of weapon damage. Guns, knives, or fists, do only only one point of damage per attack and there is a Drain 4 to hit a flying Ekchok. Explosives, and poison sprays will do full damage with no negative modifier to

hit.

Flying speed 25 Km/h

Special Abilities - Ekchok have the ability to communicate with each other and organize their attacks.

Habitat - Anywhere
Numbers - 50 to 60

Queless

There are many breeds of Queless on the Artifact. They are all flightless birds similar to earth's ostrich, but closer in description to prehistoric Terror Birds. Queless are birds of prey that have been domesticated by the Kelrath. They can easily bring down much larger prey. Bomesk (or mutt) Queless are kept by Kelrath as hunting animals, but purer breeds that are more brilliant in their plumage are highly prized.

Species Queless

Hight - .5-2.5m
Mass - 40-120 kg

Attributes

	1	2	3	4

Con	10	5	2	1
Str	13	6	3	1
Ref	6	3	1	0
Agi	10	5	2	1
Dex	1	0	0	0
Bty	8-16	4-8	2-4	1-2
Cha	9	4	2	1
Int	16	8	4	2
IQ	2	1	0	0
Psy	2	1	0	0
HP	20			

Diet - Carnivore
Actions +1
Damage: Bite 6, Leg Claw 15
Defenses: None
Running speed 85 Km/h
Jumping - 8m
Habitat - Plains/Domestic
Numbers - 1 to 3

Drammatok

The Drammatok is a durable mount. The Kelrath have a long tradition of breeding and racing Drammatok. The Scimrahn have been known to use them occasionally.

Species Drammatok

Hight - 1.5-3m
Mass - 3700 kg average

Attributes

	1	2	3	4
Con	14	7	3	1
Str	60	30	15	7
Ref	4	2	1	0
Agi	6	3	1	0
Dex	1	0	0	0
Cha	3	1	0	0
Int	4	2	1	0
IQ	2	1	0	0
Psy	2	1	0	0
HP	50			

Diet - Herbivore
Actions Standard
Damage: Bite 3, Stomp 15, Head Butt 10, Tail swipe 8
Defenses: The Drammatok's thick hide gives it and armor rating of 6
Running speed 9 Km/h
Jumping - 50 cm
Habitat - Plans and forests

Numbers - 50 to 100

Pettok

This animal is used as a mount and for food by the Chezbah and occasionally by the Kelrath. Pettok are herd animals and herbivores. They are difficult to train, but have enormous strength and are used when heavy machinery is not available.

Species Pettok

Hight - 3-4m
Mass - 3700 kg average

Attributes

	Full	1/2	1/4	1/8
Con	18	9	4	2
Str	80	40	20	10
Ref	3	1	0	0
Agi	6	3	1	0
Dex	1	0	0	0
Cha	2	1	0	0
Int	4	2	1	0
IQ	2	1	0	0
Psy	2	1	0	0
HP	150			

Diet - Herbivore
Actions Standard
Damage: Bite 4, Stomp 30, Head Butt 20, Tail swipe 15
Defenses: The Pettok's thick hide gives it and armor rating of 12
Running speed 6 Km/h
Jumping - Pettok are not able to jump
Habitat - Plans and forests
Numbers - 30 to 80

Berem

A herd animal by nature. The Kelrath use the Berem for food and labor. Geetin are permitted to yolk Berem, much like earth's oxen. They have a wide stocky build and comparable strength to an Ox.

Species Berem

Hight - 1.4m
Mass - 600 kg average

Attributes

	1	2	3	4

	1	2	3	4
Con	16	8	4	2
Str	30	15	7	3
Ref	3	1	0	0
Agi	5	2	1	0
Dex	1	0	0	0
Cha	2	1	0	0
Int	4	2	1	0
IQ	2	1	0	0
Psy	2	1	0	0
HP	30			

Diet - Herbivore
Actions Standard
Damage: Bite 4, Stomp 6, Head Butt 8
Defenses: The Berem's thick hide gives it and armor rating of 8
Running speed 45 Km/h
Habitat - Plans and forests
Numbers - 80 to 200

Brugha

The Brugha is a Fiercely territorial animal. A bull regularly patrols his territory to ensure no rivals enter his region. The bull will crack his tail like a bullwhip to frighten off intruders, the larger the bull, the louder the crack of its tail. The largest of the tail cracks can sound like cannon fire. If the intruder does not leave, the Brugha tries to frighten off whoever it can by storming out, stomping, snorting, and letting out bowel shaking bellows. If these efforts fail, it will use its head and tail to beat off persistent intruders.

The only way to tame a Brugha, is to be present at its birth, and have the creature imprint on the trainer. Even then the trainer must spend an hour each day to maintain the bond. Even with all this work, the Brugha is still temperamental and will only obey its trainer.

Species Brugha

Hight - 3-4m at the shoulder
Mass - 24,000 kg average

Attributes

	1	2	3	4
Con	18	9	4	2
Str	140	70	35	17
Ref	2	1	0	0
Agi	6	3	1	0
Dex	1	0	0	0
Cha	5	2	1	0
Int	6	3	1	0
IQ	2	1	0	0
Psy	8	4	2	1
HP	400			

Diet - Herbivore
Actions Standard
Damage: Bite 10, Stomp 40, Head Butt 30, Tail swipe 25
Defenses: The Brugha's thick hide gives it and armor rating of 15
Running speed 25 Km/h
Jumping - 0
Habitat - Plans and forests
Numbers - 1 or 2

Kaydoo

Kaydoo are light pack animals used often underground because of their unusual combination of high durability and agility. The fatty hump on its back allows the Kaydoo to travel long distances without food or water. However, due to its small size, the Kaydoo can only carry light loads and cannot carry riders unless they are unusually small.

Species Kaydoo

Hight - 1.5m
Mass - 130 kg

Attributes

	1	2	3	4
Con	16	8	4	2
Str	5	2	1	0
Ref	10	5	2	1
Agi	9	4	2	1
Dex	1	0	0	0
Bty	6	3	1	0
Cha	6	3	1	0
Int	8	4	2	1
IQ	3	1	0	0
Psy	2	1	0	0
HP	15			

Diet - Herbivore
Actions Standard
Damage: Bite 2, Kick 8, Head Butt 3, Tail swipe 3
Running speed 30 Km/h
Jumping - 7m
Habitat - Plans and forests
Numbers - 1 to 10

Rochbareeth

A pteranodon like creature found in open craggy areas and rifts where the hex structures have split open and in the large openings leading into the structural members.

Their favorite hunting method is to pick up their prey to a great hight in their hind claws, drop it and then return to devour their meal. Although most Rochbareeth are only around ten kilograms in mass, there are tales of some of them being big enough to pick up and drop a young Scimrahn.

It seems unlikely but there are wild tales of some young girls that have trained these creatures to carry them on their back through the air. An animal capable of this would be is far larger than any Rochbareeth specimen discovered.

Species Rochbareeth

Hight - 60cm-1.5 m
Mass - 10-50 kg

Attributes

	1	2	3	4
Con	4	2	1	0
Str	4	2	1	0
Ref	16	8	4	2
Agi	14	7	3	1
Dex	1	0	0	0
Cha	3	1	0	0
Int	16	8	4	2
IQ	1	0	0	0
Psy	2	1	0	0
HP	5			

Diet - Carnivore
Actions Standard
Damage: Bite 2, Drop 25 (up to 35 Kg)
Flying speed 70 Km/h
Habitat - Rifts, crags and structural members
Numbers - 10 to 100

Roamah

The Bear-Cat

Many wall paintings made by Scimrahn scouts depict a large animal that would appear a cross between a bear and a saber-toothed tiger. The Scimrahn call this creature a Roamah, it is a symbol of power, strength and also elusiveness. Roamah have never been officially documented, but may only be endangered. Most experts agree, that while these creatures may have

existed at one time, there does not appear to enough food in the underground to support such a large creature.

If the GM wishes, he or she may include Roamah in game play, possibly as the focus of a corporate excursion to retrieve rare animals.

Species Roamah

Height - 1.3m at the shoulder
Mass - 230 kg approx.

Attributes

	1	2	3	4
Con	14	7	3	1
Str	19	9	4	2
Ref	6	3	1	0
Agi	16	8	4	2
Dex	1	0	0	0
Cha	9	4	2	1
Int	10	5	2	1
IQ	3	1	0	0
Psy	12	6	3	1
HP	60			

Diet - Carnivore
Actions +1
Damage: Bite 25, claw 10
Defenses: heavy hide AR 5
Running speed 15 Km/h
Jumping - 3 m
Habitat - Underground, unknown
Numbers - 1 to 2

Zah

Zah, are the basis for most of the macroscopic food chain in the underground. They are for most intents and purposes ordinary insects, the one extraordinary thing about them is that they, like the Nicoe feed off of bacteria. Their bristle like mouths brush in microorganisms. These tiny street sweepers are often found in large quantities near rotting masses, but their main diet is the chemosintetic bacteria that permeate the bowels of the Artifact around Fera Sponge.

Species Zah

Length - 1.5cm
Mass - 5-10 g

Attributes

The Zah do not have any significant attributes.

Diet - Bacteria

Actions 0
Defenses: None
Speed: Negligible
Habitat - Methane rich areas, rotting bodies
Numbers - 1 to 1,000
Special Notes: Zah are edible, about quarter kilogram of them make a suitable meal.

Chig

Chig are small poisonous insects that feed mainly on Zah. Occasionally, a Chig is picked up with Zah, and will sting.

Species Chig

Length - 2cm
Mass - 50 g

Attributes

	1	2	3	4
Ref	10	5	2	1
Agi	12	6	3	1
Int	4	2	1	0
HP	1			

Diet - Carnivore
Actions Standard
Damage: Sting 20 Mental stress points, 15 Physical stress and 10 Functional stress
Speed Negligible

Special Abilities - Poison bite contains a neurotoxin that causes dizziness, cramping, labored breathing, and in rare cases (10% Chance), respiratory failure and death.

Habitat - Near Zah
Numbers - 1-2

The White Spoor

The White Spoor is a microbe colony that, at first glance, would seem to resemble coral reefs of earth, but with two differences. The White Spoor reefs grow in or out of water, and the spoor is parasitic.

Anyone unlucky enough to touch an object or person infected with the spoor becomes infected themselves. The White Spoor corrodes anything it touches, armor, vehicles, living tissue, anything. Whats worse, is that the spore burrows into the surface of whatever it's on, and forms enzyme coats to protect it from damage. The spoor is so tough that it can withstand heat of 200 Celsius or cold below -94 Celsius. It is also impervious to all known chemicals.

The only known way of removing the spoor is by its only natural predator, the Nicoe. It takes one Nicoe five hours to rid a human sized object of the spoor. Vehicles are much more difficult to clean since the spoor gets into cracks and moving parts. Vehicles need to be taken apart and cleaned or the spoor may still remain in inner workings.

How the Nicoe is unaffected by the spoor is unknown.

Anything touching the spoor will start to grow incrustations on the affected areas within hours.

Species White Spoor

Hight - 1micron-3meters
Mass - negligible-kilotons

Diet - Omnivorous
Damage: 1 point per hour to inorganic objects, 1 point per day to organic compounds.
Defenses: Enzyme coats (See above)
Movement 500 cm per day
Habitat - Anywhere.
Numbers - Microbial colonies that can be up to three meters thick and span kilometers.

Special Abilities - The White Spoor builds up an electrical charge on it's surface. A small infestation will give off shocks on contact, but the largest reefs can build up lightning like charges. A discharge can do up to 6D10 points in damage.

The Ehells

Ehells have been documented for centuries, these bizarre aberrations have been reported to be extremely powerful. Legend has it that they are immune to all forms of attacks. Ehells cannot be observed by any means other than optically. No other means of detection appears to work, they make no sound, give off no heat, no gravimetric disturbance, no magnetic fluctuations. Several fuzzy photographs have been taken but hundreds of eye witnesses have reported seeing them.

The legend of Gettra Pol Ebik tells of a women who was protected by Ehells during the last onslaught on Gadios. As the story goes, Gettra was living in the shantytowns outside of Gadios, when the invading Chezbah hordes attacked, she was surrounded by Ehells, and although thousands of Chezbah marched through the rubble of the town, not one saw her.

This is where the story deviates, Some versions say that Gettra was so beautiful the Ehells sung her praise and in so singing gave her the power to do miracles. Other versions say that she tricked the Ehells to sing for her, and still others say that she trapped one of the Ehells and forced it to sing.

Regardless of how the Ehell came to sing, Gettra was given the ability to perform a single miracle by the song. With a wave of her hand the Chezbah army disappeared! In an instant they were gone.

Archaeological evidence suggest that, in agreement with the story, the Chezbah suddenly stopped attacking. There was no skirmish on the border, and Gadios' defenses never fired a shot!

If Ehells do exist, they are apparently intelligent, and may perhaps have a purpose. Aside from a few extraneous, and notably fraudulent accounts, the Ehells appear to have an aversion to centralizing power on the Artifact. It appears that at strategic points, and in mostly covert ways (a notable exception is the account given above) Ehells have influenced several key battles of history, forewarned prominent figures about future events, and kept a balance of power.

Species Ehell

Height - 2.4m
Mass - Unknown/Not measurable

Attributes

	1	2	3	4
Con	Possibly infinite			
Str	30	15	7	3
Ref	4	2	1	0
Agi	6	3	1	0
Dex	N/A			
Cha	2	1	0	0
Int	20	10	5	2
IQ	18-20	9-10	4-5	2
Psy	20	10	5	2
HP	Possibly infinite			

Diet - None/Unknown
Actions Standard
Damage: Ehells possess vast amounts of power. Legend has it that they can level mountains, and dry up oceans, the extent of their power is unknown.

Defenses: Ehells cannot be harmed by any known means.

Speed: 45 Km/h
Habitat - None
Numbers - 1 to 10
Special Abilities: Ehells reportedly posses the ability to bestow the ability to perform miracles on a person by "singing" to them. This is not the same thing as a wish, a miracle is an effect on the physical world that surpass all known human or natural powers. The effect of the miracle seems to be set by the Ehell and not the person performing it.

Ehells can teleport apparently at will. The effective range of this ability is unknown.

Skills

The ten attributes are a character's raw ability to accomplish tasks. With experience, a character develops skills that enhance their attributes. The skill adds a Boost to the attribute roll that it falls under.

Example

Angie learns the skill Pick Locks at 1. This skill is a Dexterity skill, so it adds a d10 to Angie's Dex attribute roll.

Skills With Requirements

Not all skills are immediately available to learn. Some skills require that a character already have a related skill. This is called a prerequisite. The skill that requires a prerequisite skill cannot have a higher skill value than the prerequisite skill.

Example: The Surgery skill requires the prerequisite skill Biology. If Biology is a 2 Surgery cannot be higher than 2.

Many skills require more experience to improve. These skills are given a number in parentheses like (2). This means that whenever a player wants to raise this skill it will cost twice as much. If the number is (3) then the skill costs three experience to advance.

Skills that have this experience requirement cannot be used untrained.

Example: A player wants their character to have the Surgery skill. They cannot perform surgery until they have purchased the skill. Surgery has a (2) next to the skill on the character sheet. Instead of spending 1 point of XP to purchase the skill, they must spend 2.

Focus Skills

A Focus Skill is any skill that reaches 3 or more. For every 3 point value a skill has it gets another Focus. This means a skill at 6 has two focuses and at 9 it has three focuses.

A focus is a specialty that is purchased when the skill reaches the 3 point threshold.

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

new ability for that skill. The character only gets one focus ability per 3 points of skill value.

Example: Angie has her HTH Combat skill raised to 3. Her player also gets to pick a focus ability and they choose the ability Knockout. Angie now has this ability and cannot choose another until her HTH Combat skill gets to 6.

Some skill focuses allow a skill to be used under another attribute.

Skill List

Skills are described by attribute. The attributes are listed in alphabetical order and the skills under them are listed alphabetically.

Below is an alphabetical list of skills and what attribute they fall under.

Ambush - I.Q.
Animal Handling - Cha
Artillery Operation - Dex
Biology - I.Q. (2)
Bluffing - Cha
Botany - I.Q. (2)
Camouflage - Int
Chemistry - I.Q. (2)
Climbing - Str
Command - Cha
Computer Operation - Dex
Comp Programming- I.Q. (2)
Concealed Object - Int
Construction Bunker - I.Q.
Construction Trap - I.Q.
Construction Road - I.Q.
Construction Shelter - I.Q.
Countermeasures - IQ
Defeat Security - I.Q.
Detect Ambush - Int
Dodge - Ref
Explosives - Dex
First Aid - I.Q.
Foraging - Int
General Medicine - I.Q. (3)
Hide - Int
History - IQ
HTH Combat - Agi
Hunting - Int
Iron Will - Psy
Mathematics - I.Q.
Meditation - Psy
Military Intelligence - IQ

Navigation - Int
Persuasion - Cha
Physics - I.Q. (2)
Pick locks - Dex
Pilot Automobile - Dex
Pilot <specific> - Dex
Preparation - Ref
Psychology - I.Q. (2)
Radio - Dex
Read/Write<specific>-I.Q. (2)
Repair Electronics - Dex
Repair Machinery - Dex
Repair Weapon - Dex
Running - Str
Scimrahn En - IQ (3)
Sensors - Int
Sniper - Agi (2)
Speak <specific> - I.Q. (2)
Stealth - Agi
Storytelling - Cha
Surgery - Dex (2)
Surveillance - Int
Swimming - Str
Tracking - Int (2)
Weight Lifting - Str
WS Thrown - Agi
WS Hand to Hand - Agi
WS Ranged - Agi

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

A character's base swim speed is 25 centimeters for each point of Strength. For each success on a Strength roll they can swim one more meter per turn.

