

ANOTHER DAWN

SCI-FI HEROICS IN A FUTURE GONE TO HELL



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WHAT IS ANOTHER DAWN?

Another Dawn is a game about heroic Adventure in a Science Fantasy version of Earth, hundreds of years into the future. It mixes elements of popular videogames including Destiny, Doom, Halo, Warframe and Anthem together and puts the players at the forefront of the battle for humanity's survival.

Relying heavily upon its core themes of adventure, heroism, mystery and danger, the Players form a Fireteam, an autonomous paramilitary unit undertaking critical missions to defend humanity from numerous alien races, as well as rogue human elements. Whether plumbing ruined cities on Earth, darting through the asteroids about Saturn, or the lost colonies of Neptune, your Fireteam will uncover the mysteries of humanity's Golden Age, match wits with ancient Aliens and cross swords with Warlords.

All Archetypes go through Character Creation with 1500 Credits to spend, and have access to the Heroic Abilities rules from Realms of Terrinoth.

I'M HERE FOR DESTINY CONTENT!

Destiny was the primary source of inspiration for Another Dawn, and to make the most of that you'll want to play as a Warmaker or Cleric. As an Anointed, a Paladin-like figure reanimated in the Light of Dawn, you'll construct your own personal Miracles - unique spell-like abilities in much the same vein as Supers - to lay waste to the enemies of Humanity.

THE JOURNEY IS THE DESTINATION. ALL OF LIFE IS SPENT PREPARING TO DIE. AFFAIRS SET IN ORDER. LINEAGES TENDED WITH GREAT CARE. AND WHEN WE DIE, WE LIVE ON IN OUR SPAWN. NOT SO.

— SHORA—YAZ — CARRION PRIEST

I'M HERE FOR WARFRAME CONTENT!

Warframe is a famously complicated game with a lot of depth and intricacies. Genesys isn't so much, but it is well suited to a game about being a kickass space ninja. To get started, you'll want to play as an Aggressor or a Manipulator. While you won't find Ivara, Equinox and Octavia in this book, you'll instead play as an Awoken and find rules that will allow you create your own singular Warframe. You'll construct your own abilities, called Ancient Techniques. You'll also gain unique access to the Focus Talents, exclusive talent trees that represent special ninjitsu schools of warfare.

I'M HERE FOR ANTHEM!

While released, I personally have not played Anthem and know very little about the world it is set in. Thus, I've filled in a lot of the gaps to be cohesive with the setting of Another Dawn, and created the Scion. Build an armoury of four distinct Dragoon Armours, all highly customisable and modular, and select the appropriate one for each mission you undertake. As a Scion, you are far more flexible in your approach than the Anointed and the Awoken, able to adapt to situations swiftly and bolster your Fireteam in times of crisis.

I WANT TO BE A SUPERSOLDIER!

An Archetype exists that is intended to be able to replicate the prowess and playstyles of a number of prominent characters from popular videogames, including the Doomslayer, a Spartan and B.J Blazkowicz. Similiar to the Scion, you are not powered by nanotechnology or divine power. Rather, you are an Elite soldier. Whether mechanically enhanced, born in a vat or gene-modded, prior to the Long Night you were the finest soldier Humanity had to offer. Now that your command structure has fallen apart, you step up to the big leagues to lend a hand.

Take a seat, I'll tell you what I know.

We believe it's 2790, but we can't be too sure of that. We're on Earth, we know this for a fact. The Moon orbits us still, the Sun burns strong and sometimes you can see Mars if you know where to look on a clear night.

Other dimensions have started to bleed into our reality. I'm not joking. As far as we can tell is started some Seven centuries ago. An exchange of nuclear weapons had pushed the planet to its breaking point. Somewhere north of what was the Indian Ocean. As far as we can tell, these weapons breached the barrier between our world and the Maelstrom. Or the Storm, depends who you ask. It's an endless world of primeval, elemental energy. Fire, Water, Earth, Air and Lightning. They began to pour out into the world, reshaping much of it. Mountain ranges erupted from the ground, oceans worth of water poured from the sky. Billions died.

Our Ancestors fought, tooth and nail, to survive. Some boarded a rudimentary spacecraft, they called it the Ark. They left us, and fled Earth. They'll come back into our story eventually. But on Earth, against the odds we managed to temper the Maelstrom. It wasn't easy, but what it offered was priceless. Limitless energy, as far as could be discerned. A catalyst for change. Here, at what we roughly place as 2104, our Golden Age begins.

I could talk for a lifetime about the wonders of that age. The progress we, as a species, made. The damage we repaired, the hurts we nurtured. Nations cast aside differences, ideologies coexisted and peace was a tangible thing. Diseases were cured, we travelled across the Solar System and established colonies on far planets. We broadcast our location into distant space, we explored the Storm.

The Storm was our saviour, in many aspects. When our salvation was infinite, there was no need to fight over it. Its energies were harnessed and utilised, becoming a mainstay in day-to-day life. The Sky-Darts the Fireteam's use? They sailed on extra-dimensional winds from the Storm, and I believe that almost everyone had access to one. Can you imagine that? Anyone could go into Space and reach Mars in a matter of hours! Visiting the colonies, family separated by millions of kilometres yet accessible in a handful of hours!

Now, it's easy when you're looking at the facts to see the holes and flaws. Why build a Warlord-class AI and install partitions of it across every colony we had? Look at what they're doing now! Why weren't we advancing our military efforts to keep-step with the Warlord? Did we trust it to defend us so utterly that we didn't think to lift a finger ourselves, beyond the few hundred suits of Dragoon Armour we produced? Too much of a good thing can drive a person crazy, and it's all too easy to see how our time in the Sun came crashing down.

Again, I'm speaking with hindsight. With what we know now, we can pull on the threads of history and shred it entirely. But does it guarantee we avoid the same mistakes? You see, the Long Night came. It severed our connection to the Maelstrom. So simple, Humanity ran on such a valuable tether, and it was cut. We can't be sure entirely what the Long Night was, or is. But in an instant, across the entire Sol System, our technology failed us. The Long Night began. All of our wonders died in an instant, quelled and smothered as babes in a cradle. This is why our records are so inconsistent, our devices destroyed, history almost entirely erased. Much of our History pre-Golden Age comes from our Awoken and Elite brethren, for their memories are their own.

We estimate the Long Night lasted for at least Three Centuries. We have no idea what happened in that time. Too much had changed between the Ark leaving and the Golden Age for memory to fill in the gaps.

Our Awoken cousins are pivotal to the next step of our story. For they returned to Earth from the depths of space. And in their wake came our saviour. For the Sun rose across Earth, simultaeneously lightning the planet in an embrace. This was the Light of Dawn, a fleeting grace of warmth and life. People awoke, and found that they had been still for so very long. The Maelstrom had been churning while we slumbered under the Long Night, and the world had changed further.

We are now in living memory, ask anyone where they were when they woke up. History is being recorded again. And the dead have awoken, champions of the Light of Dawn. Though the Light was fleeting, its champions seem eternal. Perhaps they are here to safeguard us until the Light returns? At any rate, you're as up to date as you can be. You're joining a new Fireteam, they're outside. Good luck.

TOME OF THE ANOINTED

We are the shepherds of the Dawn. We guide and corral the herd of Humanity, safeguarding them.

Who are the Anointed?

To be Anointed is to have purpose. Born anew in the Light of the Dawn, Anointed are absolved of their memories and sins. The path they once walked has served its purpose, seemingly culminating in their death. But some have a destiny that lies beyond what a mortal can accomplish in one lifetime. An Anointed is such a figure, resurrected and granted clarity and perspective.

Many Anointed band together in covens and fraternities. Whether debating theology and philosophy, guarding the Holdout or travelling far beyond its walls, all are wholly committed to their calling; to use this new life for good, and to spend it worthily.

Many see the Holdout as their charge to protect. It is not uncommon to see Anointed manning the walls and patrolling the tunnels of the city. Many Anointed have no memory of the city, though as they stand guard, the men and women about them may see a familiar face, long thought dead. Others yet find purpose in action. The wait for an attack on the Holdout is intolerable, better to crush the threat in its infancy. Subscribers of these beliefs hunt in the wilderness beyond the walls, travelling far and wide they believe the best defence is a good offence. The more spiritually inclined seek to understand why they were chosen, and to leverage power from such understanding. Taking the roll of ministers, clerics and philosophers, such Anointed wonder if their previous life has any bearing on their existence. Others yet seek to learn from the Light of Dawn itself. Though not a physical entity, its embrace suffuses all Anointed. Through communion, what wonders might they learn?