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

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

Climbing - A character with this skill can climb further more reliably.

A human can climb 10cm multiplied by their Strength attribute plus 30cm per success.

Running - A character with the running skill can more reliably run faster.

Attack roll successes can be reduced by running. A running character is harder to hit, because of this a running roll is also a defense action.

Humans can move at a jogging speed for one minute (ten turns) at 20 M/T. They can spend an action to run, each success on a Strength roll adds their Strength in meters the distance they run that turn.

Fleet Footed - This focus allows a character to roll against their Agility attribute instead of Strength when running. Their running speed is still determined by their Strength attribute but they roll against their Agility.

Reflex Skills
Dodge - A character with the dodge skill can move quickly once they see someone about to attack them. The character can't evade a bullet flying through the air, but a moving target is far harder to hit than a static one. Even lasers take some time to heat up their target so a moving target can prevent damage.

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

Focus Abilities for Dodge

Flip - Instead of relying on the Reflex attribute to evade attacks, the character with this focus can use gymnastic maneuvers to make themselves harder to hit and use their agility attribute in dodge rolls.

Preparation - Having a well rehearsed plan of action shaves seconds off of a character's reaction time. This skill helps with initiative rolls.

The player must write down what actions they will take and what in order they will take them in, before rolling with this skill. They cannot change their prepared plan once they've rolled. As long as the character has actions left, they will continue looping through their list of prepared actions.

Agility Skills
Hand To Hand Combat - This is the ability to strike accurately and effectively in unarmed fighting.

A character can inflict physical stress on an opponent equal to their Strength attribute for

each success. For every ten points of Physical stress, the hit does one point of damage.

Focus Abilities for HTH Combat

Knockout - This is the focus of a strike to the head that causes the brain to shift inside the skull, this usually results in a knockout. A helmet does nit negate the effectiveness of this focus. An additional success must be spent to use this focus. A character that is knocked out is incapacitated for 1D6 turns.

Pull Punch - This allows a character to only inflict stress with a hit instead of doing damage.

Stunning Strike - This is a strike in a location that causes pain or winds the opponent. This attack is absorbed by armor.

successes may be used to wear down an opponent. For each success used the character may inflict five additional points of Physical Stress but no extra damage.

Pin/Choke - This is a form of grappling where the target is held in place by getting an arm or leg into a position that if resisted, the limb may be broken. A choke hold is a hold that cuts off blood flow to the brain and causes unconsciousness. A successful pin/choke requires spending a success in addition to the one used to hit. A pin allows the character to do double HTH damage until the pin is broken by a STR rolling contest.

Counter - A number of Martial Arts include the idea of using the opponent's attack against them. This gives the defender the ability to attack while deflecting the opponent's HTH attack.

This focus allows the character to use their HTH Combat as a defense action for hand to hand attacks.

Throw - Simply the ability to sweep the opponent off their feet and get them on the ground causing disorientation. Throw may be used on an opponent less than 3m tall to the ground. The thrown character loses 2 actions next turn. Requires success to be spent in addition to the base hit.

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

A single success means a casual observer would not notice them. A more determined observer can roll against Intuition to reduce stealth successes.

A roll against stealth lasts until new conditions are encountered. This could be a significantly different environment, or any condition that could create a Drain to the stealth roll.

Weapon Skill Thrown - This skill is used for a range of weapons that are thrown by the character. This includes dissimilar weapons like a spear or grenade. In practice, using these weapons is very different, they are consolidated here for brevity.

Focus Abilities for Weapon Skill Thrown

Knife - Throwing a knife is not a simple task. They do not usually fly point forward, tumbling toward its target. Throwing a knife effectively requires this focus.

Launch - This focus allows the character to use their Strength attribute instead of their Agility attribute to throw weapons.

Improvised weapon - This focus allows the character to throw objects that are not normally considered thrown weapons. Hand weapons do half their regular damage, but otherwise do one point of damage per Kilogram.

Weapon Skill Hand to Hand - Any weapon that remains with the character and acts as an extension of their body is considered a hand to hand weapon. This includes knives, swords, axes, hammers, spears or clubs that remain held by the character through the attack.

Focus Abilities for Weapon Skill Hand To Hand

Blocking - This focus allows the character to defend themselves from hand to hand attacks by using this skill. An offense roll also acts as a defense roll reducing incoming hand to hand attacks. Block Boost from a weapon apply to this roll but only for defense.

Disarm - This focus skill allows the character to remove an item from another character's hand by spending a success. The other character may resist this by spending for a defense action roll under their Strength attribute. Further successes can be spent to overcome this defense roll.

Knockdown - A weapon that uses blunt force can be used to knock an opponent down and lose one action by spending a success. The other character may resist this by spending for a defense action roll under their Strength attribute. Further successes can be spent to overcome this defense roll.

Bash - This focus allows a character to roll against their Strength attribute instead of Agility when making an attack. Attacks using this focus can do an additional 5 physical and 5 functional stress per success spent even if the attack is blocked or only hits armor.

WS Ranged - When using a weapon that is manually aimed and then hits at a distance, this skill is used. This includes weapons like a bow, projectile guns, lasers, particle beams, plasma throwers, rocket or grenade launchers.

Focus Abilities for Weapon Skill Ranged

Quickdraw - If the weapon being used has a mass less than half of the character's Strength attribute, the player may add this skill to the character's initiative roll. Only the weapon designated may be used this turn.

Sniper - This focus allows the character to withhold an attack until they roll with enough successes to achieve their goal. This allows a character to remain hidden until they can make a successful attack.

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

This skill can be used in technical challenges where characters need to use a computer. (See: Rules-Hacking and Tech Challenges) Time scale Turn.

Successes can be spent to hide the character's activity from other users. A single success spent this way means a casual observer would not notice what they have done on the system. A more determined observer can roll against Intuition to reduce the successes spent.

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

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

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

Gunnery - This is the skill used to fire any vehicle or carriage based weapon including those carried by E-suits.

Pick locks - This is the ability to open a lock without the key. This task is considered a Tech Challenge. (See: Rules-Tech Challenges)

Pilot <specific> - Understanding how a class of vehicles operates allows a character to control its movement.

A character can roll against their Pilot skill to make themselves harder to hit with attacks if the vehicle is moving at least 90 Km/h. For each column passed, they can reduce one success of someone attacking them by one.

Evasive Maneuvers
As a special type of movement, evasive maneuvers requires the vehicle to be traveling at least 90 Km/h (250 m/turn) and the pilot must get at least one success on a Dexterity roll with a relevant piloting skill as a Boost. Evasive maneuvers is a Defense action that protects against attacks.

Pilot A-G - The ability to control an Anti-Grav vehicle. A-G vehicles drift a great deal so using them in confined spaces can be difficult.

For how successes can be applied, see the main Pilot skill entry.

Pilot Airplane - The ability to fly fixed wing aircraft.

For how successes can be applied, see the main Pilot skill entry.

Pilot Automobile - This is the ability to operate the controls of a wheeled vehicle from earth.

For how successes can be applied, see the main Pilot skill entry.

Pilot E-Suit - This is the ability to give commands that an E-suit will readily understand and to use it's multiple interfaces simultaneously for greater performance.

For how successes can be applied, see the main Pilot skill entry.

Pilot Helicopter - The ability to fly rotor wing aircraft.

For how successes can be applied, see the main Pilot skill entry.

Pilot Tank - These large vehicles use two throttle controls to steer and move. Treads and the mass of the vehicle are important aspects of piloting a tank.

For how successes can be applied, see the main Pilot skill entry.

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

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

This skill can be used in technical challenges where monitoring radio signals may provide information. (See: Rules-Tech Challenges) Time scale Turn.

Focus Abilities for Radio

Jamming - This skill allows an operator to interrupt radio transmissions with high power transmitters. Any successes preemptively reduce any radio skill roll successes in the radius or the transmitter.

Triangulation - A single operator using three or more receivers allow the location of a transmitter to be located. If this is used for targeting information, it allows the radio operator to create a Boost 3 for targeting each success.

Repair Electronics - This is the knowledge of and ability to repair electrical systems.

This skill can be used in technical challenges where electronics may be damaged. (See: Rules-Tech Challenges) Time scale Quick.

Repair Machinery - This is a general knowledge of machines, how to trouble shoot, and how to fix and modify machines.

This skill can be used in technical challenges where machinery may be damaged. (See: Rules-Tech Challenges) Time scale Hour.

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

Surgery (2) - (Biology 2 required) This skill is necessary for a person to recover from losing more than half their hit points. A failed roll means the person will die.

Surgery requires 30 minutes for each HP the character has lost. Each success reduces this time by one hour.

Charisma Skills

Animal Handling - A character can perform simple communication with animals, especially domestic animals. This can be equivalent of one word simple requests for wild animals and commands for compliant domestic animals.

The character using this skill can apply social effects to animals.

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

Serious - The character convinces a subject by not showing any behavior changes. Allows this skill to be rolled with the Psyche attribute.

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

Focus Abilities for Command

Intimidation - This focus allows the character to use threats to induce fear in a subject. Allows this skill to be rolled with the Psyche attribute.

Flexing - This focus allows the character to induce fear in a subject by using the their muscle as an implied threat. Allows this skill to be rolled with the Strength attribute.

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

Focus Abilities for Persuasion

Reasoning - This focus allows the character to persuade using fact based arguments. Allows this skill to be rolled with the IQ attribute.

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

Successes in story telling increase one character's Fame Points for one day.

The player of the story teller gets to assign the points to a character of their choosing.

IQ

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

The ambushed characters loose 1 Action on their first turn for every success and go after their ambushers in the initiative order.

Focus Abilities for Ambush

Awareness - This focus allows the character to use their Intuition to be aware of the danger of an ambush. This acts as a defense action against ambush.

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

This skill can be used in technical challenges where characters need to understand a living creature. (See: Rules-Tech Challenges) Time scale Hour.

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

This skill can be used in technical challenges where characters need to understand plant life. (See: Rules-Tech Challenges) Time scale Hour

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

This skill can be used in technical challenges where characters may use chemicals or to understand a chemical reaction. (See: Rules-Tech Challenges) Time scale Hour

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

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

This skill allows the programmer to give E-suits automated functions and give computers new capabilities. Programs get a single Boost roll to get a success. There is no attribute roll connected to this Boost roll for programs.

Programs can perform any I.Q. or Intuition skill if connected to a sensor system and some Dexterity skills at the Facilitator's discretion. The player may only program a skill that they possess and can only program to half of their skill Boost.

Programming a skill into a computer is a Tech Challenge with a time scale of one week.

A program designed for one vehicle or computer platform will not work on a different type of vehicle or platform.

This skill can be used in technical challenges where characters need to give new instructions to a computer. (See: Rules-Tech Challenges) Time scale Hour.

Construction Bunker - Preparing safe locations for allies to defend from is a core task for engineers. This skill encompasses everything from digging foxholes, berms, and trenches to fully reinforced structures. A constructed bunker can be made up of multiple features, but gives the same protection to anyone inside. Bunkers protect from ranged attack while allowing occupants to fight back, they do not automatically prevent hostile individuals from entering.

Constructing a bunker is a Tech Challenge with a time scale of hours. The player sets a goal for how many people the shelter should protect and optionally if it will protect any vehicles. For every person the bunker will protect, the challenge gets 1 CP. For every vehicle under 5,000 Kg the challenge gets 30 CP. The structure starts with 500 HP. Hit Points can be added in 100 point increments by adding another CP. The structure can also be given 1 point of Armor Rating for every 2 CP.

Construction Trap - A character can build a simple device designed to slow down, capture or harm a target.

This only covers the actual construction of the trap. Luring or forcing the quarry into the trap is up to the characters to accomplish. The trap may be hidden with the Camouflage skill. The quarry will usually have the chance to notice the trap (INT roll, effected by any camouflage rolls) and try to avoid it.

For traps that snare the quarry, the number of CP is how many successes the trapped victim must roll under Strength or Dexterity to free themselves.

For traps that do damage, the number of CP is how many points of damage the trap does. If 10 workers or 1 E-Suit or construction vehicle are used damage is multiplied by 10.

Construction Road - Characters making a road for vehicles use this skill to make a surface durable and flat enough for vehicles to travel over.

This skill can be used in technical challenges where characters need to move large or heavy objects. One CP per kilometer. (See: Rules-Tech Challenges) Time scale Slow. If 10 workers or 1 E-Suit or construction vehicle are used divide CP by 10.

Construction Shelter - Building a shelter can protect the character from temperature extremes or can protect from hazardous conditions. Each roll requires one hour of work.

A simple shelter can be a tarp or a foxhole dug in the ground. With the right resources it can be a trench made to protect a number of people in combat or a bunker made to withstand an attack.

The shelter can protect one extra person per success spent. Successes can be stacked over multiple rolls. Use of heavy equipment like construction vehicles or E-Suits multiply successes by 10.

The shelter can protect large equipment or a vehicle if ten successes are spent. Successes can be stacked over multiple rolls. Use of heavy equipment like construction vehicles or E-Suits multiply successes by 10.

A shelter can protect against environmental stressors, reducing one point of stress per hour per success spent. Successes can be stacked over multiple rolls.

A shelter gets one hit point per success spent. Use of heavy equipment like construction vehicles or E-Suits multiply successes by 10.

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

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

In a fifteen minute turn, each success reduces the Barrier Points of a computer by 1.

Countermeasures - Countermeasuress reduce the ability of sensors to lock onto a target.

The Countermeasures skill can be spent to reduce the number of successes the attacker gets with Gunnery by the number of fraction columns they pass with this skill.

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

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

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

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

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

This skill requires access to prepared medicine or foraged medicinal plants and takes 15 minutes to perform.

History - This skill represents the character's efforts to memorize accounts of the past along

with available lore. Any time the character might know the history and mythologies that could be useful to their efforts, this skill can be used.

Each success allows the player to ask for clarification on things that happened in the history or lore of an area. These questions can be to help get a general surface level understanding of a situation or for specific events. Only information that could have been recorded in some way will be available.

Mathematics - The character can solve math problems.

This skill can be used in technical challenges where characters need to perform calculations. (See: Rules-Tech Challenges) Time scale Turn.

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

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

Players may request one stat on combat Supporting Characters, vehicles or equipment per success.

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

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

A success can also be used to lock on to a target and identify it. One target can be locked onto for each success. A lock gives a Boost of three when targeting per success up to a Boost 9.

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

This skill can be used in technical challenges where characters need to understand the physical forces involved in an event. (See: Rules-Tech Challenges) Time scale Turn.

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

This skill can be used in social interaction rolls.

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

Read Write <specific> (2) - This is the ability to read and write the written form of a language. Any language may be chosen.

Scimrahn En (3) - This is the scout's method of leaving directions, warnings, fables and jokes along their way. This is done by "painting" signs on walls and ceilings of their underground world. Something like Graffiti and something like hieroglyphics, this method of recording thought is completely different from the Scimrahn's written language. These signs can be found almost anywhere a scout has ever set foot.

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

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

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

A success can be spent to understand a metaphor.

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

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

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

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

Scimrahn En - IQ (3) - The Scimrahn use En as a way of recording events and instructions on the walls around them. These can be warnings, or they can be calendars of events that happen locally.
For some reason the visual structure of En is physically painful for Chezbah Priests to look at and they can't process the information written. This leads the Chezbah to destroy En depictions when they are found.

Intuition

Camouflage - A character using this skill can make it more difficult for them to be seen. It can also be applied to visually hiding objects and vehicles.

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

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

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

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

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

Dessert Drain 8
Tundra Drain 8
Plains Drain 3
Winter Forest Drain 4
Swamp no reduction
Forest no reduction
Jungle Boost 3
Urban Boost 3 (food in garbage)

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

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

A single success with this skill can be used to accurately gage if there are hiding places available in an area. There will be places that there are no hiding places but even laying flat on the ground in the dark may be counted as hiding depending on distance and lighting conditions.

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

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

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

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

Dessert Drain 6
Tundra Drain 6
Plains no reduction
Winter Forest no reduction
Swamp no reduction
Forest Boost 2
Jungle Boost 2
Urban Drain 6

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

Navigation - This is the ability to orient oneself, identify landmarks, and find viable paths to a destination.

Focus Abilities for Navigation

Mapping - This focus is the ability to record navigation instructions for later use. When using this focus, creates a record that will give a Boost of 3 for each success.

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

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

A success can also be used to lock on to a target and identify it. One target can be locked onto for each success. A lock gives an automatic Success when attacking a locked target.

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

For every fifteen minutes observing an area they can get the answer to one question it would have been possible to observe per success. This can include things like patterns in guard movement, who enters and who exits the area in that time period, and some information on security tools in use.

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

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

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

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

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

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

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

Vehicles

This section gives descriptions and statistics of the most common Scimrahn and Earth vehicles the players will see and have the opportunity to operate.

E-Suits
E-Suits, or Environmental Suits are all terrain self contained, semi-autonomous vehicles.

Travel on and in the Artifact poses a few problems for vehicles. One, the polar regions of the Artifact have no atmosphere. Equatorial regions have atmospheres dense enough to crush lungs. Survival in these extremes requires a vehicle that can both, withstand these conditions and support life. Two, gravity presents a major problem. It is difficult to raise an arm much less walk in equatorial regions, making a vehicle with minimal need for control a necessity. Zero G conditions at the poles makes a flight capable vehicle ideal. Inside the Artifact, cramped conditions can be less than optimum for earth's traditional wheeled vehicles. Thus the necessity for a vehicle able to climb, turn on a dime, and operate without the need for the occupant to leave the vehicle. This leaves us with an E-Suit, a vehicle capable of traveling in all these conditions.

The pilot sits in a small, in some cases cramped, cockpit. The suit is controlled by voice command, keyboard and, joystick. An individual pilot programs what is most comfortable for him or herself.

An E-Suit has a computer brain that is capable of doing everything but think for itself. That's where the pilot comes in. The suit walks, climbs, and flies, but someone has to tell it what to do. The pilot can control as much, or as little as necessary. For instance, an E-suit can pick something up by voice command, the pilot can type the command, or use the joysticks to control the arms.

Anti-gravity
Nanopatterned crystals, grown from a specially constructed seed and then cut and polished into inverted cone shapes. An electrical charge is induced on them, and spun up to tens of thousands of rotations per minute in a magnetic field. This produces what can only be assumed to be a twist in spacetime that flips and steers the gravitational field.

The result is a vehicle that floats in a gravity well. The vehicle skates through the air something like moving across an icy surface. The gravity steering effect can be used to maneuver and move at slower speeds but many anti-gravity vehicles use thrusters to move at higher speeds.

The gravity flipping effect can be felt for kilometers under an anti-gravity vehicle and more than a few dozen meters around it. It is felt as a thrumming in the air and can kick up dust. The larger the vehicle, the further away the effect can be felt and the lower the frequency of the flip.

Growing the anti-gravity crystals is time consuming. This makes them very valuable and limits the number of anti-gravity vehicles that can be built. Because of this, the crystals are expensive and there is a high value in scavenging and reclaiming them.

Liquid Carbon Fuel - LCF
An unknown Kelrath chemist found a chemical pathway to digest Carbon Ceramic Composite that makes up the walls of the Hexes along with oxygen and nitrogen from the air and turn it into a liquid fuel.

This fuel burns explosively when oxygen is available and can even burn in a limited way without a supplemental oxidizer. This allows LCF to be used in atmosphere or without it. It also means that it can easily explode if heated or exposed to a spark.

To make the fuel easier to handle, a gel binder is introduced which reduces LCF's burn rate. The gel binder breaks down under heat, allowing the LCF to burn, but if passed through a static field, the gel can be removed, allowing the LCF to explode in rotating detonation engines.

Cost per Liter: ¥200

Fossil Fuels and Alcohol
Fossil fuels are not found on the Artifact. Earth forces have been transporting gasoline to the Artifact, but this has proved costly. Many vehicles are being refitted to used LCF, Methane, or Alcohol as fuel. The majority of vehicles are being refitted to use alcohol for combustion.

Since petroleum fuel must be teleported in from Earth at great cost it is generally not available for sale. It is only available for military vehicles.

Alcohol cost per liter: ¥40

Plasma

Plasma is in most cases free. Plasma conduits carry the superheated gas to nearly every point on the Artifact. Accessing plasma is a matter of taping into the conduits and syphoning off the plasma. Most plasma engines have the syphoning equipment built in.

Electrical

As with plasma, Electric power is often readily available for free. However batteries often take time to recharge. Assume four to ten hours to recharge a battery powered vehicle.

Scimrahn Vehicles

Type E-Suit
Model TF-2394

The TF-2394 is designed to be a universal combat Environmental Suit. It performs relatively well in most combat situations and is designed to be easy to repair. This is important when you consider the Scimrahn don't have the facilities of repair bays. Many repairs occur in the field. Almost all Scimrahn produce this model so that parts are available when transferring vehicles and their parts between tribes.

Cost:	**¥44,000,000**

Height	**4m**
Width	**2.4m**
Length	**2m**
Dry Mass	**3640 kg**
Full Mass	**3957 kg**

Hit Points:250
Shield Generators: 5
Catastrophic Critical   2 successes

Fire Arcs
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Drive

Powerplant Type: Internal Combustion

Movement

Running Speed: 277 M/T 100 Km/h
Flying Speed: 1 Km/T 400 Km/h
divided by Environmental Class (1-10)
Flying Costs 2 Performance Ratings per turn

Fuel Capacity: 40 liters 17 hours
Fuel Type: Liquid Carbon

Protection

Armor Rating: 30
Barrier Points: 3

Shield Strength: 200 hp

Control

Crew: 1
Passengers: 0

Piloting Modifier: 0
Performance Rating: 4

Cargo

Cargo capacity: 20Kg

Passengers: 0

Weapons

Laser
Damage: 300
Range: 2,500 m
Damage Drop: -75
Rate of fire: 1
Fire Arcs: 1-4

Plasma Blaster
Damage: 25
Range: 40 m
Damage Drop: -6
Rate of fire: 30
Fire Arcs: 1-2+4

Arms
Strength: 160
Punch Damage: 80

Sensors

Sensor Range: 10 Km
Sensor Modifier: Boost 4

Stealth Modifier: 0

Countermeasure Range: 5 Km
Countermeasure Modifier: Boost 2

TF Optional Systems

These systems are designed to enhance the capabilities of the E-suit. However, these systems both weigh down the E-suit and draw from its power, in result slowing the E-suit down. All these optional systems can be jettisoned at any time, restoring the speed sacrificed by them.

Particle Cannon

The Particle Cannon is the heaviest piece of artillery made for use on the TF-2394. While this weapon can blow a two meter wide hole in the toughest armor, Its range is hopelessly low and it draws an extreme amount of power.

Damage: 4500
Range: 50
Damage Drop: -1500
Rate of fire 1/2
Fire Arcs 1
The mass of this weapon slows the top speed of the E-Suit by thirty (30) Km/h. Flight is not possible while this weapon is attached.
Cost: ¥2,500,000

Heavy Laser

A heavier version of the standard laser. Mounted on the shoulder.

Damage: 500
Range: 3000 M
Damage Drop: -125
Rate of fire 1
Fire Arcs 1

While this weapon is mounted the top speed of the E-Suit is dropped by fifteen (15) Km/h.

Cost: ¥700,000

Plasma Gun

Carried as a hand weapon like the standard laser. Much more powerful at short ranges, but has a limited payload.

Damage: 400
Range: 300
Damage Drop: -100
Rate of Fire: 1
Fire Arcs: 1

Mass: 2654.2 Kg

The mass of this weapon slows the top speed of the E-Suit by thirty (30) Km/h. Flight is not possible while this weapon is attached.

Cost: ¥50,000,000

Projectile Cannon

An ASO made weapon, it is shoulder mounted, this weapon delivers heavy firepower. The recoil of this weapon can knock the E-suit down if a successful piloting roll is not made.

Damage: 500
Range: 1500
Damage Drop: -100
Payload 4
Rate of fire 1
Fire Arcs 1

While this weapon is mounted the top speed of the E-Suit is dropped by five (5) Km/h and flight is not possible.

Cost: ¥700,000

Light Missile Pod

Another ASO weapon used mainly on surface vehicles but also in orbital engagements. The missile pod mounts to the back of the E-suit between the thruster wings as not to impair flight.

Damage: 6000
Secondary Damage: 2000
Blast Range: 50 M
Range: 2000 M
Payload 5
Rate of fire 1-5
Fire Arcs 1-4

While this weapon is attached the top speed of the E-suit is dropped by five (5) Km/ h.

Cost: ¥7,000,000

Heavy Missile Pod

A one shot launcher that delivers a high explosive payload.

Damage: 11,000
Secondary Damage: 3000
Blast Range: 100 M
Range: 2000 M

Payload 1
Rate of fire 1
Fire Arcs 1-4

While this weapon is attached the top speed of the E-suit is dropped by ten (10) Km/h.

Cost: ¥8,500,000

Light Armor
This is a Package designed to augment the E-suits armor. Key structural points are given thicker stronger plating greatly increasing the life of the E-Suit.

AR + 10
HP +50
While the armor is attached the top speed of the E-suit is dropped by five (5) Km/h.

Cost: ¥200,000

Heavy Armor
This is a system of large reinforced plates over the E-suits standard armor plating.

AR +15
HP +100

While the armor is attached the top speed of the E-suit is dropped by ten (10) Km/h.

Cost: ¥600,000

Shield Booster
A package that boosts the output of the shields by tapping the engine output using dedicated alternators.

HP +50

Use of these boosters drop the top speed of the E-suit by fifteen (15) Km/h

Cost: ¥520,000

Sensor Package
A powerful sensor package that greatly enhances the scanning range. The package also upgrades the imaging hardware for the E-suit making target recognition much easier.

Sensors Boost 6
Range: 15 Km
Cost: ¥1,500,000

Maglev sled
The maglev sled fits between the thrusters of the E-suit when not in use, and flips over the head and onto the chest to engage. When on a maglev track, the sled engages powerful electromagnets that allows the E-suit to float above the track. The thrusters then propel the suit at a rate of 1,200Km/h.

Use of the sled drops the top speed of the E- suit by five (5) Km/h

Cost: ¥1,000,000

Reactive Armor
This is an I-CA modification. Reactive armor is an explosive charge designed to explode outward when struck hard enough. It is effective against projectile and plasma weapons only, giving a +300 HP vs. those attacks.

Cost: ¥350,000

Modification Kits
These kits are designed to use enemy weapons and make them usable with the TF series E-Suits. These kits are far less expensive than the Optional Weapons Systems since they do not include the actual weapon. If an enemy E-Suit is destroyed, there is a 10% chance of each system being repairable. If the weapon can be repaired, a successful Repair Artillery skill roll will allow it to be added to one of these kits.

Rall 4 Triple Plasma Cannon Mod Kit
Takes the Plasma battery from the Rall 4 and puts it in an enclosure and alters the power input and plasma storage to work with the TF series E-suits. For weapon information see the statistics for the Rall 4.

Speed -30 Km/h Cost: ¥400,000

Rall 4 Double Plasma Cannon Mod Kit
Removes one of the plasma cannons from a Rall4's Plasma cannon battery for lower impact on the TF's operation.

Speed -20 Km/h Cost: ¥300,000

Rall4 Single Plasma Cannon Mod Kit
Uses only a single Plasma Cannon from a Rall4's Plasma battery to minimize impact on the TF series speed.

Speed -10 Km/h Cost: ¥400,000

Rall 4 Laser Battery Mod Kit
Modifies the Rall4's Laser Battery to operate on the TF series.

Speed -30 Km/h Cost: ¥300,000

Rall 4 Single Laser Mod Kit
Modifies the Rall 4's Laser Battery to operate on the TF series but uses only a single Rall 4 Laser.

Speed -15 Km/h Cost: ¥200,000

Hunter Plasma Mod Kit
Takes the Plasma cannon from the Chezbah Hunter and puts it in an enclosure and alters the power input and plasma storage to work with the TF series E-suits. For weapon information see the statistics for the Chezbah Hunter.

Speed -5 Km/h Cost: ¥200,000

Hunter Laser Mod Kit
Takes a laser from the Chezbah Hunter and puts it in an enclosure and alters the power input to work with the TF series E- suits. For weapon information see the statistics for the Chezbah Hunter.

Speed -5 Km/h Cost: ¥150,000

TF Add On Modules
These are add on devices that the Scimrahn have developed over the years to modify their E-Suits. All these add ons require a Tech Challenge with 5 CP.

N-1 Thruster Mod
(Angel Wings)
The N-1 is a compact thruster unit that replaces the thruster wings of the 2394. The N-1 dumps fuel into the thrusters and creates a superfine mist which burns at a very explosive rate. The flame plumes from the thrusters fan out and form, what is called by Earthers the "angel wing" effect.

A TF-2394 with the N-1 package has the following stats.

Flying Top Speed: 1,000 Km/h/EC
Flying uses 10 minutes of fuel per turn.
Performance Rating: -1 while flying
Cost: ¥580,000

EM Propulsion Foils
These foils use powerful magnetic fields to lift the TF-2394 off the ground. While this modification is slower than conventional thrusters, the foils are completely silent.

A TF-2394 with the EM propulsion foils package has the following stats.

Stealth Drain 2
Flying Top Speed: 200 Km/h/EC
Cost: ¥2,400,000

Anti-Grav Engine
An expensive modification, but the AG engine makes the E-suit immune to the effects of gravity. As a result flying speeds are not affected by environmental classes.

The AG engine reduces the total fuel capacity of the TF by five hours.

Cost: ¥18,000,000

Extended Engine
This is a larger, more powerful version of the TF-2394's liquid carbon engine. An add on extension protrudes from the back of the engine compartment to house the new heavy duty engine.

Running Top Speed: 150 Km/h
Total fuel capacity: 12 hours Cost: ¥1,300,000

Electric Engine
This Package removes the standard liquid carbon driven engine and its fuel tanks, and replaces them with a new electric engine. The advantage to this is the motor is virtually silent.

Running Top Speed: 90 Km/h
Total fuel capacity: 15 hours
Stealth Drain 2
Cost: ¥2,800,000

Plasma Engine
This Package removes the old liquid carbon driven engine and its fuel tanks, and replaces it with a plasma powered engine. The advantage to this is that all the pilot needs is a plasma main to refuel the engine. The plasma coil engine does

not have the same power to weight ratio that the TF-2394's, consequently the E-suit loses power.

Running Top Speed: 70 Km/h
Total fuel capacity: 5 hours
Stealth Drain 2
Cost: ¥5,200,000

External Fuel Pod
This outfit modifies the engine case to mount a large external fuel tank to the back of the E-Suit. The external tank triples the effective range of the TF-2394 but has it's disadvantages.

E-suits modified for this outfit loose five kilometers per hour from their top speed, but at any time, the fuel tank may be jettisoned to regain top speed. Also, some optional systems are not compatible with the fuel tank, these being both missile pods and the maglev sled.

Any fuel explosion critical hits also do three times the normal damage.

Running Top Speed: -5 Km/h
Total fuel capacity: 3x hours
Cost: ¥260,000

Rocket Booster
This outfit can be mounted to any vehicle, but is most often seen on TF-2394. This huge solid rocket booster is most often used to launch an E-suit into orbit.

After the booster has expended its fuel, it is ejected to free movement. It should be noted that once the booster is engaged, it can be shut off before its fuel is exhausted, but it takes one full minute (6 turns) to shut it off. After the booster is shut down, it cannot be restarted without being refilled (refilling requires a mechanical repair roll).

On a TF-2394 the booster accelerates the E-suit to a little under ten thousand kilometers per. hour. This allows the TF-2394 to attain orbit in environmental classes lower than eight (8)

Top Flight Speed: 9,603 Km/h
Piloting modifier w/booster: Drain 6
In flight: Drain 9
Flight time: 15 min
Cost: ¥20,000,000
Cost to Refill: ¥5,000,000

Plasma Cannon Outfit
Dispensing with the lower arm and replacing them with a high power (albeit short ranged) cannon gives the TF-2394 high strength strike capabilities. Some pilots will even opt. to have both arms replaced.

This modification restricts the E-suits ability to manipulate its surroundings. It cannot pick up or carry anything with the modified arm(s).

Damage: 600
Range: 350
Damage Drop: -150
Payload: 10
Rate of fire: 1
Fire Arcs: 1
Cost: ¥860,000

Claw Outfit
This outfit replaces the arms of the TF-2394 with a pair of large ripping and smashing appendages. These huge pointed paws employ mass generators that are similar to (although much larger than) the thud stick. These hands while not able to carry the standard laser, or any other hand held weapon, are able to inflict heavy damage in close quarters. (E-suits with this outfit can however use shoulder or back mounted optional systems.)

The mass generators have a large power demand, and drain the E-suit's power reserve.

Hand To Hand Damage:800
Rate of Fire: 1 per action
Running Top Speed: -10 Km/h
Total fuel capacity: 8 hours
Cost: ¥30,000,000

Type   Anti-Grav
Model Delta

The Delta is a high speed gunboat used by the Scimrahn raider tribes.

Cost:	**¥67,000,000**
Height	**1.1m**
Width	**3.2m**
Length	**3.1m**
Dry Mass	**3290**
Full Mass	**3859**

Hit Points: 130
Shield Generators: 2
Catastrophic Critical   2 successes

Fire Arcs
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Drive
Powerplant Type: Turbofan Jet
Secondary: Gravity manipulation

Movement
Flying Speed: 7Km/T 2,500 Km/h

Fuel Capacity: 139.4 Liters 5 hours
Fuel Type: Liquid Carbon

Protection
Armor Rating: 10
Barrier Points: 3

Shield Strength: 400 hp

Control
Crew: 3 (2 pilots, 1 gunner)

Piloting Modifier: Drain 4
Performance Rating: 4

Cargo
Cargo capacity: 600 Kg

Passengers: 0

Weapons
4 Lasers
Damage is for each weapon
Damage: 75
Range: 2,000 m
Damage Drop: -20
ROF: 1
Fire Arcs: 1

2 Plasma Cannons
Damage: 500
Range: 300 m
Damage Drop: -125
Payload: 12 each
ROF: 1 each
Fire Arcs: 1

Sensors
Sensor Range: 10 Km
Sensor Modifier: Boost 1

Stealth Modifier: 0

Countermeasure Range: 5 Km
Countermeasure Modifier: Boost 3

Type   Anti-Grav
Model Freighter

The Scimrahn use this Freighter for transporting goods from the surface raider tribes to industry tribes far below the surface. These tractor trailer sized haulers use an anti-grav engine and six legs to propel it along the ground and over obstacles. Because of their near silent leg propulsion, they are difficult to pick up on sensors.
The standard body is pictured here but fuel haulers are common and there are open body flatbeds.