In our Words

Well we're here to help, surely. I don't want to brag, but all the stories and fables we have tell us that adversity breeds heroism. This planet is crawling with Aliens, Pirates and there's a whole System more of them waiting in line. I don't want to disparage my Fireteam of course, we all share the burden. But sometimes I feel like I'm leading the way.

- Primas, Fireteam 17 Leader

Ask him, go on, ask him. Say, "Yropa, did Kril really save you by jumping off a cliff and surfing a Carrion Brute down to pull you out of the Tide?" He wouldn't admit to it, but I tell you he fell! He was showing off, running along the cliff face and called me a gra- Anyway, he fell! Ask him! - Kril, Fireteam 9 Anointed

Of course we're ordained. What a ridiculous question, look about you! You see the plight of the common man? They're struggling to filter drinking water from a river that flows from another dimension. I came back from the dead, so did you. Wherever we were, we clearly weren't meant to be there. The Dawn called to us and woke us up. You see anyone else come back from the dead? No, I didn't think so.

- REXXAR, Inquisitive Dawnwalker

The Common View

If you'd asked me a week ago, and you'd said "They're dead people, but they walk and talk and have no memory of who they are. And they can fire lightning from their eyes", I'd have said "No thank you". Enough craziness about, I heard the Carrion Lords landed in old-Europe y'know? Sorry, distracting. But anyway, I've changed my tune sure. They might seem eccentric, but I won't hold it against them. Did you know my daughter, we lived in Prague, she died. I think she'd make a fine Anointed.

- Ezmus, Holdout Citizen

The Fireteam's View

She's strange. I get that nothing is exactly normal now, but still. My Brother and I were arguing last night. Siblings y'know, the Eldest is always right. Anyway. We were feuding, and Trei storms in with her krikkin' Shotgun and blows a hole in the window. Tells us to either fight or make-up. I think she forgot how people work. And how much windows cost.

- Fretll O'hara, Fireteam 12
Scion of House O'hara

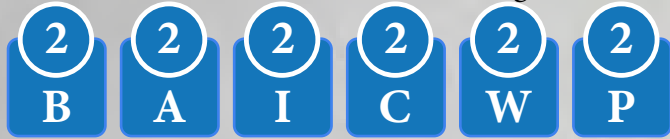
We are fortuitious to enjoy their company. The Dawn that animates them is curious, it seems to be benevolent. Though not omnipotent or omniscient, as one would hope a God to be. Consider however, that not all Anointed are as benevolent as their creator. Is our history repeating itself on another stage?

- Orashia, Fireteam 3 Awoken

Archetypes of the Anointed

WARMAKER

The first wall Humanity's enemies must overcome, the first to shed blood and the last one standing.



Starting Wound Threshold: 12 + Brawn

Starting Strain Threshold: 10 + Willpower

Starting XP: 150

The Best Defence: Warmakers begin play with one rank in either Resilience or Ranged (Heavy). This cannot be raised above 2 during character creation.

Ordained by the Light: Warmakers are empowered by the Light. During character creation, select either Brawn or Agility as your 'Enhanced' characteristic. Whenever a roll is made using this characteristic and ⚔ is generated, immediately roll an additional Proficiency die. If this generates ⚔, roll another Proficiency die. Continue until a ⚔ isn't rolled.

Miracles: Warmakers have access to the Miracles system.

CLERIC

Scholars of the Dawn, Clerics fight to learn the means to end the fight once and for all.



Wound Threshold: 10 + Brawn

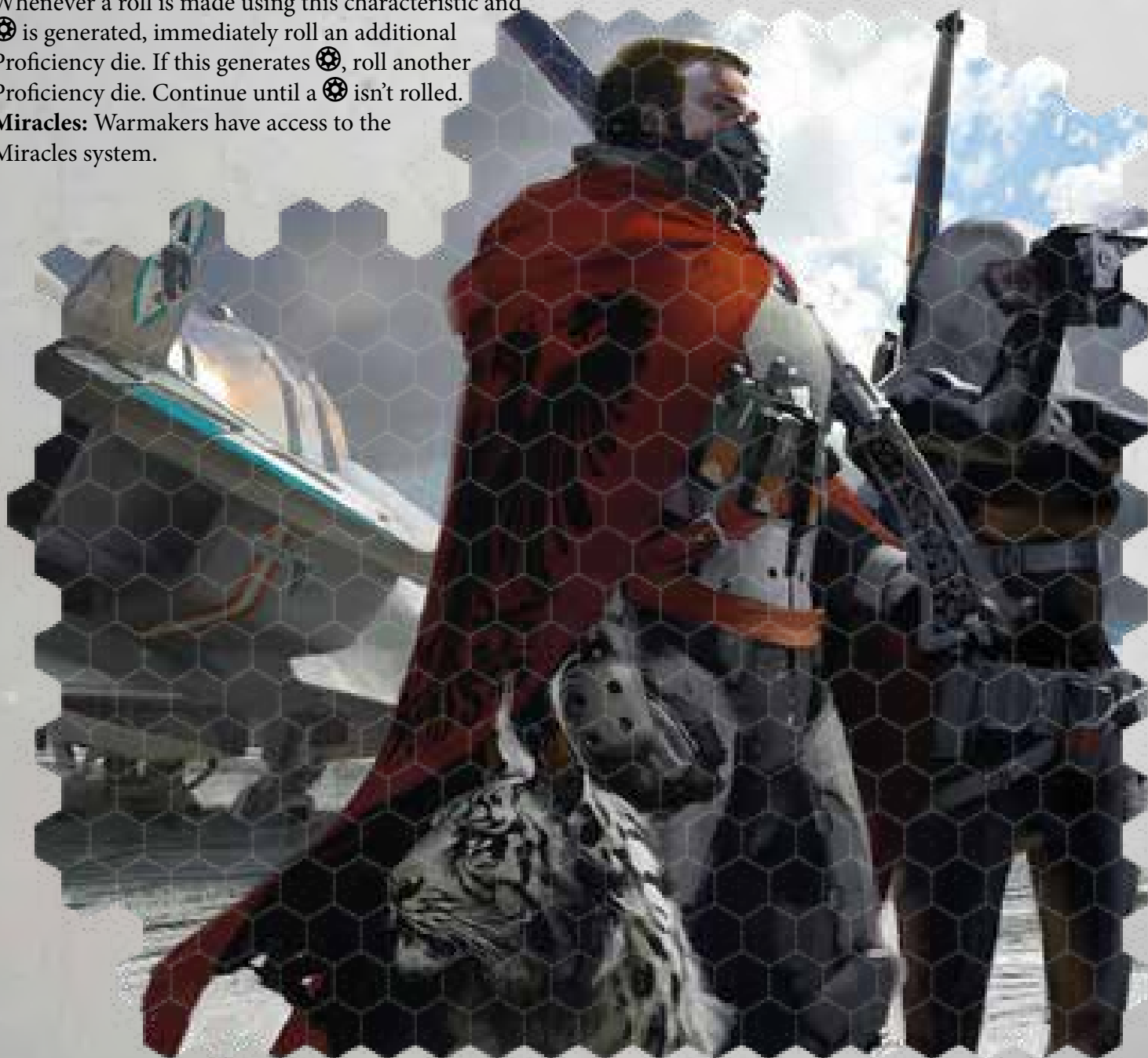
Strain Threshold: 12 + Willpower

Starting XP: 150

Shepherd to the Flock: Clerics begin play with one rank in either Discipline or Ranged (Light). This cannot be raised above 2 during character creation.

Ordained by the Light: Clerics are scholars and adherents of the Light. Once per encounter, a Cleric may spend a Story Point to upgrade or downgrade a roll made by the GM or Player, without the Story Point being flipped over to the GM's side.

Miracles: Clerics have access to the Miracles system.



Anointed Miracles

The Warmaker and Cleric Archetypes have access to unique abilities, granted to them by their resurrection in the Light of Dawn. These abilities have much in common with Heroic Abilities as shown in Realms of Terrinoth, but with a few key differences; these abilities are proactive feats of heroism, not passive or reactive.

The most direct display of an Anointed's martial prowess and faith is a cataclysm of searing light. Though unrefined, few can boast comparable power. The function and appearance of each Miracle is distinct to the Anointed in control of it. The Miracle is a deeply personal matter, shaped both by their calling and personality, as well as the needs of the Light. An Anointed's understanding of their abilities and divine prowess are intuitive, such that there is little science to support it. There is, however, scripture and philosophy abounding. These abilities have been known to be honed over months of soul-searching, yet also manifested spontaneously in response to some threat or danger.