Cost: ¥7,000,000

Height   6.3m
Width   3.1m
Length   12.4m
Dry Mass   5493 Kg
Full Mass   15,200 Kg

Hit Points: 1500
Shield Generators: 2
Catastrophic Critical   2 successes

Fire Arcs
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 4  •  2
 /  3  \
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Drive
Powerplant Type: Internal Combustion
Propulsion Type: Gravity Manipulation
Secondary Propulsion: Legs

Movement
Flying Speed: 222 M/T 80 Km/h

Fuel Capacity: 1050 Liters 6 days
Fuel Type: Liquid Carbon

Protection
Armor Rating: 10
Barrier Points: 3

Shield Strength: 100 hp

Control
Crew: 1-2

Piloting Modifier: Drain 4
Performance Rating: 3 (4 with two pilots)

Cargo
Cargo capacity: 9,707 Kg

Passengers: 2-30 depending on cargo being carried.

Weapons
4 Lasers
Damage is for each weapon. Two lasers are mounted on each turret.
Damage: 20
Range: 1,000 m
Damage Drop: -5
ROF: 1
Fire Arcs: T1-1,2,3 T2-1,3,4

Sensors
Sensor Range: 5 Km
Sensor Modifier: Boost 1

Stealth Modifier: Drain 3

Countermeasure Range: 0
Countermeasure Modifier: 0

Type   Anti-Grav
Model Assault Transport

This is the flagship of the raider tribes. Relying on long range weaponry, these assault transports pick off bits and pieces of the enemy.
If it is attacked, it can defend itself with four independently turreted pulse cannons.

When the skirmish is over and the Deltas have eliminated the major threats, the transport moves in and deploys its cargo of troops. The six troop doors each have a smaller version of the pulse cannons, which are used to defend the troops as they disembark.

Cost: ¥480,000,000

Height	**6.5m**
Width	**3.4m**
Length	**13m**
Dry Mass	**15,200 kg**
Full Mass	**24,980 kg**

Hit Points:	**3,700**
Shield Generators:	**8**
Catastrophic Critical	**4 successes**

Fire Arcs

1	2	3
8	•	4
7	6	5

Drive
Powerplant Type: Internal Combustion
Propulsion Type: Gravity Manipulation

Movement
Flying Speed: 2777 M/T 1,000 Km/h

Fuel Capacity: 875.6 liters 9.2 hours
Fuel Type: Liquid Carbon

Protection
Armor Rating: 200
Barrier Points: 5

Shield Strength: 400 hp

Control
Crew: 3

Piloting Modifier: Drain 2
Performance Rating: 11

Cargo
Cargo capacity: 5,000 Kg

Passengers: 50

Weapons

4 High Energy Plasma Cannons
Mounted on retractable wings, these four
heavy cannon use the same principal of
laser heated plasma as the Chezbah plasma
weapons.
Damage: 800
Range: 2,000 m
Damage Drop: -200
Payload: 20 each
ROF: 1 each
Fire Arcs: 2

4 Pulse Turrets
Damage: 200
Range: 500 m
Damage Drop: -50
Payload: 40 each
ROF: 10 each
Fire Arcs: 1-8

6 Mini Pulse turrets
Damage: 40
Range: 250 m
Damage Drop: -10
Payload: 20 each
ROF: 10 each
Fire Arcs: Turrets 1-3: 3-5 Turrets 4-6 1,7,8

Sensors

Sensor Range: 10 Km
Sensor Modifier: Boost 3

Stealth Modifier: Drain 1

Countermeasure Range: 5 Km
Countermeasure Modifier: Boost 1

Type   E-Suit
Model Speeder 15

The S-15 is a light, high speed E-Suit. It is
used as a recon unit at times but is more
often seen use as a long range transport.
The S-15 is a newer design and incorporates
different design philosophies than most
combat E-Suits. The vehicle has no thruster
unit but it's computer is advanced, easing
piloting and allows for enhanced
maneuverability.

This E-Suit's primary sensor is a passive
sonar imaging system. The spines on it's
back are a sophisticated microphone and
sound projection array that can mute any
noise from the S-15 for hundreds of meters.
The array can form a sonar picture of
objects a kilometer away and can pick up
footsteps, engine noise and conversation
from three kilometers away.

Cost: ¥29,000,000

Height	**3.39m**
Width	**2.16m**
Length	**1.48m**
Dry Mass	**825 Kg**
Full Mass	**1005 Kg**

Hit Points: 110
Shield Generators: 1
Catastrophic Critical   2 successes

Fire Arcs
```
 \  1  /
 4  •  2
 /  3  \
```

Drive
Powerplant Type: Plasma Coil

Movement
Running Speed: 625 M/T 225 Km/h

Fuel Capacity: 881.8 cu/cm 13 hours
Fuel Type: Plasma

Protection
Armor Rating: 15
Barrier Points: 4

Shield Strength: 300 hp

Control
Crew: 1

Piloting Modifier: Boost 4
Performance Rating: 2

Cargo
Cargo capacity: 10 Kg

Passengers: 0

Weapons

Optional TF-2394 Plasma Gun
Carrying the plasma gun reduces the fuel capacity of the E-Suit to eight (8) hours because of the added mass of the gun.

Laser
Damage: 40
Range: 2,500 m
Damage Drop: -15
ROF: 1
Fire Arcs: 1

Arms
Strength: 100
Punch Damage: 50

Sensors
Sensor Range: 1 Km
Sensor Modifier: Boost 8

Stealth Modifier: Drain 6

Countermeasure Range: 1 Km
Countermeasure Modifier: Boost 6

Type   E-Suit
Model Walking Tent

This vehicle is often used to transport the Matriarch and Enforcer for carrier tribes. It has cramped accommodations for ten people on long range trips and can double that in an emergency.
The Walking Tent is built to out run Chezbah E-Suits and provide a central meeting place called the Poor for a tribe when it's tent arms are opened up. When parked, one side of the vehicle is used as a market that the Matriarch presides over while the other is a casual meeting place where the tribe relaxes.
The tent can expand out to cover a 175 square meter area.
The Walking Tent has special feet that use powerful magnetic fields to scale vertical surfaces but at a much slower speed.

Cost: ¥8,000,000

Height	**3.1m**
Width	**6.9m**
Length	**6.2m**
Dry Mass	**3,476 Kg**
Full Mass	**6,086 Kg**

Hit Points: 230
Shield Generators: 1
Catastrophic Critical   2 successes

Fire Arcs
```
 \  1  /
 4  •  2
 /  3  \
```

Drive
Powerplant Type: Turbocharged Internal Combustion

Movement
Running Speed: 694 M/T 250 Km/h
Wall Climb Speed: 83 M/T 30 Km/h

Fuel Capacity: 183.7 Liters 40 Hours
Fuel Type: Liquid Carbon

Protection
Armor Rating: 10
Barrier Points: 3

Shield Strength: 100 hp

Control
Crew: 1

Piloting Modifier: Drain 1
Performance Rating: 3

Cargo
Cargo capacity: 1,508 Kg

Passengers: 10-20

Weapons

None

Sensors
Sensor Range: 5 Km
Sensor Modifier: Boost 1

Stealth Modifier: 0

Countermeasure Range: 1 Km
Countermeasure Modifier: Boost 1

Type   Wheeled
Model ASO Motorcycle

Fast and compact, motorcycles are ideal for many sections of The Artifact. The ASO has built their motorcycles specially for traversing the tunnels in Hexes. A strong winch is built into the back of the motorcycle with the controls positioned for the operator to ride the motorcycle as it is being pulled up by the winch. The ASO motorcycle is built to be collapsable for easy transport.

Cost: ¥600,000

Height	**.75m**
Width	**.38m**
Length	**1.61m**
Dry Mass	**73.4 Kg**
Full Mass	**86.6 Kg**

Hit Points: 15
Catastrophic Critical   1 success

Drive
Powerplant Type: Internal combustion

Movement
Top Speed: 625 M/T 225 Km/h

Fuel Capacity: 2.7 Liters 4 hours
Fuel Type: Gasoline or Alcohol

Protection
Armor Rating: 3

Control
Crew: 1

Piloting Modifier: Boost 2
Performance Rating: 1

Cargo
Cargo capacity: 20 Kg

Passengers: 1

Tools

Winch Strength: 80
Winch Cord: 100 m

Sensors
None

Type   Wheeled
Model ASO Transport

These are large lightly armored all terrain vehicles. Their oversized tires are built to traverse obstacles up to a half meter high. However they often cannot overcome common gaps and cracks that have opened up in the Hex floors, requiring Engineers to prepare roads for them to travel on.

Cost: ¥1,200,000

Height	**1.6m**
Width	**2.3m**
Length	**3.8m**
Dry Mass	**2,253 Kg**
Full Mass	**3,687 Kg**

Hit Points: 230
Catastrophic Critical   2 successes

Drive
Powerplant Type: Internal Combustion

Movement
Top Speed: 583 M/T 210 Km/h

Fuel Capacity: 204 Liters 16 hours
Fuel Type: Gasoline or Alcohol

Protection
Armor Rating: 10

Control

Crew: 1

Piloting Modifier: 0
Performance Rating: 1

Cargo
Cargo capacity: 500 Kg

Passengers: 5

Weapons

Optional Heavy Machine Gun
A rare variant of this transport has a turreted heavy machine gun out the roof but reduces the passengers by 2 and cargo capacity to 100 Kg.
Damage: 20
Range: 300 m
Damage Drop: -4
Payload: 300
ROF: 30
Fire Arcs: 1-4

Sensors

None

Type   Tracked
Model KS-10

The KS-10 is a small urban combat tank that was selected for use on The Artifact because it can be moved through a teleporter. This is the principal armored vehicle used by the ASO on the Artifact. It was designed to move in cramped city streets.

Black Market Cost: ¥57,000,000

Height	**2.2m**
Width	**2.9m**
Length	**3.8m**
Dry Mass	**8,996 Kg**
Full Mass	**9,272 Kg**

Hit Points:	**1,000**
Shield Generators:	**2**
Catastrophic Critical	**3 successes**

Fire Arcs

1	2	3
8	•	4
7	6	5

Drive
Powerplant Type: Turbine

Movement
Top Speed: 333 M/T 120 Km/h

Fuel Capacity: 320.4 Liters 8 Hours
Fuel Type: Diesel, Gasoline, Alcohol or Plant Oil.

Protection
Armor Rating: 100
Barrier Points: 3

Shield Strength: 200 hp

Control
Crew: 1

Piloting Modifier: 0
Performance Rating: 4

Cargo
Cargo capacity: 40 Kg

Passengers: 2 on top

Weapons

Electrothermal Projectile Cannon
Damage: 500
Range   2000 m
Damage Drop   -100
Payload   50
ROF   1
Fire Arcs   1-4

Missile Launcher
Damage: 2000
Secondary: 500
Range: 3000 m
Blast Radius: 30 m
Payload: 5
ROF: 1-5
Fire Arcs   1-4

Sensors

Sensor Range: 8 Km
Sensor Modifier: Boost 2

Stealth Modifier: 0

Countermeasure Range: 4 Km
Countermeasure Modifier: 0

Type   Helicopter
Model Vanguard

This light attack helicopter is used by the ASO for air support.

Cost: ¥31,000,000

Height   2.4m
Width   2.1m
Length   8.5m
Dry Mass   3693 Kg
Full Mass   4820 Kg

Hit Points: 70
Catastrophic Critical   1 success

Fire Arcs
```
 \  1  /
4  •  2
 /  3  \
```

Drive
Powerplant Type: Turbine

Movement
Flying Top Speed: 1.8 Km/T 670 Km/h

Fuel Capacity: 813.8 Liters 7 hours
Fuel Type: Gasoline

Protection
Armor Rating: 5

Control
Crew: 2 1 pilot, 1 gunner

Piloting Modifier: 0
Performance Rating: 3

Cargo
Cargo capacity: 10 Kg

Passengers: 0

Weapons

Vulcan Cannon
Damage: 20
Range   300 m
Damage Drop -4
Payload   1,600
ROF   400
Fire Arcs   1

2 Missile Launchers
Damage: 1000
Secondary: 200
Range: 500 m
Blast Radius: 10 m
Payload: 20 each
ROF: 5-20
Fire Arcs   1

Sensors
Sensor Range: 6 Km
Sensor Modifier: Boost 1

Stealth Modifier: 0

Countermeasure Range: 1 Km
Countermeasure Modifier: 0

Type   Tracked
Model GRX Storm

This is the main combat tank used by the I-CA. It is far smaller than a front line MBT used on earth but it can be teleported in two pieces by lifting out the turret with a crane.

Cost: ¥38,000,000

Height   3.5m
Width   3.5m
Length   4.8m
Dry Mass   12,430 Kg
Full Mass   13,909 Kg

Hit Points: 1,500
Shield Generators: 3
Catastrophic Critical   3 successes

Fire Arcs

```
1 | 2 | 3
8 | • | 4
7 | 6 | 5
```

Drive
Powerplant Type: Internal Combustion

Movement
Top Speed: 195 M/T 70 Km/h

Fuel Capacity: 841.2 Liters 24 hours
Fuel Type: Petroleum Diesel

Protection
Armor Rating: 80
Barrier Points: 2

Shield Strength: 150

Control
Crew: 1-2

Piloting Modifier: Drain 2
Performance Rating: 3 (4 with 2 pilots)

Cargo
Cargo capacity: 300 Kg

Passengers: 4 on top

Weapons

Projectile Cannon
Damage: 900
Range   1,200 m
Damage Drop -180
Payload   50
ROF   1
Fire Arcs   1-4

Laser
Damage: 300
Range: 2,500 m
Damage Drop: -75
Rate of fire: 1
Fire Arcs: 1-4

Sensors
Sensor Range: 8 Km
Sensor Modifier: 0

Stealth Modifier: 0

Countermeasure Range: 4 Km
Countermeasure Modifier: Boost 1

Type   Wheeled
Model Truck

Used by the ICA and the ASO for transporting cargo and troops. These heavy vehicles are slow and need well prepared roads.

Cost: **¥400,000**

Height   **2.65m**
Width   **2.4m**
Length   **5.3m**
Dry Mass   **3,733 Kg**
Full Mass   **6,087 Kg**

Hit Points: 600

Drive
Powerplant Type: Internal Combustion

Movement
Top Speed: 388 M/T 140 Km/h

Fuel Capacity: 400 Liters 16 hours
Fuel Type: Gasoline or Alcohol

Protection
Armor Rating: 15

Control
Crew: 1

Piloting Modifier: Drain 2
Performance Rating: 1

Cargo
Cargo capacity: 3000 Kg

Passengers: 2 in cab, 50 in the bed

Tools

Winch Strength: 200
Winch cable: 20m

Sensors

None

Type   Wheeled
Model ATT

Various models of All Terrain Transports by different manufacturers have been teleported to The Artifact. These are light duty vehicles used by the ICA and commonly sold to corporations and colonists.

Cost: **¥300,000**

Height   **1.9m**
Width   **1.85m**
Length   **3.75m**
Dry Mass   **2,207 Kg**
Full Mass   **2,985 Kg**

Hit Points: **150**

Drive
Powerplant Type: Internal Combustion

Movement
Top Speed: 470 M/T 170 Km/h

Fuel Capacity: 219 Liters 12 hours
Fuel Type: Gasoline or Alcohol

Protection
Armor Rating: 6

Control
Crew: 1

Piloting Modifier: 0
Performance Rating: 1

Cargo
Cargo capacity: 300 Kg

Passengers: 5

Tools

None

Sensors

None

Type   Anti-Grav
Model Skiff

These are generic statistics for what constitutes a wide range of vehicles often built ad-hoc around an anti-grav engine. The stats can be adjusted for individual vehicles.
These are all purpose transport vehicles, often used by the Kelrath but also built by the Chezbah and Scimrahn.

Cost: **¥1,800,000**

Height   **2.3m**
Width   **1.9m**
Length   **4.5m**
Dry Mass   **3,624 Kg**
Full Mass   **4,992 Kg**

Hit Points: **200**

Drive
Powerplant Type: Internal Combustion
Propulsion Type: Gravity Manipulation

Movement
Flying Speed: 250 M/T 90 Km/h

Fuel Capacity: 80 Liters 4 hours
Fuel Type: Liquid Carbon

Protection
Armor Rating: 10
Barrier Points:2

Control
Crew: 1

Piloting Modifier: 0
Performance Rating: 1

Cargo
Cargo capacity: 1,000 Kg

Passengers: 20 if not carrying cargo

Tools

Sensors
Sensor Range: 1 Km
Sensor Modifier: 0

Stealth Modifier: Drain 1

Type   Wheeled
Model Zemot

Zemot are fast electric powered carts invented by the Kelrath. They've been adopted by the Scimrahn on the streets of Gadios and occasionally as short range transports. Most of these vehicles are four or three wheeled but recently some have been built to resemble motorcycles. Zemot are easily recharged wherever there are powered Hexes.

Cost: **¥100,000**

Height   **0.25-0.75m**
Width   **0.4-2m**
Length   **1.5-3m**
Dry Mass   **90-200 Kg**
Full Mass   **90-500 Kg**

Hit Points: 20-30
Catastrophic Critical   1 success

Drive
Powerplant Type: Electric Motor

Movement
Top Speed: 277-530 M/T 100-190 Km/h

Fuel Capacity: 4 hours
Fuel Type: Electric

Protection
Armor Rating: 5

Control
Crew: 1

Piloting Modifier: Boost 2
Performance Rating: 1

Cargo
Cargo capacity: 20-300 Kg

Passengers: 0-2

Tools

None

Sensors

Stealth Drain 2

Equipment

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

Definitions

Blast Range: This is the range that an explosion travels outward from its origin. In this case the distance under the range has a chance to effect anyone in it's radius. Dodging an explosion reduces the damage to the secondary blast damage.

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

Damage: This is the amount of damage a weapon does to the target. Area effect weapons only do this damage to one target that the effect is centered on.

Damage Drop: Once past the base range, each time the extended range stunt is taken, the damage drop is subtracted from the weapon's damage.

Mass: This is how heavy an object is. The unit of measurement is the Kilogram (just over to 2 pounds, for those used to the American system).

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

Range: The range a weapon can act on with a single success. Spending successes on the extended range stunt adds the range to the weapon again and applies a damage drop.

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

Secondary Damage: This is the damage done to a random number of targets (usually 1d6) within the blast range.

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

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

ASO Weapons

The ASO relies heavily on projectile weapons, however they have begun using Scimrahn weaponry as it has become available.

7.6mm Compact Pistol
Damage: 7
Range: 20 M
Damage Drop: -2
Payload:8
Rate of Fire:3
Mass: 600 G
Cost: ¥8,000

9MM Pistol
Damage: 10
Range: 50 M
Damage Drop: -2
Payload: 10
Rate of Fire: 6
Mass: 800 G
Cost: ¥12,000

Projectile Rifle
Damage: 10
Range: 250 M
Damage Drop: -2
Payload: 10-30
Rate of Fire: 3
Mass: 2.2 KG
Cost: ¥10,000

G-82 5.56mm Rifle
The standard issue to ASO troops, the G-82 is a light weight assault weapon.

Damage: 10
Range: 200 M
Damage Drop: -2
Payload: 30
Rate of Fire: 15
Mass: 2.1 KG
Cost: ¥30,000

M-240B 7.62mm x 39mm Machine Gun
An old standby in heavy fire power still in use in

2085.

Damage: 15
Range: 200 M
Damage Drop: -3
Payload: 300
Rate of Fire: 30
Mass: 10.15 KG
Cost: ¥80,000

Standard Explosive Grenades
Damage: 50
Secondary Damage: 20
Blast Range: 15 M
Thrown Range: 20 M + Strength or Agility
Mass: 150 G
Cost: ¥8,000

Smoke Grenade
Vision Drain 5
Blast Range: 10 M
Thrown Range: 20 M + Strength or Agility
Mass: 150 G
Cost: ¥4,000

Incendiary Grenades
Damage: 30
Secondary Damage: 25
Blast Range: 30 M
Thrown Range: 20 M + Strength or Agility
Mass: 150 G
Cost: ¥12,000

Fragmentation Grenades
Damage: 75
Secondary Damage: 8
Blast Range: 15 M
Thrown Range: 20 M + Strength or Agility
Mass: 150 G
Cost: ¥9,500

AVW 678 Rocket Launcher
AVW stands for Anti-Vehicle Weapon. The AVW is a modular system that attaches to the G-82 carbine. The AVW fires 35mm solid fuel rocket. Normally the G-82 is issued with a 20mm grenade launcher, but the UN feared that they would be insufficient protection against E-Suits.

Damage: 200
Secondary Damage: 50
Blast Range: 20 M
Range: 1800 M
Payload: 2
Mass: 5.2 KG
Rocket Mass: 4.3 KG
Black Market Cost: ¥1,000,000
Rocket Black Market Cost: ¥700,000

Anti-Tank Mines
Damage: 300
Secondary Damage: 70
Blast Range: 10 M
Mass: 1.5 KG
Black Market Cost: ¥30,000

Anti-Infantry Claymore Mines
Damage: 50
Secondary Damage: 30
Blast Range: 30 M
Mass: 1.5 KG
Black Market Cost: ¥20,000

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

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

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

Causes
Functional: Drain 2
Mental: Drain 2
Mass: 16 Kg
Cost: ¥70,000

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

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

Hit Location	Armor Rating	Hit Points
Head	9	5
Shoulder	5	3

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

Causes
Functional: Drain 1
Mental: Drain 2
Mass: 8 Kg
Cost: ¥65,000

ASO Pilot Armor
Rarely seen in use by anyone other than ASO Pilots, it is troop armor without the bulky arm protectors.

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

Causes
Mental: Drain 2
Mass: 10 Kg
Cost: ¥70,000

I-CA Weapons
The I-CA issues the following weapons to their soldiers.

9MM Pistol
Damage: 11
Range: 50 M
Damage Drop: -2
Payload: 10
Rate of Fire: 5
Mass: 1 KG
Cost: ¥12,000

Projectile Rifle
Damage: 10
Range: 240 M
Damage Drop: -2
Payload: 10-30
Rate of Fire: 2
Mass: 2.2 KG
Cost: ¥10,000

SMG AK-140 7.62 mm Rifle

An old design, but time tested. This is basically an updated AK-47 Many I-CA countries still used these so it became standard issue.

Damage: 12
Range: 150 M
Damage Drop: -2
Payload: 30
Rate of Fire: 15
Mass: 4.3 KG
Cost: ¥25,000

Standard Explosive Grenades
Damage: 40
Secondary Damage: 22
Blast Range: 15 M
Thrown Range: 20 M + Strength or Agility
Mass: 180 G
Cost: ¥6,000

Smoke Grenade
Vision Drain 5
Blast Range: 10 M
Thrown Range: 20 M + Strength or Agility
Mass: 150 G
Cost: ¥4,000

Incendiary Grenades
Damage: 30
Secondary Damage: 25
Blast Range: 30 M
Thrown Range: 20 M + Strength or Agility
Mass: 180 G
Cost: ¥8,000

Fragmentation Grenades
Damage: 75
Secondary Damage: 7
Blast Range: 12 M
Thrown Range: 20 M + Strength or Agility
Mass: 180 G
Cost: ¥6,000

VA 2 Rocket Launcher
Damage: 250
Secondary Damage: 40
Blast Range: 25 M
Range: 600 M
Payload: 1
Mass: 10 KG
Rocket Mass: 4.3 KG
Cost: ¥700,000
Rocket Cost: ¥100,000

Anti-Tank Mines
Damage: 250
Secondary Damage: 40
Blast Range: 25 M

Mass: 1.5 KG
Black Market Cost: ¥30,000

Anti-Infantry Claymore Mines
Damage: 50
Secondary Damage: 20
Blast Range: 40 M
Mass: 1.5 KG
Black Market Cost: ¥20,000

Common Weapons

Shotgun
Damage: 20
Range: 40 M
Damage Drop: -5
Payload: 1-2-6
Rate of Fire: 2
Mass: 2.2 KG
Cost: ¥4,000

12 gauge Ammunition (200 Rounds)
Cost: ¥1,400

Sap Stick
Used to knock out an unsuspecting opponent from behind. A Sap Stick is a leather pouch with a handle filled with lead powder.

Damage: 1 + 10 Physical stress in addition to normal stress from damage.
Block: Drain 9
Mass: 400 G
Cost: ¥200

Scimrahn Weapons
These are weapons built and used by the Scimrahn.

Laser Pistol
A light weapon used mainly for its compact size and silence.

Damage: 12
Range: 350 M
Damage Drop: -3
Payload: 50-500 Backpack
Rate of Fire: 1
Mass: 2.4 KG
Cost: ¥20,000

Laser Gun
Lasers are silent and long ranged weapons, so they are excellent for stealth missions.

Damage: 12
Range: 2500 M
Damage Drop: -3

Payload: 100-500 Backpack
Rate of Fire: 1
Mass: 3 KG
Cost: ¥15,000

Heavy Laser
A more powerful laser that is favored for its high damage, functional range, and generous payload.

Damage: 40
Range: 200 M
Damage Drop: -15
Payload: 25-125 Backpack
Rate of Fire: 1
Mass: 8.2 KG
Cost: ¥60,000

Particle Beam Pistol
The only marginally satisfying attempt at scaling down a beam gun.

Damage: 80
Range: 3 M
Damage Drop: -25
Payload: 3
Rate of Fire: 1
Mass: 6 KG
Cost: ¥250,000

Particle Beam Gun
A bulky weapon used mainly to cut through vehicle hulls as its range is pitiful, and it is a power hog.

Damage: 150
Range: 4 M
Damage Drop: -50
Payload: 5-25 Backpack
Rate of Fire: 1
Mass: 18 KG
Cost: ¥180,000

Energy Backpack
Mass: 9.5 Kg
Cost: ¥8,000
Energy Clip Pistol (50)
Mass: 800 g
Cost: ¥2,000
Energy Clip Gun
Mass: 2 Kg
Cost: ¥3,000

Plasma Pistol
A standard light armament having excellent range and good damage.

Damage: 20

Range: 30 M
Damage Drop: -6
Payload: 7
Rate of Fire: 3
Mass: 3.1 KG
Cost: ¥35,000

Plasma Gun
While in the same range class as the pistol, the plasma gun holds its punch at longer ranges.

Damage: 20
Range: 30 M
Damage Drop: -4
Payload: 7
Rate of Fire: 3
Mass: 5.5 KG
Cost: ¥20,000

Plasma Clip (7 Rounds)
Mass: 850 g
Cost: ¥4,000

Thud Stick
The thud stick is the most common HTH weapon in the Scimrahn arsenal. Looking like a long broomstick, the thud stick delivers a heavy punch by use of micro gravity generators, that, when engaged hit with the force of a compact car.

Damage: 40
Range Class: HTH
Payload: 10
Rate of Fire: 1
Mass: 4.1 KG
Cost: ¥60,000

Constrictor Whip
A devilish weapon that has newly emerged. The constrictor whip is a series of expanding segments controlled by artificial muscles. Two controls extend and contract the whip. When contracted the whip is as 1 meter long, and is an effective club or can be used to Block. When extended the whip is 7 meters long curves in the direction it is swung and when it comes in contact with something it attempts to wrap around it. If it can wrap around what it touches, the bladed spines dig in and pull the whip tighter and tighter, the muscles aid in this and prevent expansion. The whip releases when it is retracted

Raking Damage: 2
Constriction Damage: 20 points per turn
Block Retracted: 0
Block Extended: 30% Impairment

Mass: 6 Kg
Cost: ¥35,000

Scimrahn Armor

Scimrahn Heavy Armor
Scimrahn Heavy Armor is an articulated hard shell armor. The outer shell is made of Carbon Ceramic Composite (or CCC) which is resistant to impacts. It also conducts heat well which dissipates the heat from lasers or plasma weapons quickly. However this requires a heat resistant layer under the CCC to prevent heat from being conducted to the wearer. This is usually a layer of leather which is highly heat resistant.

The Armor has two locations to plug in energy clips to power devices such as the Comm/Comp or Dark Stone holders.

Hit Location	Armor Rating	Hit Points
Head	10	5
Shoulder	10	5
Body	8	15
Arms	5	5
Hands	3	1
Groin	8	5
Legs	5	8
Feet	5	5

Causes
Physical: Drain 2
Functional: Drain 1
Mental: Drain 3
Mass: 11 Kg
Cost: ¥85,000

Scimrahn Light Armor
Scimrahn Light Armor is a partial hard shell over vital areas of the body and partially leather over less vital areas.

The Armor has two locations to plug in energy clips to power devices such as the Comm/Comp or Dark Stone holders.

Hit Location	Armor Rating	Hit Points
Head	10	5
Shoulder	8	5
Body	7	8
Arms	1	1
Hands	-	-
Groin	7	5
Legs	1	1

| Feet | 5 | 5 |

Causes
Functional: Drain 1
Mental: Drain 3
Mass 9 kg
Cost: ¥75,000

Scimrahn Pilot Armor

Hit Location	Armor Rating	Hit Points
Head	10	5
Shoulder	-	-
Body	8	15
Arms	5	3
Hands	-	-
Groin	-	-
Legs	-	-
Feet	5	5

Causes
Mental: Drain 3
Mass 8 kg
Cost: ¥60,000

Light Armor Vest

Hit Location	Armor Rating	Hit Points
Body	7	5

Mass 2 kg
Cost: ¥6,000

Round Shield (50 cm Diameter)

Scimrahn that employ shields often have them painted with En to cause discomfort in Chezbah Priests.

Armor: 10
Hit points : 15
Block Boost 6
Mass 3 kg
Cost: ¥1,000

Large Shield (50 cm Wide x 120 cm Long)

Armor: 10
Hit points : 25
Block Boost 9
Functional: Drain 1
Mass 5 kg
Cost: ¥20,000

Reflective Coating

Armor can be coated with laser reflective materials.

Armor: +2 Vs. Lasers
Cost: ¥2200 per hit location coated

Scimrahn Experimental Weapons

These devices are under development by various Scimrahn tribes. Some are stolen weapon designs, most are not favored because either they are very difficult to build, or the components weigh too much. As a result they are usually expensive and or difficult to carry.

Ion Blaster

This cumbersome weapon is similar to a force field generator in its mechanics. However the Ions projected are concentrated in a dense beam. The Ion Blaster uses special capacitor to store its power, as normal energy clips don't release enough power, fast enough for the Blaster to fire a single shot.

Damage: 80
Range: 20 M
Damage Drop: -20
Payload: 5
Rate of Fire: 1
Mass: 22.5 KG
Cost: ¥800,000

Capacitor
Cost: ¥30,000
Once a capacitors power is used up, it can be removed and a new capacitor inserted. It takes two hours on a special charger to recharge a capacitor.

Capacitor Charger
Cost: ¥100,000

Disruption Cannon

A disruption cannon uses ultrasonics to cause pain or do damage. The cannon has three settings, the first is a painful harmonic, that can immobilize living creatures. The second causes damage to machines, and the third sets up a harmonic shockwave.

This device can also be used as a defensive measure by leaving it behind and turned on.

This device uses standard energy clips.

Setting One

Effect: all living creatures in range class must roll vs. con or take 40 Physical stress and 4 Mental stress. For each Success the stress is reduced 10 Physical and 1 Mental.

Blast Range: 20 M

Payload: 5 Hours - 25 hours backpack

Setting Two

Effect: Damages machines and electronics only. Force fields and armor are ignored.

Secondary Damage: 20
Blast Range: 20 M
Payload: 2 Hours - 10 hours backpack

Setting Three

Effect: A directional harmonic. Force fields are ignored.

Damage: 40
Range: 100 M
Damage Drop: -20
Payload: 10-70 backpack

Rate of Fire: 1
Mass: 14 KG
Cost: ¥500,000

High Discharge Laser

This laser builds up a charge twenty times greater than a standard laser. While highly inefficient, some prefer the power over payload.

Damage: 70
Range: 200 M
Damage Drop: -25
Payload: 5-25 Backpack
Rate of Fire: 1
Mass: 17.5 KG
Cost: ¥3,500,000

Plasma Sprayer

Not much different from a standard plasma gun, the sprayer has less of a containment field to hold plasma in a coherent beam. As a result the sprayer acts somewhat like a flamethrower. The main disadvantage being that it uses up a prodigious amount of plasma.

Damage: 30
Range: 15 M
Damage Drop: -20
Payload: 10 Backpack
Rate of Fire: 5
Mass: 4 KG
Cost: ¥50,000

Plasma Backpack (10 Bursts)
Mass: 20 Kg
Cost: ¥10,000

Pulser

Perhaps the most experimental and controversial of all weapons, the pulser uses a powerful magnetic field that causes liquids to build up pressure and explode. This is effective on any vehicle that uses liquid fuel (can cause a fuel explosion 30% chance) and on living creatures (who are mostly water).

The effects on living creatures is gruesome and the Scimrahn have outlawed its use.

Force fields are an effective countermeasure of this weapon.

Damage: 30
Range: 100 M
Damage Drop: -15
Payload: 10 Backpack
Rate of Fire: 1
Mass: 10.4 KG
Black Market Cost: ¥1,700,000

Sentry Grenades

Using a similar principle to that of a Tesla coil, a sentry grenade charges for ten seconds and then is active. Any vehicle or person that travels into the grenade's range is subject to an electrical discharge. Furthermore, the grenade will continue to discharge up to ten times.

Damage: 20
Range: 5 M
Payload: 10
Mass: 360 G
Cost: ¥70,000

Meta gun

The quantum nature of matter allows atoms to be coaxed into a wave state. As a wave the atoms can be combined into a giant "meta-atom". This meta-atom is then accelerated by electro-magnets at it's target. The meta-atom is not affected over a long distance, giving the weapon a long effective range.

Damage: 30
Range: 5000 M
Damage Drop: -5
Payload: 5 Backpack
Rate of Fire: 1
Mass: 22.7 KG
Cost: ¥4,600,000

Hunter Body Armor

Not everybody would consider the hunter body armor as beneficial protection, boasting the ability to take multiple blasts from Chezbah plasma weapons but ponderously bulky. The armor is so heavy that it slows the user down to the point that the average man could hardly walk.

Hit Location	Armor Rating	Hit Points
Head	15	30
Shoulder	15	50
Body	10	100
Arms	8	50
Hands	3	3
Groin	10	50
Legs	10	100
Feet	8	5

Causes
Physical: Drain 4
Functional: Drain 2
Mental: Drain 6
Mass: 35 kg

Cost: ¥265,000

Personal Force Field

This is a scaled down version of the force field commonly used by vehicles. Each turn the Hit Points of the field regenerate to return to full power. However the system's battery only lasts for 30 seconds.