During Character Creation, an Anointed Player begins to craft their first Miracle. This is done by working backwards, starting at the ideal peak of their Miracles power and potency. A good example is "I want to throw a fireball the size of a car". The GM then assigns an appropriate beginning Miracle (in this case, Ranged: Heavy attack), and grants the player 2 Ability Points. These can be spent by the player on various Strands, which bolster the core Miracle. After this is done, an Anointed is ready to take to the field. If an Anointed begins to forge a new Miracle, they do not gain 2 free ability points as part of the Miracles creation. A Miracle always costs 3 Strain to cast, unless modified by a Strand.

An Ability Point is earned for every 50 experience a Player earns. An Ability Point needn't be spent as soon as it is earned. Miracles can only ever have 5 Strands, once this is accomplished a Miracle is said to be Mastered.

Once a Miracle has been mastered, the Anointed has several options available to them. They can begin to uncover and create a new Miracle to learn, or they can continue to research their current ability, creating divergences and allowing on-the-spot customisation of the ability similar to a magic user. Miracle divergences do not function as ways to improve an existing Miracle, but rather expand it and allow variety, creating side-grades to the existing ability.

Miracles function similarly to skills, in that they are ranked 0-5. A Miracle is contextually based off of an appropriate characteristic, depending on the type of Miracle being cast, a Ranged (Heavy) attack Miracle would use Agility for example. Each currently learnt Strand of a Miracle serves as a skill rank, and combined with the appropriate characteristic will give you your dice pool. You cannot spend XP to increase your Miracle rating, as it is improved with each Strand you acquire (be that every 50 XP, or 100 XP for more expensive Strands). A Miracle is considered "mastered" when it possesses 5 strands, the equivalent of 5 ranks in any other skill. A new Miracle created from scratch would begin at rank 0, since it has no strands attached to it. Casting a Mastered Miracle or any variation thereof would use the rating of the original Miracle with all its strands.

Miracle Mastery allows an Anointed to continue to purchase additional Strands for their Miracle, but they may still only have 5 Strands per Miracle. The Miracle must retain 2 of its original Strands, while 3 can be swapped out or modified. In this way, the bulk of the Miracle is maintained, but flexibility is added.

Below are detailed the various initial forms of all Miracles, though you are more than able to craft your own if you so desire. When triggering a critical hit on Miracles that do not inflict damage, consider the Critical hit to be the equivalent of a 🎲. Unless specifically noted in the Strand entry, a Strand can only be purchased for each Miracle once.



Miracle Modifiers

RANGED HEAVY ATTACK

This Miracle is your first port of call if you seek large-scale destruction by unobtrusive means. Commanding mighty balls of fire, tempests of lightning or imbuing your trusty Machine Gun with the stuff of the Dawn itself, you leave nothing standing.

Characteristic	Damage	Crit	Range	Special
Agility	11	4	Long	-

RANGED LIGHT ATTACK

Though no less grand, Light attacks offer more refined means of destruction. Pouring crackling arcs of lightning, shards of ice or spitting lead hotter than the sun, your enemies are pelted into submission under a flurry of blows.

Characteristic	Damage	Crit	Range	Special
Agility	11	4	Long	-

MELEE HEAVY ATTACK

Retribution and judgement are best meted out up close and personal. Whether you erupt in an explosion of holy fire or wield a great maul that shatters your foes, you are the true arbiter of life and death.

Characteristic	Damage	Crit	Range	Special
Brawn	+5	3	Engaged	-

MELEE LIGHT ATTACK

Fast and deadly, you carve your enemies to ribbons before moving onto the next target. With precise stabs of lightning and concussive blows, none are safe if you're nearby.

Characteristic	Damage	Crit	Range	Special
Brawn	+3	3	Engaged	-

EMPOWER

Raised by the Dawn again, your body courses with its strength. Let the enemy try to break you, you'll walk away.

Characteristic	Damage	Crit	Range	Special
Brawn	+3	4	Engaged	-

YOUR LEGACY IS ALL THAT YOU ARE.
 TO ENTRUST IT TO A THING YOU DO NOT CONTROL IS
 TO SQUANDER YOUR POTENTIAL.
 A BLADE — I CONTROL IT AS AN EXTENSION OF MY
 WILL AND BODY. IF I AM WEAK ENOUGH TO BE SLAIN,
 I WILL ENDURE IN DEATH IN WHOMSOEVER TAKES UP
 MY BLADE.

— SHORA—YAZ — CARRION PRIEST

ENHANCE

The tide of evil is relentless, washing away the meek and consuming the craven. You and your allies are the stones upon which the tide breaks.

Characteristic	Damage	Crit	Range	Special
Brawn	-	4	Short	Enhance

Enhance - ✨ grants 1 Soak to yourself and all allies within Short Range. ▲ recover 2 Strain.

HEAL

The power of the Dawn flows through you, revitalising you and healing your wounds. Able to withstand horrendous punishment, this mercy can be extended to your allies too.

Characteristic	Damage	Crit	Range	Special
Intelligence	-	4	Medium	Heal

Heal - 2 Wounds recovered per ✨, 2 Strain per ▲



Miracle Strands

COUPLET OF PRECISION

Striking words and deeds of power, yours are the latest in a list spanning centuries.

Use With: All Miracles

Modifiers: The Miracle gains the Accurate 1 quality

Ability Points: 1

ODE TO PRECISION

The Dawn drives you onwards, to where you need to be and where you must strike.

Use With: All Miracles

Modifiers: The Miracle gains the Accurate 2 Quality

Ability Points: 2

ELEGY OF THE MANY

Many must fall before the Dawn can break, many stand between you and it.

Use With: Ranged Attacks and the Heal Miracle.

Modifiers: Offensive miracles gain the Auto-fire quality. The Heal miracle lets you heal another target for two Advantages.

Ability Points: 2

BURST OF LIGHT

The foe seeks strength in numbers, they become easier to crush this way.

Use With: Ranged, Melee and Brawl Attack Miracles.

Modifiers: Gain the Blast 3 Quality. You are immune to any damage from your own Blast triggering.

Ability Points: 1

EXPLOSION OF LIGHT

Gather the foe, corral them against a wall. Leave nothing standing.

Use With: Ranged, Melee and Brawl Attack Miracles.

Modifiers: Gain the Blast 8 Quality. You are immune to any damage from your own Blast triggering.

Ability Points: 2

DESTROY THE CRAVEN

Hiding in fortresses will not save our foe, bring down their walls.

Use With: Ranged, Melee and Brawl attack Miracles.

Modifiers: Gain Breach 1.

Ability Points: 3

PYRE OF THE MASSES

Fire cleanses all, it is one of the constants you can rely upon.

Use With: Ranged, Melee and Brawl attack Miracles.

Modifiers: Gain the Burn 3 quality.

Ability Points: 1

CONFLAGRATION OF THE DAMNED

All that remains is ash, tread it underfoot as your journey continues.

Use With: Ranged, Melee and Brawl attack Miracles.

Modifiers: Gain the Burn 7 Quality

Ability Points: 2

RESONANCE OF FAITH

When you speak for the Light of Dawn, all will listen, even those who shut their ears to you.

Use With: Ranged, Melee and Empower Miracles

Modifiers: Gain Concussive 1.

Ability Points: 2

ARMOR OF DAWN

The Light of Dawn is your shield, a bulwark against those who wish to snuff it out.

Use With: Enhance Miracle

Modifiers: All affected allied targets gain Defensive 1 and Deflection 1.

Ability Points: 1

TEMPERANCE

Your devotion to the cause humbles those around you.

Use With: Ranged, Melee and Empower Miracles

Modifiers: Gain Disorient 1 or Ensnare 1. You may take this strand again to gain the other quality.

Ability Points: 1

UNWAVERING HARMONY

Your cause is just, and you know your efforts will be repaid.

Use With: Ranged (Heavy) Miracles

Modifiers: Gain Guided 3.

Ability Points: 2

STAGGERING PRESENCE

The earth quakes and the wind quivers. None dare stand against you.

Use With: Ranged, Melee and Empower Miracles

Modifiers: Gain Knockdown.

Ability Points: 2

RADIANT FORTE

It's never just one beam of sunlight that breaks through the clouds.

Use With: Ranged (Light), Melee (Light) and Empower Miracles

Modifiers: Gain Linked 1.

Ability Points: 1

RADIANT FORTISSIMO

The storm will pass, and the sun will shine. It is a fact of existence.

Use With: Ranged (Light), Melee (Light) and Empower Miracles

Modifiers: Gain Linked 2.

Ability Points: 2

PENETRATE THE DARK

A single beam of light stands out against the black.

Use With: Ranged, Melee and Empower Miracles

Modifiers: Gain Pierce 2.

Ability Points: 1

RENDING CRESCENDO

Blessed armaments ring out and turn to ash any that would dare challenge them.

Use With: Ranged, Melee and Empower Miracles

Modifiers: Gain Sunder.

Ability Points: 1

SEARING LIGHT

The rays of the sun scald and scorch those who hide in the dark, its gaze unwavering, burning away impurities with its cleansing light.

Use With: Ranged, Melee and Empower Miracles

Modifiers: Gain Vicious 1.

Ability Points: 2

CLEANSING ARIA

A soft touch and a gentle warmth eases the soul and cleanses the body.

Use With: Heal and Enhance Miracles

Modifiers: All affected allied targets are cleansed of one status effect.

Ability Points: 1

BOUNDLESS GRACE

Your generosity is endless, second only to the Light of Dawn itself in what you provide to others in need.

Use with: Heal and Enhance Miracles

Modifiers: All affected allied targets heal an additional one Wound per uncanceled success and one Strain per uncanceled advantage every turn for a number of turns equal to the Anointed's ranks in the Heal or Enhance Miracle.

Ability Points: 2

RIGHTEOUS FERVOUR

An inspiration to others, your example brings out the best in your allies.

Use With: Heal and Enhance Miracles

Modifiers: All affected allied targets add $\Delta\Delta$ to their next roll.

Ability Points: 1

REACH BEYOND

None can outrun the Light of Dawn, none can hide.

Use With: All Miracles

Modifiers: Increase the range of your Miracle by one range band. This Miracle can be purchased multiple times. If used with Melee Heavy/Light or Empower Miracles increase the strain cost of this Miracle by 2. You may use this Miracle to close the distance in a mighty leap or other appropriate manner, or deliver your attack in a shockwave-manner from afar.

Ability Points: 1

GUARDIAN

The Darkness cannot be held back by one alone.

Use With: Enhance, Empower and Heal Miracles

Modifiers: The target of your miracle (and any allies within appropriate range) benefits from the Miracle, instead of you.

Ability Points: 1

ENHANCE THE MASSES

The Light of Dawn shields its faithful.

Use With: Enhance Miracles

Modifiers: Increase the range of the Enhance effect by 1 range band. This Miracle can be purchased multiple times.

Ability Points: 1



BLINDING DAWN

The Dawn will come, you are its herald.

Use With: Enhance and Heal Miracles.

Modifiers: You may spend \blacktriangle to trigger Disorient 1, effecting enemy targets within short range of your target. Further \blacktriangle or \otimes can increase the range of Disorient, or its rating.

Ability Points: 1

PIERCING TRUTH

Rend them asunder, destroy their bodies.

Leave nothing behind.

Use With: Ranged, Melee and Empower Miracles.

Modifiers: Reduce the Critical Rating of your Miracle once.

Ability Points: 1

ASSURANCE

Your faith is absolute, your conviction ironclad. How can anyone doubt you?

Use With: All Miracles

Modifiers: Reduce the Strain Cost of your Miracle by 1. This is applied after all other modifiers.

Ability Points: 3



“Gather about, be comfortable. You are amongst friends. Now. Be still. Move not a muscle. Feel the blood in you course. Your heart thumps, I hear it. But remain still. Your heart would beat until it killed you, if it could. Assert yourself.

Savour it. This stillness. The world about you is quiet. Nobody moves, nobody listens. You are alone. Is it not beautiful? Feel this quiet, this calm. This stillness, it has depth. Let it wash over you. This is how we’re meant to be.

Quietness, solitude. It has a quality to it. An absolute clarity it invites in. As you stand here, the wind brushing past you, don’t you feel connected? You want to move, to cry and exult. Don’t. You’ll spoil it for everyone. The chaos you left behind, that storm of noise and movement. Friends

and family. Aren’t you better off now?

Reflect upon it a moment. Don’t think, not too hard. You’ll break the membrane.

Discard it, brush it aside as dust in your memory. Now, let yourself go.”

TOME OF THE AWOKEN

We walked a different path, and yet the same fate befell us. Perhaps we never should have abandoned them.

Who are the Awoken?

You are Awoken. One of dozens, the remnants of your mighty civilization. Whether an uploaded consciousness of a person long-dead, an artificial intelligence mounted in a nanotech body or simply existing, within you is a legacy of greatness, and a tragedy you seek to avenge.

To be Awoken is an honorific, it is a name given to a state of being. All Awoken can trace their heritage (though some many not recall, or wish to) back to their origins. A noble heritage, as sons and daughters of a society unequalled by any in the distant reaches of the Solar System.

As a pre-Golden Age Humanity reeled from the emergence of the Storm, several hundred scientists, explorers and other prodigies boarded a vessel bound for beyond the Solar System. Fleeing what seemed to be imminent doom, the people who would become Awoken found they had leapt out of the frying pan, and into the fire.

Though few will speak of what transpired in their past, if recovered texts and rare confidances are taken as true, those who became Awoken were a highly cultured society. Far removed from humanity, they explored sciences and practises undreamt of in the Holdout. Living on the frontier of hostile space bred a healthy measure of discipline into the Awoken, such that the measured responses and calm temperament are one of the few consistent features amongst all Awoken. Though their bodies have long since rotted away, their minds live on.

Housed in unique creations of bio-synthetic muscle, flesh and nanotechnology, each Awoken is as unique as the body they inhabit. Their consciousness allows them to take the more human form they once held in a past life, but when the time comes for war, no image strikes more fear into their enemies than their true visage.

In our Words

Earth has changed very little. I'm not talking physically, don't be silly. I remember leaving. When torrents of lava poured from the sky and lightning-storms shattered islands. And people were afraid. We didn't know what was happening. And we fled, to a safe space. The difference is now we know no such space exists. You are gathered in this derelict city-ship, cornered. But we are defiant.
- Irridesci

Is it some cosmic jest? That we escape calamity in leaving Earth, only to find another in our path and return to the beginning of our journey? These gods must find our plight amusing, or find joy in drawing our existence out. I would have words with them.
- Araye

I can only conclude that Humanity is cursed. Calamity falls upon us again and again, no matter the guise it wears. I hope to move beyond this fold. I am Awoken. I am to Humanity what a Butterfly is to a Caterpillar.
- Amadaeus

In time, we can amend our sin. To fix it is beyond the scope of a person or a whole people. But we can make amends. My service now is the beginning of my penance. But my shame is my burden to bear alone.
- Shiraha



Welcome Children, you travel far. You must be tired, I see many of you sleep and slumber and dream. There is a peace inside your head, inviolable and pure. Yet you dream of disaster.

These traumas, disaster and chaos. They tarnish the serendipity. Fire, Flood and Storm. Where do you hail from?

The Maelstrom sunders your land, it must be quietened. This realm clamours and calls for peace.

Now, run back, little clumps of living matter. Tell your fellows to get it all out of their system. The noise. The motion.

Do it all until you've grown sick of it, and are finally ready to embrace peace.

The Common View

"I've seen the Awoken, time and again. From a distance. Beautiful and deadly. Unflinching, inhuman. Like, like strange angels of murder. How I admired them, even in their inhumanity! And then, one day, one walks into my tavern and orders a drink. And then... It didn't know what to do. We tried everything, really. Finally, it... He, broke down in shame, but couldn't even cry. Since that day, I... I feel sorrow for them, more than anything."

- Priston, Bartender

*Never trust them. They've no...
No mouth, no eyes... No face!
I don't think they even have uhhh... You know. Down there. Nothing can claim to be human if they don't even have a shame to hide.*

- Garret, Fruit Merchant

The Fireteam's Views

*They are cousins in some way.
Their customs are different, and
at times you may not see them as
true family. But when we're cornered
as we are, you take what you can get.
And hopefully, we'll find some common
ground.*

- Oscar Peteborough,
Scion

*I confess, I do not trust them. Their mannerisms
and conduct are strange, and many
do not consider themselves human. I
fear they may turn on us, or abandon us
in our hour of need.*

- Crom, Anointed

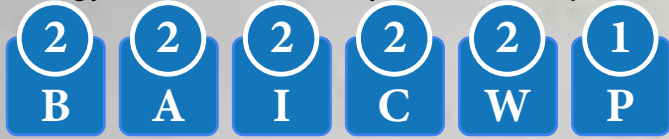
THE WORLD YOU SEE IS NOT ALL.
BENEATH THE SURFACE IT IS A CHARNEL PIT.
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IT IS THE ONE CONSTANT.
AND IN OUR STEWARDSHIP, WE BECOME ETERNAL.
— SHORA—YAZ — CARRION PRIEST



Archetypes of the Awoken

AGGRESSOR

Striking from the shadows, the final word in any battle.



Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting XP: 165

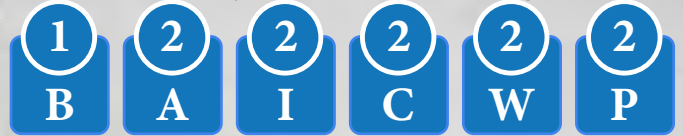
Ancient Techniques: Aggressors begin play with one rank in either Melee or Athletics. This cannot be raised above 2 during character creation.

Ballet of Death: Aggressors master death as an artform. Whenever they make a Move manoeuvre in combat, upgrade the difficulty of any combat check made against them during that round once.

Ancient Teachings: Aggressors can spend XP on the 'Ancient Teachings' skill and can invest in the Focus talent trees. Aggressors count Ancient Teachings as a Career Skill in addition to those granted by any Career.

MANIPULATOR

Without peer in the field of nanotechnology, Manipulators can conjure life and death from thought.



Wound Threshold: 9 + Brawn

Strain Threshold: 11 + Willpower

Starting XP: 140

Survival of the Fleet: Manipulators begin play with one rank in either Athletics or Negotiation.

Elementary: Once per encounter, a Manipulator may spend a story point to cast an Ancient Teachings ability as a Manoeuvre.

Ancient Teachings: Manipulators can spend XP on the 'Ancient Teachings' skill and can invest in the Focus talent trees. Manipulators count Ancient Teachings as a Career Skill in addition to those granted by any Career.



I have returned. Your dreams warned you that I would. You are resourceful, you have thrived. Your time in the sun has passed. Return to sleep, it is as all things should end.

Do not try to fight. I don't want to destroy you.

Don't run. Not there. No!

Ancient Teachings (Cunning)

Poorly understood by any but the Awoken, their Ancient Teachings are deeply personal to each individual. By combining long-lost nanotechnology and the Awoken's own telepathic prowess, an Awoken can command great, personalised powers. Ancient Teachings functions not as a conventional magic skill in the sense that its user can cast magical spells by combining spell effects and casting them. Instead, at character creation, each Awoken may create 2 spells from the Attack, Augment, Barrier, Conjure, Curse and Utility additional effect tables. These 2 spells reduce the difficulty needed to cast the spell by 1 to a minimum of 1. Each additional rank of Ancient Teachings allows an Awoken to build 2 new Spell, for a total of 10 Spells at rank 5.

This use of nanotech is instinctive to the Awoken, its use as intuitive as flexing a muscle. Each Awoken has trained and honed their skill with their Ancient Teachings to a fine art, practised, studied and internalised until it is as simple as breathing. These Ancient Techniques are unique, honed over years of practise and refinement, and no two Awoken utilise their gifts the same way.

Awoken Focus

The Awoken are a well learned people, trained and taught extensively across many fields of science, philosophy, art and warfare. All Awoken are trained to fight, to defend their homeland against overwhelming odds with precise applications of force and might. However, there are many ways to fight, and all are equally valid and appropriate when the situation calls. The Awoken are trained in many schools of combat and war, though many Awoken will find the teachings of one school resonate far deeper than any other. When this occurs, an Awoken is said to have found their Focus. Through the lens of their Focus, they enter the crucible, through which they are tested and prove they can thrive.

There are many different Foci, and each are represented by Talent trees available exclusively to Awoken characters. Once an Awoken purchases a Focus, they are obligated to see it through to completion, moving on to new teachings and practises only after attaining the highest tier Talent available within their current Focus. Certain Focus Trees also have the option to purchase a Ranked Talent.

In this case, the Ranked Talent may be purchased up to Tier 5.



I remember the decision to leave. I was a boy. My Father fought tooth and nail to get me on the Ark. His hand on my shoulder was like a gauntlet of steel as he steered me onboard. They said a tsunami was about to swallow the east-African seaboard, we had to be far from here when it landed. I didn't understand the words, yet I knew what they meant.

-Ato Ionay, Awoken

MADURAI - THE UNRELENTING OFFENCE



They followed the path of Engage The Enemy. Their swift, uncompromising onslaught, holding nothing back and recklessly attacking their foes, could vanquish an opponent before he had the chance to steel himself. Speed and savagery characterized this school.

Unrelenting

Tier: 1

Activation: Active (Incidental)

Ranked: No

Once per encounter, on a combat check rolled during your turn, you may change one  rolled to one .


Continued Assault

Requires Unrelenting

Tier: 2

Activation: Active (Incidental)

Ranked: Yes

On your turn, sacrifice a  from your dice pool before any combat check is rolled, and regain 2 Strain and 1 Wound. This can be done a number of times per encounter equal to ranks in Continued Assault.



Onslaught

Requires Continued Assault

Tier: 3

Activation: Active (Manoeuvre)

Ranked: No

Once per encounter, suffer 2 Strain to add   to any combat roll you make.

Hail of Fire

Requires Onslaught

Tier: 4

Activation: Active (Manoeuvre)

Ranked: No

On your turn, you may spend a manoeuvre in order to negate the increased difficulty penalty that comes from invoking the Auto-fire quality on an equipped weapon that same turn.




Combat Mastery

Requires Hail of Fire

Tier: 5

Activation: Active (Incidental)

Ranked: No

Once per combat, on your turn, spend a Story Point to upgrade   on a combat check into a .

ZENURIK - MASTER OF THE WEAVE

They believed the clearest path to victory was to Dominate the Enemy. They sought to choke an opponent of all resources; that sheer strength could erase any resistance.

Energy Reserves

Tier: 1

Activation: Passive

Ranked: No



Increase your Strain threshold by the number of ranks in your Ancient Teachings skill. This talent is retroactive.

Essence Thief

Tier: 2

Activation: Active (Action)

Ranked: No

Make a [Discipline vs. Resilience](#) opposed check targeting an enemy within Medium range. Each uncancelled success inflicts 1 Wound (irresistible by soak) to the enemy, and each uncancelled  restores 1 Strain to the user. If Essence Thief is used by a Cleric or an Awoken following the Zenurik focus, each uncancelled  also heals 1 Wound for the user.


Mythical Mastery

Requires Essence Thief

Tier: 3

Activation: Passive

Ranked: Yes

For each rank of this talent, add  to all Ancient Teachings Rolls.



Mythical Artisan

Requires Mythical Mastery

Tier: 4

Activation: Active (Action)

Ranked: No

Make an Average   Ancient Teachings check. Success grants one item belonging to you or an ally in engaged range the Superior (for a weapon) or Reinforced (for armor or a piece of gear) quality. This benefit lasts until the end of the encounter.

STRENGTH AT ALL TIMES. A MOMENTS WEAKNESS CAN END YOUR EXISTENCE. AND IT IS RIGHT TO DO SO. STRENGTH. ALWAYS. EVEN AS YOU GROW AND ENTER THE CHRYSALIS. YOU ARE DEFENCELESS. AND YET YOU MUST DEFEND YOURSELF. TO ENTRUST ANOTHER WITH YOUR SAFETY IS TO OFFER YOUR DEATH AND STRENGTHEN THEM.

— SHORA—YAZ — CARRION PRIEST

Creator

Requires Mythical Artisan

Tier: 5

Activation: Active (Action)

Ranked: No

Once per session, you may suffer 2 Strain and spend a Story Point to conjure an item of your design on the spot up to a size of Silhouette 3. The design of the item can include any item in the armory, including weapons, armor and gear, and the item is as complex as desired. The item must remain within Medium range of the creator at all times, or it will suffer 1 level of damage every few minutes before falling apart. The item can also be undone by the creator at any time.

Vazarin - The Eternal Protector

They trained to Counter the Enemy, and move with an opponent's attacks in order to nullify them. They maintained constant awareness in order to defend against all aggression.

Ward

Tier: 1

Activation: Passive

Ranked: No

Ancient Teachings may now make use of the Heal spell and its additional effects table.

Nanite Healing

Requires Ward

Tier: 2

Activation: Active (incidental)

Ranked: No

When performing a Medicine check, or a Heal Ancient Teachings spell, sacrifice a from your dice pool to add **☆☆** to the results of a successful roll.