HP: 30
Battery Life: 3 turns
Mass: 19 Kg
Cost: ¥2,500,000

Explosives

Both the ASO and I-CA restrict the sale of explosives. The most likely way of obtaining explosives is through a Engineer.

Blasting Caps

Blasting caps are used to detonate some types of explosives. Blasting caps can be two types, explosives and chemical both working on different types of explosives.

Cost: ¥200 for 10

Dynamite 1 Stick
Damage: 20
Secondary Damage: 8
Blast Range: 10 M +1 M for each additional stick
Mass: 200 G

Black Market Cost: ¥600 for 1 stick

C-4
Damage: 20
Secondary Damage: 8
Blast Range: 10 M +1 M for every 50 grams
Mass: 50 G
Black Market Cost: ¥800 for 50 grams

Nitroglycerine
Nitroglycerine is sensitive to shock and heat. Rough handling is sometimes enough to set it off.
Damage: 20
Secondary Damage: 8
Blast Range: 10 M +1 M for every 20 mil
Mass: 10 G
Black Market Cost: ¥200 for 10 mil

Gasoline (5 Liters)
Damage: 15
Secondary Damage: 5
Blast Range: 5 M
Mass: 5.5 KG
Cost: ¥150 for 5 liters

Liquid Carbon Fuel (LCF) (100 milliliter)
A common method of detonating LCF is to use a laser at long range to heat a container until the LCF explodes or to run an electrical current through a park gap.

Damage: 20
Secondary Damage: 6
Blast Range: 5 M
Mass: 1.1 Kg per Liter
Cost: ¥200 for 1 Liter

Medical Supplies
Blood Filters
Blood Filters allow blood cells to pass through a plastic tube that is inserted in a vein in either the arm or the leg but are coated in enzymes that bind to chemicals, bacteria or viruses. This effectively cleanses the blood of one or even several pathogens.

Each filter must be designed to attract a target pathogen. In some cases some filters can filter for several common pathogens.

After four hours the filter is full and must be removed. A successful surgery skill is required to insert a filter and to remove it.

An inserted filter gives a Boost of 8 to the General Medicine skill.

Mass: 1 g
Cost: ¥2,500

Blood Filter Manufacturing Station
To make a blood filter for custom pathogens, as is likely to be the case on The Artifact, this station can be used to take a blood sample and test it against available enzymes and then implant the enzymes into a filter.

There is a 28% chance that a new pathogen can be matched with available enzymes.

A successful chemistry skill roll and four hours is required to successfully operate the station.

Mass: 400 Kg
Cost: ¥40,500,000

Disposable Surgical Gloves (300)
Used to prevent the spread of disease through contact through the hands.

Cost: ¥100

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

Surgery skill Boost 2
Cost: ¥18,000

Medical Checkup Tools

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

General Medicine skill Boost 2
Cost: ¥18,000

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

First Aid skill Boost 4
Cost: ¥800

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

Surgery skill Boost 1
General Medicine skill Boost 2
Cost: ¥200

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

General Medicine skill Boost 1
Cost: ¥20

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

Surgery skill Boost 1
General Medicine skill Boost 2
Cost: ¥30

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

Surgery skill Boost 2
General Medicine skill Boost 3
Cost: ¥100

Syringe with disposable needles
Syringe with removable, disposable needles to prevent infection.

General Medicine skill Boost 1
Cost: ¥35

Sterilizing paint
Sterilizing paint is used to dress wounds and abrasions. With so much alien bacteria around, open sores are dangerous and sometimes deadly. This sterilizing paint kills bacteria, and forms a protective coating over the painted area.

Surgery skill Boost 1
General Medicine skill Boost 2
Cost: ¥200 per liter

Stethoscope
An excellent tool for listening for vibrations in objects. Useful for listening for footsteps of troops the rumble of engines, opening safes, and of course listening for heartbeats.

General Medicine skill Boost 1
Cost: ¥200

Containers

Large hiking backpack (holds up to 25 KG)
This is a light weight backpack. If packed well, this pack can hold everything a character will need for eight days of travel.

Physical: Drain 3
Functional: Drain 1
Cost: ¥1,000

Satchel (holds 6kg)
Good for carrying light loads, or lots of small items such as papers or tools.

Physical: Drain 1
Functional: Drain 1
Cost: ¥200

Gas Can 20 liters
Has loops built into the can so it can be strapped to a motorcycle or other object.

Cost: ¥100

Saddle bags (holds 20kg)
Slung over the back of a horse, mule, Kaydoo, or motorcycle.

Cost: ¥600

Tactical backpack (holds up to 50 KG)
This is a modular backpack system that can be used to carry a large variety of military equipment. If packed well, this pack can hold everything a character will need for sixteen days of travel.

Physical: Drain 5
Functional: Drain 1
Cost: ¥2,000

Tools

Survival knife
Not just a weapon but a tool. The blade is thick and reinforced for prying.

Damage: 12
Block: Drain 4
Repair and construction skills Boost 1
Mass: 300 G
Cost: ¥1000

Machete
More for clearing underbrush from one's path than a weapon, but can cause heavy wounds.

Damage: 7

Block: Drain 2
Mass: 700 G
Cost: ¥400

Axe
Damage: 12
Block: Drain 2
Mass: 4 Kg
Cost: ¥300

Hammer
Damage: 5
Block: Drain 4
Repair and construction skills Boost 2
Mass: 6 Kg
Cost: ¥300

Mini-Arc Welder
This is a portable welder that runs off an energy clip used in laser pistols. Up to 1 cm steel plate can be cut or welded.

Repair and construction skills Boost 5
Cost: ¥10,000

Deluxe Tool kit
The deluxe tool kit includes a 40 piece socket set, 40 piece combination open and closed end wrench set, two Phillips and two flat head screwdrivers, a hacksaw with five replaceable blades, claw and bullpean hammer, two adjustable monkey wrenches, five styles of vice grips, 50 Allen wrenches, Wire cutters/stripper, Two adjustable wrenches, needle nose pliers, metal shears, two chisels, duct tape, two cans of synthetic lubricant, propane blowtorch, battery powered screw gun/drill with adjustable clutch, battery powered 10 cm circular saw, 10 cm wood cutting blade, 10 cm diamond masonry blade, 10 cm metal cutting blade, 10 cm grinder w/ diamond blade, five bungee cords, nail gun, laser cutter (30 pts, range 30 cm), digital voltage resistance amperage multi-tester, soldering iron, spool of solder.

Repair Construction and Engineering skills Boost 6
Mass: 45 Kg
Cost: ¥100,000

Light tool kit
The light tool kit contains a claw hammer, four screwdrivers, a pair of vice grips, an adjustable wrench, needle nose pliers, metal shears, two chisels, duct tape, and a can of synthetic lubricant.

Repair Construction and Engineering skills
Repair and construction skills Boost 3
Mass: 15 Kg
Cost: ¥10,000

Portable Smart-Microscope and protective case

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

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

Biology and Botany skills Boost 4
Cost: ¥40,000

Diagnostic Computer

The Diagnostic Computer is used to monitor engine efficiency, electric motor efficiency, solenoid operation, and operates as an electric multitester and oscilloscope.

Electrical Repair and Electrical Engineering skills Boost 4
Mass: 5 Kg
Cost: ¥20,000

Cord 500kg tensile strength

Mass: 500 g per 20 meter length
Cost: ¥50 per 20 meter length

Cord 1000kg tensile strength

Mass: 500 g per 10 meter length
Cost: ¥50 per 10 meter length

Cord 2000kg tensile strength

Mass: 500 g per 2 meter length
Cost: ¥50 per 2 meter length

Cord 3000kg tensile strength

Mass: 500 g per 1 meter length
Cost: ¥50 per 1 meter length

Grappling Hook + Spikes

Used to secure a line while climbing
Climbing skill Boost 4
Mass: 2 Kg
Cost: ¥800

Hammer/hatchet

A two ended hammer hatchet combination tool used in climbing.

Climbing skill Boost 2
Mass: 300 g
Cost: ¥400

Powered Ascender

This is a device that wraps around the wearer with a sturdy harness. An energy clip powers a motor that pulls the wearer up a rope.

Climbing skill Boost 8
Run time 1 hour
Mass: 1.1 KG
Cost: ¥20,000

15 cm folding wood saw

A excellent wilderness tool. Good for cutting branches up to 7cm thick

Construction skills Boost 2
Mass: 100 g
Cost: ¥200

Lockpick Set

Pick Locks skill Boost 4
Mass: 70 g
Cost: ¥3,000

Suction Cups (for climbing smooth surfaces)

Climbing skill Boost 3
Mass: 2 Kg
Cost: ¥1500

Bio-Sample Containment Unit

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

Mass: 150 g
Cost: ¥1,200

Haz-mat Containment Unit

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

Mass: 1 Kg
Cost: ¥1,000

Geiger Counter

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

Physics skill Boost 1
Mass: 350 g
Cost: ¥9,000

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

Physics and Chemistry skills Boost 2
Mass: 125 g
Cost: ¥5,000

Lighting
Signal Flare
Illumination: 18 meters
Cost: ¥100

Flashlight
Illumination: 6 meters
Cost: ¥200

Refillable Lighter
Illumination: 3 meters
Cost: ¥800
butane (20 refills)
Cost: ¥1

Candle
Illumination: 3 meters
Cost: ¥1 for 5

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

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

Cost: ¥20,000

Garbage Bags
Good for keeping things dry, like cloths, ammunition, food, and much more.

Cost: ¥100 per 100 (200 liter)

Soap
Cost: ¥60

Sleeping Bag
A sleeping bag provides protection from cold based stress effects.

10 Physical per hour
10 Functional per hour
Mass: 1 kg
Cost: ¥1,000

-40˚ Sleeping Bag
A sleeping bag provides protection from cold based stress effects.

25 Physical per hour
25 Functional per hour
Mass: 2 kg
Cost: ¥2,000

2 Man Tent
A tent will provide protection for stress based effects that are based on wetness and wind.

2 Physical per hour
2 Functional per hour
Mass: 4 kg
Cost: ¥3,000

Large Tent (6 meters x 3.5 meters)
A tent will provide protection for stress based effects that are based on wetness and wind.

3 Physical per hour
3 Functional per hour
Mass: 60 kg
Cost: ¥8,000

Water Filter
Mass: 500 g
Cost: ¥2,000
extra filter
Cost: ¥500

Gas Mask
Mass: 200 g
Cost: ¥800

Elastic Cords (.3m long stretches to 1m Str 5)

Cost: ¥200 for 10

Canteen (500 mil)
Cost: ¥400

Water Drum (200 liter)
Cost: ¥1000

Clothing

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

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

Boost 2 to camouflage verses infrared and nightvision optics.

Cost: ¥6,000

I-CA Uniform
The I-CA uniform is an urban style camouflage jacket and pants, tan t-shirt, and black combat boots.

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

Boost 2 to camouflage verses normal vision, infrared and nightvision optics.

Cost: ¥5,000

Scimrahn Tunic and Girdle
This is the most common clothing worn by the Scimrahn, although there are many local variations.

Cost: ¥2,000-¥8,000

Scimrahn Coveralls
Often worn when doing heavy labor. These coveralls afford minimal protection against abrasion and cuts.

AR 1
HP 2
Cost: ¥3,500-¥5,000

Scimrahn Hooded Cloak
Draped over the shoulders, and often tied around the neck by a string or broach. The cloak protects against cold based stress effects.

1 Physical per hour
1 Functional per hour
Conceal Object skill Boost 2
Cost: ¥1,500-¥5,000

Kelrath Robes
Often opulent and heavy robes. Kelrath , robes often denote the person's social status. The robes protect against cold based stress effects.

2 Physical per hour
2 Functional per hour
Conceal Object skill Boost 3
Cost: ¥8,000-¥100,000

Black tight fitting clothing
This style of clothing is used by some espionage specialists to facilitate easy movement and reduce the chance of detection.

Boost 2 to camouflage in darkness
Cost: ¥5,000-¥7,000

Fingerless grip gloves
Durable all purpose gloves that protect the hands and don't impair dexterity.

AR 1
Cost: ¥100

Long cloak with many pockets
Many Scimrahn wear these warm and pocket laden coats to carry personal items with them. They are also useful for concealing even fairly large objects. The cloak protects against cold based stress effects.

2 Physical per hour
2 Functional per hour
Conceal Object skill Boost 6
Cost: ¥1,500-¥5,000

Parka
Used for protection from extreme cold. The bulk of the parka makes movement difficult and the hood blocks peripheral vision. So while it protects against cold there are downsides to wearing them.

Protection
15 Physical per hour
13 Functional per hour
Causes
Physical Drain 2
Functional Drain 3
Mental Drain 2
Mass: 4 Kg
Cost: ¥3,000

Food

Food

The content of meals can vary widely, for the purpose of survival, food should be light weight and not require refrigeration. Scimrahn are likely to carry tubers, nuts and seeds and dried meat. Earth forces would be provided prepackaged MREs that come in a wide variety.

A character must eat at least five half meals a day or they will take a physical stress point for each day they don't eat the required amount. Each half meal over five meals relive a point of physical stress.

1 Physical per half meal over 5
Mass: 500 g per half meal
Cost at ASO Base: ¥70 per half meal
Cost at I-CA Base: ¥100 per half meal

1 Day
Mass: 2.5kg
Cost at ASO Base: ¥420 3 full meals
Cost at I-CA Base: ¥600 3 full meals

1 Week
Mass: 15kg
Cost at ASO Base: ¥2940 21 full meals
Cost at I-CA Base: ¥4200 21 full meals

Communication and Documentation

Scimrahn Wrist Comm/Comp

The Scimrahn Comm/Comp, or communicator, is a sophisticated computer and radio. The computer listens to the local radio signals, and if a pattern is found in a signal, the communicator notifies the wearer with a slight vibration. It then goes on to attempt to decode the signal if required.

Code Cracking skill Boost 1

The communicator is designed around a voice interface and responds to its user more naturally than most Earthers are accustomed to. The communicator will listen to conversations, record what was said and remind the user of things that were said when asked. It can carry on a conversation and play games to keep a lonely traveler's mind busy.

The communicator is a chronograph, but most earthers find it very difficult reading Scimrahn time.

Barrier Points: 3
Mass: 250 g

Cost: ¥20,000

ASO P.C.T.R.S.D.
(Personal Communicator Transmitter/Receiver Scrambler/Descrambler)
The PCTRSD is a phone size communicator designed for use in the Artifact. While the PCTRSD contains a radio transmitter, it is also a personal data assistant, and a computer uplink.

The radio transmissions are scrambled and encrypted.

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

In the Artifact, radio communications are blocked by thick walls of CCC (Carbon Ceramic Composite). To communicate over long distances the PCTRSD is designed to connect to The Artifact's data network at terminals underground. The communicator encrypts any data it sends so that it takes longer for the Chezbah to decipher it. No sensitive information should be sent over the network.

Barrier Points: 2
Radio Range: 40 km
Mass: 221 g
Cost: ¥5,000

ASO Communication Hub
ASO communications experts use this device to communicate over long distances.

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

The radio transmissions are scrambled and encrypted.

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

The sensor array is made up of the following systems.

Parabolic sound dish capable of picking up the sound of a human's heartbeat fifteen meters away, footsteps at two hundred meters, and an engine at two kilometers away.

Video camera capable of still photography and motion filming. Sensor data can also be recorded. The recording capacity of the unit is five hours of high resolution recording or ten at low quality.

Infrared optics and night vision enhancements

Telescopic lens x50 enhancement

The laser communications system is used to send a transmission to only one receiver in line of sight. The transmission is more secure because it is difficult to intercept without the sender noticing.

The radio jammer transmits a strong radio signal that masks other signals within its transmission range. However anyone attempting to triangulate the position of the jammer signal has a Boost 2 to their triangulation skill since the signal is so intense

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

In the Artifact, radio communications are blocked by thick walls of CCC (Carbon Ceramic Composite). To communicate over long distances the LRCTRSD is designed to connect to The Artifact's data network at terminals underground. Transmissions are encrypted.

Sensor Range Class: D
Countermeasures Range Class: D
Barrier Points: 3
Performance Rating: 1
Radio Range: 100 km
Radio Skill Boost 6
Mass: 9.3 Kg
Cost: ¥500,000

ICA Personal TRSD
        The TRSD stands for Transmitter Receiver Scrambler Descrambler. This unit is a small radio and computer uplink that scrambles and descrambles transmissions.

        The radio transmissions are scrambled and encrypted.

        In the Artifact, radio communications are blocked by thick walls of CCC (Carbon Ceramic Composite). To communicate over long distances the TRSD is designed to connect to The Artifact's data network at terminals underground. The communicator encrypts any data it sends so that it takes longer for the Chezbah to decipher it. No sensitive information should be sent over the network.

Barrier Points: 2
Radio Range: 40 km
Mass: 190 g
Cost: ¥4,500

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

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

The radio transmissions are scrambled and encrypted.

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

Parabolic sound dish capable of picking up the sound of a human's heartbeat fifteen meters away, footsteps at two hundred meters, and an engine at two kilometers away.

Video camera capable of still photography and motion filming. Sensor data can also be recorded. The recording capacity of the unit is five hours of high resolution recording or ten at low quality.