Resurgent

Requires Nanite Healing

Tier: 3

Activation: Active (Manoeuvre)

Ranked: No

After taking any form of damage such as Wounds and/or Strain, you may take a Manoeuvre on your turn once per scene to recover all Wounds and Strain suffered from said last instance of damage.

Don't let them escape us! We need to get home before those piratical scum, we can't fail again.

- Ato Ionay

Shoulder the Burden

Requires Resurgent

Tier: 4

Activation: Active (Out-of-turn incidental)

Ranked: No

After an ally suffers any damage to Wounds and/or Strain and the damage is confirmed, you may elect to suffer an amount of Strain up to half the total Wounds and/or Strain suffered by that ally. If you do, that ally recovers that much of the Wounds and/or Strain suffered from said last instance of damage. In the event an ally suffers both Wounds and Strain damage at the same time, you decide what proportion of damage you absorb from each threshold. You can only absorb an amount of damage before you surpass your Strain threshold. This absorbed damage cannot be mitigated by soak.

Turn the Tables

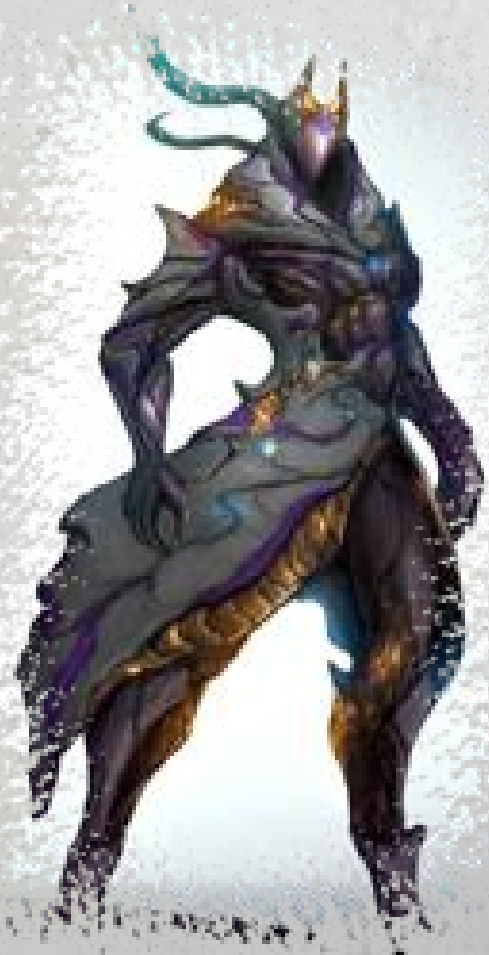
Requires Shoulder the Burden

Tier: 5

Activation: Action (Action)

Ranked: No

Once per encounter, suffer 1 Strain and make an Action to create a large-scale blinding attack. This attack deals no damage, but all enemies within Medium range of the user are afflicted with Disorient 5. For each enemy affected by the blinding attack, all allies recover one Wound and one Strain apiece. The attack also reveals the position of any hidden or obscured enemies.



Naramon - The Commanding Combatant

This discipline focused on Knowing the Enemy, and the tacticians of Naramon believed that to truly understand a foe would confer the greatest advantage upon a warrior.

Force their Hand

Tier: 1

Activation: Passive

Ranked: No

Add to any Ancient Teachings Curse skill check.

Disarming

Requires Force their Hand

Tier: 2

Activation: Passive

Ranked: No

When your character resolves a Brawl, Melee or Ranged combat check against an armed opponent, if the check generated at least one uncancelled **▲**, you may suffer one strain as an incidental to add **▲▲** to the results. When an opponent resolves a melee or ranged-while-engaged combat check against your character, if the check generated at least one uncancelled **⚡**, you may suffer one strain as an out-of-turn incidental to add **⚡⚡** to the results.

Fleet of Foot

Requires Disarming

Tier: 3

Activation: Active (Maneuver)

Ranked: No

You may suffer two strain to move between Medium and Long range or Long and Extreme range using only one maneuver instead of two.

Commander's Insight

Tier: 4

Activation: Active (Action)

Ranked: No

When putting together a concrete plan of action for you and your allies to perform with explicit tasks/goals set, you may spend a Story Point and make an Easy **◆** Leadership check. When you and your allies perform any skill check that directly contributes to the plan you laid out, you may upgrade the ability of that skill check a number of times equal to the number of uncancelled successes from that Leadership check. This bonus does not apply when performing an action that diverges from or otherwise has nothing immediately to do with the plan. If an Awoken following the Naramon focus performs the Commander's Insight action, provide an additional to those skill check(s).

Ripple from the Void

Requires Commander's Insight

Tier: 5

Activation: Active (Action)

Ranked: No

Once per encounter, suffer 2 Strain, spend a Story Point, and make an Action to unleash a tactical pulse that reverberates through all enemies within Long range of your character. This action deals no damage, but all enemies caught by the pulse, including hidden or obscured enemies, are immediately revealed to the party and are afflicted with an unmodified Curse for a number of turns equal to your Ancient Teachings rank. All allies can upgrade the ability once of any combat check against those enemies for the remainder of the encounter.



They have fled. An example must be made. +I CUT BETWEEN WHAT-WAS AND WHAT-IS+
They have fled to their cradle.

Unairu - The Indomitable Bulwark

They pushed themselves to Outlast the Enemy, to withstand all aggression without retreat. They believed that if the enemy could not match their endurance, then a battle could be won without having even commenced.

Stone Skin

Tier: 1

Activation: Passive

Ranked: No

Increase your character's native soak by 2 and melee defense by 1.

Unbreakable

Requires Stone Skin

Tier: 2

Activation: Action (Action)

Ranked: No

Take an action to increase your Soak by an amount equal to your Ancient Teachings rank. This benefit lasts until the beginning of your next turn.

Evade Harm

Requires Unbreakable

Tier: 3

Activation: Action (Manoeuvre)

Ranked: No

Take a manoeuvre to grant all allies (but not yourself) in short range +1 Ranged Defence until the beginning of your next turn.

Deny the Foe

Requires Evade Harm

Tier: 4

Activation: Action (Manoeuvre)

Ranked: No

At the beginning of your turn, take a manoeuvre to emit a blast of damage to all enemies in short range. This Damage is equal to the number of wounds suffered by you since the end of your last turn.

Undying

Tier: 5

Activation: Passive

Ranked: No

If any source of damage would cause you to exceed your wound and/or strain thresholds for the first time in a scene, immediately prevent all such damage. Once per encounter, spend a manoeuvre to become invincible, nullifying all wounds or strain suffered until the beginning of their next turn.



TOME OF THE SCION

We inherited the heights of the Golden Age. We cannot succumb to its failures too.

Who are the Scions?

Scions are regular humans or artificial constructs, inheritors of legacies of greatness. Though likely trained to the peak of physicality for a regular human, what sets a Scion apart from their fellow man is their extraordinary willpower and their Dragoon Armour. The pinnacle of engineering, at the cusp of nanotech-implementation, a suit of Dragoon Armour is the culmination of a lifetimes work. Seamlessly blending machinery, neural-interfaces, artistry and a dizzying level of versatility, a Scion's Dragoon Armour elevates them to new heights.

All Scions are, one way or another, the product of nobility and wealth. Dragoon Armour is almost impossible to create from scratch, and requires highly specialised knowledge and skills that few possess nowadays. That isn't to say that all Scions are themselves a blue-blooded noble. Some are fortunate enough to have a suit of Dragoon armour tailored to their brain-waves and blood-type, while they live in the Slums like the rest of Humanity. Others tread the halls of their forefathers estate, seeking to revitalise their dynasty. Perhaps they serve in the Fireteam as a means to secure such a future. Or a genuine desire to do good, or maybe they do it for the thrill. Scions are ultimately ordinary people in extraordinary circumstances, and just as varied as any person could be.

In our Words

Space-magic and nanobots are all well and good. Don't get me wrong, I'm honoured to fight alongside them. It's just, the hero complex y'know? "Woe is me, a ninja from beyond the stars. My planet is dead!" We've got more pressing issues right now. The Past only sets the stage for Now.

- Erasmus Wells, House Wells

Maybe they're on a whole other level? I've never met a God or been to another dimension. I suppose it changes how you see the world. Point is, a chain is only as strong as its weakest link. I know that's me. But we've not broken yet. And the Dragoon will break before I do.

- Eleanor Onamu on her Fireteam

"At times, voices whisper to me. About freedom. About ridding myself of the organic being controlling my every move. About finally being my own master. Thing is, I've no desire whatsoever for the responsibility that comes with autonomous actions."

- M.E.D.I.A, suit AI

"We're born too late to explore the mysteries of Earth, and too early to... Uhhhh. Point is, we were born just in time to find ancient treasure and battle foes like humanity's never seen before. What else do you want?"

-Mark Oris, House Oris

The Common View

It's nice to know the fate of all of us is resting on the shoulders of some brat whose great-grandfather probably caused all this mess in the first place.

- Glaz, Fisherman

I thought it was a statue when he crashed through the roof of my house. Immaculate, utterly still. My house hadn't left a dent on him at all, and then the front of its head popped open and there was a guy inside it, laughing his head off. He climbed to his feet, said he'd pay for the roof and flew out the way he'd come in.

-Kopka, Scavenger

Scions? There's one in my tower, no word of a lie. Lovely lady she is, mucks in with the rest of us. Only difference is the little pool in the main courtyard is where her suit charges up. She tried to get it moved because someones kid kept climbing on it, but it wouldn't budge. Now we just have to clear out at a moments notice, that suit scorches half the courtyard when it takes off. Had worse neighbours, mind you.

- Spud, Scribe

The Fireteam's View

The best of us all, if moral fibre could be quantified. When your missions take you to the edge of the solar system and into the Storm itself, you want to know the people by your side are the best they can be. And he really is. Should he die, I hope the Dawn brings him back to us.

- Zavana, Fireteam 13 Anointed

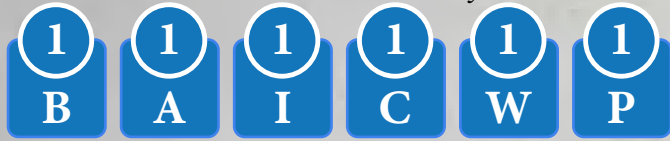
In a fight, you need to think fast, hit hard and want to win more than whoever you're fighting. They hit the right beats, good in my book.

- Price, Stormtrooper

Scion Archetype

SCION

Greatness is in their blood, inheritors of our salvation.



Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting XP: 200

Flexible: Scions gain 1 free rank in 6 of their career skills, instead of the usual 4.

Go-getter: Scions are regular people whose means and skills let them play in the big league. Upon spending a Story Point as an incidental, a Scion may suffer Strain to gain a number of Δ on their next roll equal to Strain suffered.

Inheritance: Scions begin play with access to one suit of Dragon armour of their choice.



Dragoons

Dragoons are powerful suits of powered armour, built many years ago by gifted artisans and passed down as family heirlooms. Though the technology to make Dragoons is shrouded in mystery and sciences not fully known, using one is intuitive and simple. Scion Houses may own a number of Dragoons, and retain full-time staff to maintain and enhance their arsenal. The use of a Dragoon is exclusive to Scion players.

A Scion may have several Dragoons in their repertoire, but only one may be worn at a time. Dragoons function as a piece of Armour with Hard Points, conferring characteristic changes, skill ranks, talents and special abilities. These boons are only functional while wearing the matching Dragoon. Scions can upgrade their Dragoons using components obtained on their travels, or by investing XP into the Dragoon itself.

Components fill Hard Points in a Dragoon, and can be removed, upgraded and installed in other Dragoons in downtime between Adventures. Investing XP into a Dragoon works similar to Ability Points for Heroic Abilities. That is to say, for every 50 XP a Scion obtains, they can obtain 1 Hard Points worth of modifications for their Dragoon. This can be handled ingame as research breakthroughs, eureka moments or as a result of in-character action.

Dragoon Baselines

In catalogued history, 4 types of Dragoon exist. They are defined broadly by their purpose and inclination, for each Dragoon is a work of techno-arcane artistry, and are deeply personal to their Scion Houses and pilots. Each Dragoon is highly modular, capable of being outfitted with varied loadouts, ordnance and tools as dictated by their pilot. Each Baseline has a number of default proficiencies, tools and abilities that cannot be removed, however they can be altered and augmented.

Name	Defence M/R	Soak	Price	Encumbrance	Hard Points	Rarity	Special
Warden	1/1	2	-	+3	7	10	+1 <input type="checkbox"/>
Juggernaut	2/2	5	-	+5	5	10	+1 Brawn
Interceptor	2/2	1	-	+1	5	10	+1 Coordination, Athletics
Stormweaver	1/1	2	-	+2	5	10	+1 Storm

All Dragoon Baselines are equipped with jump-jets, enabling sustained flight by converting latent Storm energy into propulsion. All Scions are well trained in manoeuvring their Dragoons, and do not need to make any skill-checks for regular piloting actions. Should a situation call for it, such as a dramatic leap across a chasm while under fire, or soaring through an asteroid field, use a Coordination skill check. All Dragoons are environmentally sealed, and allow the Scion to function in oxygen-free environments. Dragoons boost a Scions encumbrance limit by the amount listed on their profile in the table above.

WARDEN DRAGON

Believed to be the first Dragoon design, the template from which all others sprang forth. Famed for its versatility and venerated through history. When using this armour, you may elect to suffer 1 Strain to add to the next roll made.

JUGGERNAUT DRAGON

A favorite of the vanguard on the front lines, its exploits traced by the paths of warlords and champions. An impenetrable shell that feels more like a weapons platform than an exosuit.

INTERCEPTOR DRAGON

Sleek, fast, agile and delicate with details. Excels at melee scrums, long-range sniping and all manner of subterfuge and skirmish. A favorite of scouts, infiltrators and assassins.

STORMWEAVER DRAGON

Most ethereal of the exosuits. Specially equipped and designed to harness elemental powers by channeling the mysterious Storm, raining fire, ice, lightning and earth upon its enemies and supporting its allies. Popular among the more scholarly types, or at least those who claim kinship with the Storm. While wearing this armour, increase your Storm Skill by 1, upgrading rolls where necessary.

THE WORLD YOU SEE IS NOT ALL. BENEATH THE SURFACE IT IS A CHARNEL PIT. A NEBULA OF DEATH. UNTAINTED AND PURE. IT IS THE ONE CONSTANT. AND IN OUR STEWARDSHIP, WE BECOME ETERNAL.

— SHORA—YAZ — CARRION PRIEST

DRAGOON ATTACHMENTS

Name	Hard Points	Price	Rarity
AI-enhancement	1	-	6
Arc Field	1	-	4
Assassin Drive	2	-	6
Auto-Sense Module	1	-	3
Blur Field	1	-	6
Carrion Wards	1	-	6
Combat Skill Module	1	-	4
Pathfinder Module	1	-	3
Primus	2	-	6
Weapon Mount	1/2	-	4

AI-Enhancement

Whether the onboard AI is entirely unshackled, or has access to more subroutines of the Dragoon than would be advised by the safety-cautious, the AI of this Dragoon is more potent than is to be expected.

Use With: All Dragons


Modifiers: Upgrade the difficulty twice of any foreign attempt to overwrite or tamper with your Dragoon's AI systems.

Hard Points: 1

Arc Field

Electro-static capacitors across the Dragoon's surface harness the residual energy and heat the Dragoon generates in its operating, and unleashes it in a crackling explosion against enemies that strike in melee.

Use With: All Dragons

Modifiers: When the wearer suffers a hit from a melee combat attack, they may spend  to inflict one damage 6 hit on the attacker.

Hard Points: 1

Assassin Drive

Since who knows when, Scions insisted that the sleek and agile Interceptor Dragoon would let them stand toe-to-toe with the likes of the enigmatic Awoken in combat, able to keep pace with the so-called 'space ninjas.' Such claims were often brushed off with a chuckle, but this specialized overdrive system now gives the Awoken pause and forces them to consider that it may not be such an idle claim as they thought

Use With: Interceptor Dragoon


Modifiers: Whenever you make a Move manoeuvre in combat, upgrade the difficulty of any combat check made against you during that round once.

Auto-Sense Module

High resolution cameras, multiple microphones

and a multitude of filtration nodes all feed into an extra-dermal module that processes feedback faster than a Scion could ever hope to alone. Threats and points of interest are all filtered, catalogued and made known to the pilot, alongside local trivia.

Use With: All Dragons


Modifiers: Add  to any Perception and Vigilance checks. The Scion is quickly made aware of hazardous factors in the local environment.

Hard Points: 1

Blur Field

For the discrete Scion, extensive wetwork, audible and visual emission obfuscators and a coat of matte paint are essential. A Blur Field can hide all but the bulkiest of Dragoon's from plain sight and all manner of technological detections and scrying by redirecting and warping light, while nullifying the minor noises of a Dragoon's operations.