Infrared optics and night vision enhancements

Telescopic lens x50 enhancement

The laser communications system is used to send a transmission to only one receiver in line of sight. The transmission is more secure because it is difficult to intercept without the sender noticing.

The radio jammer transmits a strong radio signal that masks all other signals within its transmission range. However anyone attempting to triangulate the position of the jammer signal has a Boost 2 to their triangulation skill since the signal is so intense

A white noise jammer prevents listening devices from getting a clear sound. Used like a radar or radio jammer, the white noise broadcaster jams the use of listening devices.

In the Artifact, radio communications are blocked by thick walls of CCC (Carbon Ceramic Composite). To communicate over long distances the Heavy TRSD is designed to connect to The Artifact's data network at terminals underground. Transmissions are encrypted.

Sensor Range Class: D
Countermeasures Range Class: D
Barrier Points: 3
Performance Rating: 1
Radio Range: 100 km
Radio Skill Boost 6
Mass: 8.8 Kg
Cost: ¥400,000

Laser Marker

This is a laser device that attaches to the scope rails of a gun. It sends out a pulsed infrared laser that a Scout or other forward operating soldier can use to designate the position of a target.

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

	0	1	2	3	4
Hits	-5	+2	+4	+8	+16

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

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

0	1	2	3	4
Drain 2	Boost 2	Boost 3	Boost 4	Boost 5

Range Class: D
Mass: 1.2 Kg
Cost: ¥80,000

Radio
2-way, communicates via radio waves

Range: 2 km
Mass: 95 g
Cost: ¥2000

ELF Transmitters
Extreme Low Frequency radio transmissions have the ability to penetrate kilometers of solid rock, water, and metal. pioneered at the turn of the millennia this technology was used mainly in submarines and a limited number of scientific studies. These transmitters in place on submarines were large and bulky, impossible to carry. The miniaturization of these left much to be desired in terms of function. The best of the designs are bulky and heavy weighing better than twenty kilograms and can send only Morse code. Because of their simplicity, a ELF transmission cannot be scrambled, and the transmissions can be easily triangulated.

Mass: 20-40 kg
Range: 200 km
Cost: ¥800,000

Wormhole Communicators
Wormhole communicators use pinpoint sized wormholes to send laser communications to another communicator. This is a discreet method of communication that there is no known way to tap, that is to have an unwanted party listen in on the transmission. The devices are bulky and can only transmit to a receiver in an established position. That is, if two parties were using wormhole communicators and both were moving they could not establish a wormhole with each other. Only those communicators in established base stations can be transmitted to while moving.

The biggest problem with these communicators is their power demands. It takes four E-suits, or eight trucks powering the transmitter to send a clear transmission. Electrical power from a plasma conduit is usually preferred.

Mass: 53 kg
Range: 30,000 km
Cost: ¥8,000,000

Computer
Modern computers feature voice recognition systems, limited translator features (Used primarily in internet communications on Earth, but has found use in the Artifact), wireless networking, have touch sensitive screens and

H.U.D. jacks. Silicon based processors have been replaced by Quantum Trap processors.

BP: 3
Performance Rating: 1
Mass: 500 g
Cost: ¥10,000

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

Mass: 100 g
Cost: ¥8,000

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

Mass: 650 g
Cost: ¥2,000

Infrared Scope
Infrared scopes turn heat energy into visible light. This allows the user to target heat sources such as people vehicles and machinery. A scope gives a Boost 2 to hit.

Mass: 280 g
Cost: ¥35,000

Microdrone Launcher
Microdrones are small flying cameras that can be controlled from a communicator like the I-CA TRSD. The drones are stored in small canisters and launched out a modified underbarrel grenade launcher.

The drones are considered disposable.

Transmission range: 10 Km
Flight hight: 500 meters
Speed: 100 Km/h
Flight Time: 10 minutes
Sensor Range: 300 M
Mass: 550 g
Launcher Cost: ¥40,000

Drone Mass: 80 g
Microdrone Cost: ¥18,000

Night vision goggles
In the bowels of the Artifact night vision goggles are indispensable. Most of the Artifact is unlit, requiring flashlights or spotlights to illuminate the way which makes the illumination easily noticeable. Night vision allows troops to see in near total darkness. Many areas are so dark that night vision goggles require a tiny amount of light to see.

Mass: 180 g

Cost: ¥30,000

Teleporters
Because of expansive distances in the Artifact the ASO and I-CA use Teleporter stations to serve as staging grounds for their operations. A convoy of troops transport a teleporter pad to a desired site, then troops and equipment is teleported to the new location. Many are reluctant to travel by this method because of the dangers of interplanetary teleportation. However the relatively tiny distances in the Artifact compared to interplanetary travel, make the process extremely reliable.

Teleporter platforms are large and bulky requiring a number of vehicles to carry the equipment. In addition the teleporters use wormhole communicators to transmit from site to site. As such it takes four E-suits, or eight trucks powering the transmitter to send a transmission. Some teleporter pads use plasma generated power when available from local plasma mains. This gives them effectively infinite operation with proper maintenance.

Teleporter stations require a station to transmit and one to receive. Teleporter pads cannot operate if there is not another pad prepared to receive the transmission.

These platforms are capable of transporting eleven thousand kilograms of matter. Any object being transported with mass in excess of this must be disassembled, transported, and then re-assembled.

Men assigned to deploying these platforms are called "remote ops". This is the most dreaded of tasks because of the long trips in the dark underground.

These systems are given overhauls before sending living cargos to minimize the chance of failure. With a proper overhaul the chance of a catastrophic error (one where harm is done) is

only a 00.001% chance. However without an overhaul that chance raises to 00.25%, and then to 12.54% after that. Because overhauls tend to take long periods of time (sometimes as long as thirty hours), when time is mission critical, the human cargo is transported first, then mission critical equipment, and then non-critical equipment. Beyond the third teleport, the failure rate jumps to 48% and on the fifth rises to 67%. These failure rates are considered unacceptable for any purpose other than emergency evacuations.

If a teleporter is expected to fall into enemy hands, the engineering team manning the teleporter will set up an explosive charge that will detonate after they have evacuated.

Overall height	1.3 m
Overall width	5 m
Overall length	5 m
Dry Mass	8,000 kg

Teleporter Capacity: 11,000 kg
Overhaul Time: Lead mechanic makes a repair machinery roll. Each roll attempt takes 50 hours but each success takes off 10 hours.

Range: 30,000 Km
Black Market Cost: ¥500,000,000

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

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

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

1. P.E.T. is imprinted wirelessly with the coordinates of the teleporter it is to communicate with while still sealed in its bag.
2. To use, tear open bag
3. Remove P.E.T. from bag.
4. Separate Auto-injector and Scanner.
5. Remove Auto-injector safety cap.
6. Press yellow cap of Auto-injector firmly into thigh.
7. Wait ten (10) seconds
8. Open main panel of Scanner and press the green scan button until tone sounds (1D6 turns).
9. Press red button.
10. Remain still until the remote teleporter can engage.

Stress effects of radioactive dye.
Causes
Physical Stress: 15 points
Functional Stress: 10 points
Mental Stress: 5 points

Mass: 425 g
Cost: The PET is not sold, but is issued to ASO and I-CA troops and their allies.

Scimrahn Equipment
The Scimrahn have equipment uniquely suited for their environment.

Gieth-fraw gieken
Translation: Dark Stones
A Dark Stone is a tile that is found in the Arrays on the inside of the parabolic dishes. Although there were millions of these in the Arrays hundreds or possibly thousands of years ago, the vast majority have been harvested or the Chezbah have destroyed them to prevent their use.

It is thought that Dark Stones were originally used as some kind of radiation shield in the Arrays as they appear to absorb many different forms of energy such as light, sound and heat in limited amounts in a radius of 1.43 meters. This causes the stones to always appear to be shadowed slightly.

There are a number of curious uses for Dark Stones when removed from their resting places. When the relatively weak absorption fields of the Dark Stones overlap by more than half of their radius, they seem to amplify each other's effect. When this happens they start to absorb light and cast a shadow over the user. This effectively camouflages the user in dark areas or in shadows. In addition all sound in the field is muffled. The absorbed energy appears to simply disappear as the tiles do not heat up even while absorbing energy. This would seem like a violation of the conservation of energy but from observation the tiles may be directing the energy into two dimensions of space that humans cannot normally perceive because they are bound up so tightly.

There is no way to turn a Dark stone off. If there is energy to absorb, the stone will absorb it. However it is possible to swamp the tile with energy thereby eliminating the shadow that is cast over the user. To make this easier the Scimrahn place the dark stones in holders that snap into the arm bracers in their armor. The holders have three lamps that shine onto the tiles and negate each tile's effect.

A second and truly bizarre use of the dark stones occurs when they are touched together. The two dimensions of each stone combine and create a four dimensional pocket universe and anything touching the tiles under 300 Kg is drawn into it. This allows the user and the tiles to completely disappear from our normal four dimensions as long as the tiles are touched together. Once the tiles are separated, the user and the tiles reappear in normal space. This effect most often referred to as a "pocket universe".

There is no oxygen in this pocket universe unless it is on the user's person such as a Scuba system or a Vac-Suit. If the user does not have stored oxygen, they must take a Con roll each turn to stay in the pocket universe. In addition there is little ambient energy in these dimensions and so the user is subjected to extreme cold. This cold causes 5 Physical stress and 5 Functional stress each turn unless the character wears sufficient thermal protection.

A character can use the pocket universe to dodge attacks. This works just like a regular dodge but the character does not need any space to move to. Dodging with dark tiles can also be used to dodge area effects. If the character stays in the pocket universe for an entire turn, they are immune to any attacks.

Touching three Dark Stones together strangely has no effect. Adding the third seems to negate any effect.

If four stones are touched the resulting eight dimensional space turns itself inside out. This means that any energy the stones have stored is dumped into our four dimensions and the user is simultaneously drawn into a pocket universe.

By leaving a number of Dark Stones in close proximity to each other and putting them near a strong source of radiation heat or sound, they will slowly absorb these energies. Over a long period of time the energy absorbed can become immense and when the energy is expelled all at once can be devastating.

Due to the low levels of energy that is absorbed it takes one day to absorb energy that would do 20 points of damage. This can be added to for every day the tiles absorb energy. There is no upper limit to how much the tiles can absorb.

Touching five tiles together does nothing, although without some mechanism to control touching them together, the effect of touching four or two together is often observed by mistake.

When six, or any other even number of stones are touched together, something happens. It is impossible to accurately explain what really happens, but suffice to say space and time ceases to exist in a 1.43 meter diameter area for a short amount of time and an enormous amount of neutron radiation is released.

Any character in the 1.43 meter radius rolls a 1D100. On the roll of a one (1) the character survives. On the roll of a one hundred (100) the character survives but the Game Master can impose any effect that they deem appropriate on the character. On the roll of any other number the character is dead and has ceased to exist.

2 Dark Stones
Camouflage skill Boost 3
Stealth skill Boost 3
Countermeasures skill Boost 2

4 Dark Stones
Camouflage skill Boost 6
Stealth skill Boost 6
Countermeasures skill Boost 4

Stored Energy Release
Damage: 20 per day of charge
Secondary Damage : 10 per day of charge
Blast Range: 100 M
Payload: 1

Mass: 300g each
Cost: ¥1,000,000 each

Sprayer
Although most Earthers consider it as little more than a sophisticated can of paint, Scimrahn scouts have been using these for centuries to mark cryptic messages on walls and ceilings.

A Sprayer uses charged particles not unlike that of a Photocopier's toner, as a pigment. An ultraviolet laser charges the surface to be "painted" and the pigment jumps from the nozzle of the sprayer to the surface. In this

manner the pigment embeds itself much more deeply than conventional paint, thereby lasting much longer.

The Sprayer uses five pigment cartridges (black, white, blue, red, and yellow) to mix thousands of colors, and various shades of gray. Sprayers use standard laser pistol energy packs for power.

Cost: ¥45,000

Sunglobe
The Scimrahn have long known the detriment of living in the dark hollows of the Artifact, sunglobes are spheres with a anti-grav. propulsion unit and a powerful lamp. The globe tracks the user via a transmitter that is pinned to the cloths, and follows at a maximum speed of 25 KPH. The sunglobe can illuminate an area of 100 meters in diameter.

These devices are rarely used in the open because it makes the user very obvious (Boost 8 to INT). It also makes targeting an object outside of the 50 meter radius a Drain 4. The sunglobe can be used as a defensive measure by, instead of pointing down, it is pointed directly at the attacker. In the dark, this makes targeting anything except the globe a Drain 6.

The Sunglobe uses two gun energy clips for an operative life of two hours.

Cost: ¥200,000

Sonar Imager
This visor fits over the eyes and ears. An array of microphones pick up faint sounds, and converts them into light. Any moving objects, any engines or powerplants, and even heartbeats can be detected.

Nightvision goggles use tiny amounts of ambient light and amplify it to visible levels, and don't work in total darkness. However almost any machine or animal makes noise that the sonar image can detect.

One disadvantage to this device is that the resolution of the visor is poor, and any user is Drain 2 to INT when identifying an object.

Sensor Range Class: C
Cost: ¥85,000

Scimrahn Tent
These tents are simple to set up by unfolding them, and staking them down. But these tents are made to be taken down even faster. One twist of a knob, and the supports snap shut. With one fold, the tent supports straighten, and the three man tent is ready for transport.

Mass: 2 Kg
Cost: ¥5,000

Temporary Structure
Little more than a glorified tent, these structures are a folding metal frame, with a rubber shell stretched over it. The rubber has a reflective coating on the inside. This makes an effective insulation layer and keeps the structure light weight.

Each unit is a modular design to expand to a larger dwelling.

These structures are used by every kind of Scimrahn tribe that has the vehicles to carry them.

Mass: 55 Kg
Cost: ¥8,000

Plasma Stove
Using Standard plasma clips, this compact unit provides heat and cooking for four hours per clip. The stove will effectively heat a large tent or room.

Mass: 5 Kg
Cost: ¥2,000

Energy Clip Charger
This device recharges spent energy clips when hooked up to a generator, or vehicle electrical system.

Recharge time: 15 minutes per clip, 2 hours for a backpack
Mass: 8 Kg
Cost: ¥2,000

Plasma Charger
This backpack size device is built to tap the plasma powering a generator and refill the plasma clips used by the Scimrahn. Special adapters can be purchased to charge other types of clips.

Recharge time: 2 minutes per clip
Mass: 20 Kg
Cost: ¥50,000
Kelrath Adapter: ¥10,000

Chezbah Adapter: ¥20,000

Quantum Communicator
This is a device that uses entangled photons that relate to each other at a distance. These communicators is that they cannot be jammed or blocked by any known means.

The rate of information transfer is too slow to support speech transfer. The message is sent as text and occurs at a speed of roughly two letters per turn. A transmitter and receiver must be linked to send and receive messages. In order to be linked, two units must share an entangled photon. This is done by connecting the units to each other. One unit emits a photon and splits it. One part then goes to the other unit and the two units are linked. Three, a single unit can only hold four entangled photons at a time. However the disks can be exchanged to link to other units. This means that only the four photons in the unit can receive messages.

Mass: 2 Kg
Cost: ¥800,000
Extra Disk: ¥200,000

Flare Launcher
The flare launcher is a defensive tool that fires six flares at an attacker. In dark areas the flares obscure both vision and infra-red sensors.

Those that have the flares go off around them, relying on vision or infra-red Drain 4 to target anything out of their ten meter area. It also gives those outside of the flare's radius to gain a Boost 2 to strike those in the radius.

Range Class: B
Mass: 1 Kg
Cost: ¥2,000

Chig Sensor Array
The Chig sensor system is used to overcome the problem of hex walls interfering (or usually completely blocking) sensors and communications. The Chig system uses relatively small bug like sensor units to create a web of inexpensive re-deployable units. Each Chig unit can monitor a floor of a hex. The system drops a transmitter and unwinds a thread like wire as it travels. That transmitter relays information back to either another Chig, or the base station receiver. Through this relay action, the signal gets back to a base station notifying the base with sensor information and location. Chig can give the location and size of an object in it's sensor range along with a infra red image of the object to it's base station..

The base station receiver can be a vehicle, a comm/comp or any other sensor system that can run the Chig software.

Each Chig unit conferences with the other units to deploy themselves in the most effective manner. Only one Chig will monitor each hex floor.

There are several deployment options: one a perimeter, two a straight line, and three random. Perimeter deployment tries to surround the base station giving coverage all around it. This is often used in defending a particular location. Line deployment creates causes the sensor units to travel in one direction and monitor each hex in that direction. This is often used when a target is expected to travel through a specified path. Random deployment causes the Chig to fan out to randomly selected hexes.

The Chig sensor array uses a cluster of sensors to scan either passively or actively. It carries an infrared camera, a low energy radar disk, a laser range finder and a radio receiver.

Overall height	41 cm
Overall width	72 cm
Overall length	68 cm
Dry Mass	3.4 kg
Full Mass	3.4 kg
Power plant type:	Electric motor
Movement	
top speed	6 kph
Total fuel capacity:	12 hours
Fuel type:	electric
Armor Rating:	2
Hit Points:	5
Barrier Points:	2
Crew:	0
Sensors:	Drain 4
Range Class:	D
Cost:	¥50,000

Sensor Spike
A sensor array system used for monitoring areas, Sensor Spikes use several inexpensive sensor technologies. Sensor spikes are generally

considered disposable because they have to be reclaimed by hand.

Sensor Spikes use infra red motion detectors and microphones to detect objects in their sensor range. The sensor spike lays dormant until the motion detector is tripped, then it begins transmitting local sounds detected by the microphone. These signals are transmitted at low power to lessen the chance of whoever is detected from realizing they were detected.

Sensor Spikes have a hard CCC core and a sharpened spike at one end to allow them to hammered into the ground or cracks in walls.

Sensor Spikes relay radio broadcasts until they receive a reply from a monitoring comm/comp or vehicle.

Sensor spikes have an output port that allows the spike to detonate explosives on the user's command, or activate a device.

Overall height	28 cm
Overall diameter	8 cm
Mass	800 g
Total battery life:	72 hours
Hit Points:	2
Sensor Range Class:	C
Transmission range:	4 km
Cost:	¥1,000

Drugs
Alcohol

Alcohol by itself is a clear liquid but it is often made with starchy or sugary foods that are fermented to convert them into alcohol.

Scimrahn usually distill alcohol from a tuber called Shekmoleech.

Depressant: Converts 5 Mental stress to 2 Physical and 3 Functional Stress

Mental Attributes Drain 2 per dose

Duration: 1 hour

Wait before effect: 1-3 Minutes

Addictive: Roll against Psyche with a Boost 8. A failed roll means the player creates a principal or choses one of the examples relating to their reliance on Alcohol. A successful roll means no principal is taken.

I turn to alcohol to relive stress

I turn to alcohol when bad things happen

I turn to alcohol when I fail people

Dangers: If the character's Mental drain becomes 6 or more, they will have a hangover once the effects of the alcohol wears off. Prolonged consumption of alcohol (4D10 years) causes liver failure.

Kekya

A white powder that is boiled in water and drank. When taken the senses are heightened and the person becomes restless. Those who take this are prone to being loud, shouting and singing.

Stimulant: Converts 2 Mental and 3 Functional stress into 5 Physical Stress.

20% Advantage to Intuition
40% Impairment to Psyche

Duration: 1 hour

Wait before effect: 1-3 Minutes

Addictive: Roll against Psyche with a Boost 7. A failed roll means the player creates a principal or choses one of the examples relating to their reliance on Kekya. A successful roll means no principal is taken.

I turn to Kekya to relive stress

I turn to Kekya when I need to think clearly

I turn to Kekya when I don't want to sleep

Pump

Pump is an artificial drug that is taken as a pill. Pump is a strong amphetamine, usually taken in battle. The effects can be likened to speed in small doses (1 tablet), but larger doses become similar to the effects of PCP (3 tablets).

Stimulant 1 Tablet Converts 10 Physical stress into 4 Functional and 6 Mental Stress

Constitution Boost 2
Reflex Boost 3
Intuition Boost 2

3 Tablets 30 Physical stress into 10 Functional and 20 Mental Stress. Masks 10 Physical stress and 10 Functional stress

Constitution Boost 8
Reflex Boost 5
Strength Boost 5
Intuition Drain 4
IQ Drain 4

Duration: 10 Minutes

Wait before effect: 1 Minute

Addictive: Roll against Psyche with a Boost 4 for each dose. A failed roll means the player creates a principal or choses one of the examples relating to their reliance on Pump. A successful roll means no principal is taken.

I turn to Pump when in danger

I turn to Pump to be powerful

I turn to Pump when I need to keep going

Dangers: Pump may cause a heart attack each time it is used. (2% chance)

Pelin

A potent hallucinogen. The leaf of the Pelin fern contains a potent poison. However, when water is poured through the leaf, just enough of the poison is released that when the water is drank the poison has a hallucinogenic effect. The affected person sees a distorted view of the world, a good trip will cause the person to see and hear what he/she finds pleasurable. A bad trip will cause the person to see and hear disturbing things, like people stabbing them or animals eating them.

WARNING! Do not handle Pelin leaves without gloves or some form of covering! The poison will absorb through the skin!

(5 points damage/turn of skin contact.)

Hallucinogen: Converts 5 Mental stress into 5 functional stress.

IQ Drain 3
Drain 7

Duration: 20 hours/8 hours sleep

Wait before effect: 15 seconds (1 turn)

Addictive: Roll against Psyche with a Drain 2 for each dose. A failed roll means the player creates a principal or choses one of the examples relating to their reliance on Pelin. A successful roll means no principal is taken.

I turn to Pelin when I need to sleep

I turn to Pelin to calm down

I turn to Pelin recover from danger

Dangers: Pelin is a poison, although taken in small amounts it slowly kills the liver and brain. After 4 years of exposure to Pelin the liver will give out and the person will die. However, every six months of use the person looses 1 point of IQ permanently.

Tojic

A green leafy plant that is usually chewed, but sometimes squeezed for its juices. Tojic is a barbiturate or a depressant. Those taking Tojic become mellow and slur words together. In the Scimrahn culture Tojic is a drug that is used when a person is upset or depressed.

Depressant Converts 5 Mental and 3 Physical stress into 8 Functional stress

Reflex Drain 2

Duration: 15 Minutes

Wait before effect: 10 seconds

Addictive: Roll against Psyche with a Boost 8. A failed roll means the player creates a principal or choses one of the examples relating to their reliance on Tojic. A successful roll means no principal is taken.

I turn to Tojic to relive stress

I turn to Tojic when I'm bored

I turn to Tojic when I'm lonely

Selinya

An artificial stimulant used to stay awake during watches. The drug works for exactly four hours and then the user crashes. Falling asleep for two hours and cannot be woken up. If undisturbed the user will sleep for another ten hours

Stimulant: Masks 20 points of Physical, 10 points of Functional and 10 points of Mental stress for the duration of the dose. Character continues to take stress during the dose but does not feel the full effect until the dose wears off.

Duration: 4 Hours

Wait before effect: 5 Minutes

Addictive: Roll against Psyche with a Boost 8. A failed roll means the player creates a principal or choses one of the examples relating to their reliance on Selinya. A successful roll means no principal is taken.

I turn to Selinya when tired (Physical stress)

I turn to Selinya to think hard

I turn to Selinya when I need to be responsible

Dangers: Selinya sometimes causes the user to have horrible nightmares, making the person scream out in their sleep (25% chance).

Rutagk (Zombie)

A bizarre and frightening drug, called "Zombie" by ASO forces because of its effects. Zombie makes the user do whatever he is told. This is

used in combat as a suicide drug, the user is unaffected by pain and can take unbelievable damage. Some that take Zombie are hit with multiple plasma blasts and still keep going. The only thing worse than watching a Zombie go into battle is to see a Zombie win a battle. If the affected person takes more damage than their normal hit points, when the drug slowly wears off they fall to the ground writhing in pain, screaming at the top of their lungs. Then as the delirium wears off the poor souls gag on their own pain and blood.

One who made it through a dose of Zombie told this story. "You're not even entirely sure what's going on, you're whole body is numb. Theres no sound, I don't know how my body knew who to attack, but my brain wasn't attached to my body. It was as if I was watching the battle through a camera."

Some commanders will order their troops off a cliff if they appear too wounded to live.

Of course there are quite a few insidious uses for Zombie. As a result the ASO and I-CA have banned its use. Zombie is made not to dissolve in water, and turns to a gummy texture if crushed.

To prevent the enemy from instructing Zombified troops, the instructor can tell the users not to listen to the enemy.

Stimulant Masks all pain and stress effects. Character continues to take stress during the dose but is unaffected until the dose wears off. The character temporarily gets +4 to their HP until the dose wears off.

Constitution Boost 9
Strength Boost 9

Duration: 4 Hours

Wait before effect: 10 Seconds

Addictive Factor Unknown: No one has ever been known to become addicted to Zombie.

Dangers: The user is entirely up to the whim of the person who instructs them.

Massadgah

Massadgah contains a neural inhibitor that blocks the sense of touch, taste and smell. Taken in a liquid form, from small sealed foil packages. Mainly used as a combat drug.

Neural inhibitor: Masks 40 points of Physical, 20 points of Functional stress for the duration of the dose. Character continues to take stress during the dose but is unaffected until the dose wears off. The character temporarily gets +2 to their HP until the dose wears off.

Constitution Boost 8

Duration: 15 Minutes

Wait before effect: 3 Minutes

Addictive: Roll against Psyche with a Boost 7. A failed roll means the player creates a principal or choses one of the examples relating to their reliance on Massadgah. A successful roll means no principal is taken.

I turn to Massadgah when in pain

I turn to Massadgah when I'm scared

I turn to Massadgah to feel powerful

Dangers: Massadgah degenerates the nervous system. (6% chance -1 INT permanently)

The Artifact 4e
Character Profile

Player: **Principals and Priorities**
Name: _____
CO: _____
Height: _____
Build: _____
Age: _____
Hair Color: _____
Eye Color: _____
Nationality: _____
Experience: /   _____
Fame Points: /   **Social Effects**
Pay: _____
Savings: _____
Attitude: _____
_____   _____
_____   _____
_____   _____
_____   _____

Attributes — Success Columns — Stress

Attributes	1	2	3	4	Stress
					Physical
Con	_____	_____	_____	_____	
Str	_____	_____	_____	_____	
Ref	_____	_____	_____	_____	_____
Agi	_____	_____	_____	_____	**Functional**
Dex	_____	_____	_____	_____	
Cha	_____	_____	_____	_____	_____
Int	_____	_____	_____	_____	**Mental**
IQ	_____	_____	_____	_____	
Psy	_____	_____	_____	_____	_____
HP	_____				

Current Boosts:
_____
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Current Drains:
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Skills:
Ambush - I.Q.
Animal Handling - Cha
Biology - I.Q. (2)
Bluffing - Cha
Botany - I.Q. (2)
Camouflage - Int
Chemistry - I.Q. (2)
Climbing - Str
Command - Cha
Computer Operation - Dex
Comp Programming- I.Q. (2)
Concealed Object - Int
Construction Trap - I.Q.
Construction Road - I.Q.
Construction Shelter - I.Q.
Defeat Security - I.Q.
Dodge - Ref
Explosives - Dex
ECM - IQ
First Aid - I.Q.
Foraging - Int
General Medicine - I.Q. (3)
Gunnery - Dex
Hide - Int
History - IQ
HTH Combat - Agi
Hunting - Int
Iron Will - Psy
Mathematics - I.Q.
Meditation - Psy
Military Intelligence - IQ
Navigation - Int
Persuasion - Cha
Physics - I.Q. (2)
Pick locks - Dex
Pilot Automobile - Dex
Pilot <specific> - Dex

Preparation - Ref
Psychology - I.Q. (2)
Radio - Dex
Read/Write<specific>-I.Q. (2)

Repair Electronics - Dex
Repair Machinery - Dex
Repair Weapon - Dex
Running - Str
Scimrahn - En - IQ (3)
Sensors - Int
Speak <specific> - I.Q. (2)

Stealth - Agi
Storytelling - Cha
Surgery - Dex (2)
Surveillance - Int
Swimming - Str
Tracking - Int (2)
Weight Lifting - Str
WS Thrown - Agi
WS Hand to Hand - Agi
WS Ranged - Agi

Custom Skills

Equipment & Possessions
_____   _____
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Vehicle
Ground Speed:
Flight Speed:
Performance Rating:
AR: Piloting
HP: Modifier:

Shield HP:

Weapon Damage:
Range:
Damage Drop:
ROF:
Payload:

Weapon Damage:
Range:
Damage Drop:
ROF:
Payload:

Game Notes
_____   _____   _____
_____   _____   _____
_____   _____   _____

Quick Reference Tables

Social Conditions

Attachment (Cha) - The effected feels some kind of attachment, amusement, affection or camaraderie with the initiator. The effected gets a Drain 4 to hostile action against the initiator while this condition is in effect.

Aggression (IQ or Cha) - The effected feels hate, anger, loathing, or indignation toward the initiator. They focus hostile actions on the initiator and have a Drain 2 to IQ and Intuition based tests and Drain 4 to attacking anyone other than the focus while in effect.

Passive (IQ or Cha) - The effected is either soothed, perplexed, lost or troubled. They lose two actions each turn the condition is in effect.

Coercion (IQ or Cha) - The effected is intimidated by fear of loss or enticed by some kind of situationally significant bribe. Large bribes may give an Advantage to the initiator's roll. The effected loses 1 action if they do not use it to carry out a task specified by the initiator as long as the condition is in effect.

Conformity (Cha) - The effected is under peer pressure to act as others in their social group or class is behaving. They must follow a behavior that at least appears to be what the majority is doing as long as the condition is in effect.

Experience Table
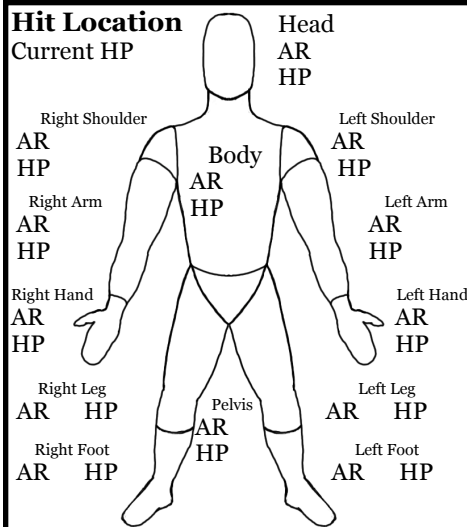
At the end of a game, The GM awards experience according to the following criteria.

Did the player stay in character?	+2
Did the player cooperate?	+1
Was the player an active participant	+2
Did the player use their head?	+1
Did the character avoid violence?	+1
Was the character good or noble?	+1
Was the character brave or heroic?	+2
Good humor award.	+1

Advancement Tables

The rate that a character raises skill levels is strongly dependent on the I.Q. attribute. Find your character's I.Q. on the chart and the skill level already possessed. This will give you cost in experience points to raise a skill in the first column. Double the cost for the second column, triple it for the third and quadruple it for the fourth.

Current Skill

I.Q.	1-2	3-5	6-8	9
1-4	3	6	10	12
5-9	2	5	8	10
10-15	1	4	5	8
16-18	1	3	4	7
19-20	1	2	3	6

Attribute Advancement

Attribute advancement is not dependent on I.Q. only the current attribute level applies. To raise an attribute, the current attribute level sets the cost to advance.

Attribute Level

1-7	8-13	14-20
5	8	15

Armor Drains

Physical _____
Functional _____
Mental _____

Actions Per Turn

Fail	1	2	3	4
1	2	3	4	5

Hit Location

Current HP

Head
AR
HP

Right Shoulder
AR
HP

Left Shoulder
AR
HP

Body
AR
HP

Right Arm
AR
HP

Left Arm
AR
HP

Right Hand
AR
HP

Left Hand
AR
HP

Right Leg
AR   HP

Pelvis
AR
HP

Left Leg
AR   HP

Right Foot
AR   HP

Left Foot
AR   HP

Max Lifting Mass:
Carrying Mass;
Wielding Mass:
Running Speed: 50 m/turn +
Horizontal Jump:
Vertical Jump:
Focus Skills:

_____
_____
_____
_____

Tech Challenges

Time - Something is going to take time to complete. Roll 1d6 this is the amount of time that must be waited out before the skill can be used again.

Damage - Someone is harmed in the attempt. 1d6 damage regardless of AR.

Parts - Materials are needed to make the attempt. Roll 1d6. Reduce the Boost rating of a tool by 1 times the die value or do the die value in damage to a device.

Stress - The character rolling takes 1d6 stress according to the attribute used.

Movement Per Turn

Km/h	Meters Per Turn
10	27
20	55
30	83
40	111
50	138
60	166
70	194
80	221
90	249
100	277
150	416
200	555
250	694
300	833
350	971
400	1.1 km
500	1.4 km
1,000	2.7 km

Combat Stunts

Extend Range - Increases the distance a weapon can hit into its second range bracket. Reduce damage by the Damage Drop.

Target Hit - The target is hit by the attack. For multi-round bursts one in five of the burst's attacks hit per action spent.

Avoid Armor - Cut armor rating of a target in half. Can be selected again to cut armor rating in half again.

Avoid Shields - Avoids half of the hit points of a target's shields. Selecting again avoids shields entirely.

Damage Gear - If the attack reduces hit points, this option can be selected. Something worn or handled by the target or a system on a vehicle is damaged. Human targets half damage goes to the gear. Selected again, all damage goes to the gear. On vehicles the attacker can pick a system to damage.

Wear Down - If the attack reduces hit points, this option can be selected. Induce 10 Stress of choice or ensure a random critical hit on a vehicle.

Called Shot - The attacker picks the hit location of the attack instead of the normal negotiation.

Lower Damage - This condition gives a success that can be spent to buffer defensive actions. Taken once, damage is reduced to half. Taken again, damage is reduced to a quarter. Beam weapons can use this condition to do half damage to two targets. If selected again, to do quarter damage to three targets. Selecting this on a burst means that one in ten shots hit. Selecting again means one in twenty hit. Defender picks hit location.

Hit Points

Con	HP	Str	HP
1-5	5	1-5	+2
6-11	10	6-11	+5
12-15	15	12-15	+10
16-20	20	16-20	+15

Critical Hits

Hit Location	Stress	Damage
Head	10 Physical 10 Mental	Damage x2
Body	10 Physical	Standard Damage
Shoulder	5 Physical 5 Functional	Standard Damage
Arm	5 Physical 10 Functional	Half Damage
Hand	10 Functional	Quarter Damage
Pelvis	15 Physical	Standard Damage
Leg	5 Physical 3 Functional	Half Damage
Foot	5 Physical	Quarter Damage