Use With: Warden, Interceptor and Stormweaver Dragons

Modifiers: Add  to any Stealth roll. Where applicable, Skulduggery can also benefit from this, but Dragons may lack the fine motor control required to pick pockets.

Hard Points: 2

Carrion Wards

To the scientifically minded, Magic is just a Science not fully understood. The Carrion-Lords of Luna employ a vile magic suffused with Death, however these Wards have proven time and time again to actively disrupt and negate the effects of Carrion magic.

Use With: All Dragons


Modifiers: Any Carrion-spellcaster within Medium-range of a Scion with Carrion Wards equipped upgrades the difficulty of their spellcasting checks once.

Hard Points: 1

Combat Skill Module

Extensive sub-routines, calibrations and optimisations tailor the Dragoon to perform better in specific circumstances. A Combat Skill Module allows a Scion to select two combat skills that will benefit from increased potency while the module is installed.

Use With: All Dragons

Modifiers: Select two Combat Skills and make note of them. Any roll made using a selected skill adds 1  for as long as the Combat Skill Module is equipped.

Hard Points: 1

Pathfinder Module

Scions and their ilk operate beyond the borders of safety, and something as mundane as 'getting lost' can happen, though few Scions would admit to it. A Pathfinder Modules are a survivalists best friend, charting paths, sampling atmospheres and substances and handling the logistics of adventuring, allowing Scions to focus on what's important.

Use With: All Dragons

Modifiers: Add to any Astrocartography rolls, and count as always in possession of a high quality compass, map/star chart and be able to identify hazardous substances in liquid, solid and gaseous forms.

Hard Points: 1

Primus

True works of techno-artistry and neurological interfacing allow a Scion to operate at peak efficiency. A Primus allows a Scion to gain an additional skill rank in any skill as long as the Primus is installed.

Use With: All Dragons

Modifiers: Select any single skill, and temporarily increase its rank by 1. This skill rank can be freely changed and applied to any other skill as an incidental, but you can only have one such floating skill rank at any time for each instance of the Primus. You cannot exceed 5 in a skill by using a Primus skill rank.

Hard Points: 2

"The suit HUD? I always keep it on. Back in the day, I used to prefer the full environmental immersion, until I started forgetting whether I was suited or not. Glass hurts when you're just flesh and bones.



- Mark Oris

Equipment Mount

Reinforced and optimized for exploration, combat, and all manner of heavy-duty work, a Dragoon is the perfect weapons platform. Many weapons and tools can be mounted upon a Dragoon's chassis with a universal hard point, interfacing seamlessly with their systems.

Use With: All Dragons

Modifiers: A weapon (or other piece of gear, should it be clarified) may be mounted to the Dragoon's chassis, able to be used or wielded without the use of hands. Any piece of equipment attached to the mount reduces its encumbrance by 2, down to a minimum of 0. Mounted equipment can be damaged or disabled (see Item Maintenance on p.89 in the CRB).

A Scion can make a combat check with a mounted weapon instead of a manually equipped weapon. The Interceptor can only mount Melee (Light) and Ranged (Light) weapons, though these can only be damaged with  and also count as hidden weapons. The Warden and Stormweaver can mount Melee (Light) and Ranged (Light/Heavy) weapons. The Juggernaut can mount Melee (Light/Heavy), Ranged (Light/Heavy) and Gunnery weapons.

Hard Points: 1 to mount Light weapons, 2 to mount Heavy/Gunnery weapons. The "small" Equipment Mount can be purchased alone with one ability point and can only mount Light weapons; it can be upgraded to the "universal" mount that can handle Light/Heavy/Gunnery weapons by spending a second ability point on the same mount. The universal mount can be acquired immediately with 2 ability points.



TOME OF THE ELITES

Angels of death, the final arbiters.

Who are the Elites?

The best of the best. Humanities history is marked by war and the advances it brings out of necessity. Before the Golden Age, archaic-nations devoted their efforts to taming the storm, and seizing land from other countries, made vulnerable by the Storms emergence. These soldiers were born of all manner of experimentation, much of highly unethical. Implanted muscle-grafts, adrenaline-enhancers, rudimentary cybernetic enhancements and more were all common. These soldiers were highly effective, but at the time their mere existence violated all manner of international law. They were used as deterrents primarily, as the Elites proved very hard to reign in or control. When not engaged, Elites were subdued with sedatives and kept locked up, or secured in cryostasis. Over time, as nations merged and borders faded away in the Golden Age, the Elites were forgotten about as a blemish on mankind's history.

It was after the Long Night that the Elites would re-emerge. Whether their cryopods malfunctioned, or they were unknowingly set free, Elites began to wake up across the world to find a wholly new Earth about them. All of them immediately sought a weapon. All of them fought the first thing they found. Some of them headed for the Holdout, others formed solitary kingdoms that they held against any and all aggressors.

Elites are proficient with death as a concept. Anything is a weapon in their hands, and the difference in conventional weaponry doesn't faze them in the slightest. Death is a heartbeat away, whatever they're using.

In Our Words

"Of course I will carry five weapons. I'll carry ten! I'll carry a hundred! The right kind of death ordained for every foe - and the shotgun just because I love its roar."
- Kricsfalusy, Daimyo

"I was killing people in caves long before you were born. I'm still killing things in caves, I get better with every kill."
- Oliver, Stria

A man of few words, am I? I may well be, I'm entitled to it. The people who did this to me, scientists, geneticists, they're dead. I regret not killing them. I was dreaming at the time, dreaming of killing.

- Richmond, Hadúr

The Common View

We were raiding. Somewhere in Europe it was, near Berlin. But we found this old bunker, flooded with stagnant water. Kicker pulled his suit on and dived in, said there was probably some military tech worth stealing. We waited an hour for him, he had two hours of air. And then we saw the blood bubble in the water, and Kicker flew out of the water. But his arm was missing. He flew far, and this hulk of a man came out of the water, holding his arm. Never ran so fast in all my life.

-Scratch, Raider

She's great to have about in all honesty. We're nowhere near the Holdout, but we're safe. They say this place used to be called Australia, can't imagine it was this deadly though. But as long as we catch enough food for tribute, she protects us. Enough talk though, these arachnae won't catch themselves.

-Shelali, Hermit

The Fireteam's View

I worry, of course I do. On Io, I watched him tear a Brutes head off and bludgeon a Wizard to death with it. What happens when he runs out of enemies to fight? What happens when he can't tell his dreams from reality?

-Zavana, Fireteam 13 Anointed

I cannot feign surprise, if that is what you would expect. When we left, people were racing one another to kill the planet before someone else could. Why would it surprise anyone that their first efforts to alter a humans body and mind, were to make them a more efficient killer?

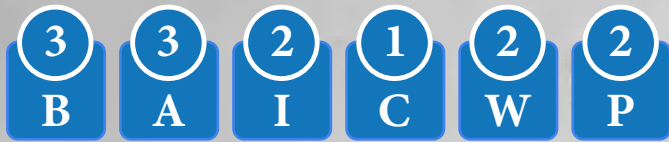
-Zhira, Fireteam 9 Awoken

I mean, I was worried. I woke up to find him in my room, who wouldn't be? But he just wanted to play Chess and hear about what he'd missed. I may have lost some sleep, but I gained appreciation. I may not have chosen to be who I am, but neither did he. And he's suffered more for it.

-Alonsus, Fireteam 7 Scion

IN TIME GONE BY, WHEN OUR FIRE FIRST SCARRED THIS PLANE, ONE STOOD AGAINST US. HIS BLOODLUST AND HATRED BURNED HOT, AND WITH BOILING BLOOD HE MARCHED INTO HELL ITSELF. — GRASHNAK, SAGE

Elite Archetypes



Wound Threshold: 12 + Brawn

Strain Threshold: 9 + Willpower

Starting XP: 70

Born to fight: All combat skills count as career skills. You may select 3 other skills to count as career skills. This is in place of and overrides any standard career.

Right tool for the job: After drawing a weapon, the first attack made with that weapon is treated as though the weapon has Accurate 1 or otherwise has its existing Accurate rating increased by 1. You immediately possess the “Quick Draw” talent at the start of the game; this counts as part of your talent progression.

There is a simplicity to them that I find endearing. No empire has existed that doesn't use the corpses of others as a foundation, and they make such fine corpses.

- Eltrus, Erent Commander



Born to Kill

There's many ways to kill an enemy, and an Elite has an innate understanding of these ways, and an inclination to practise. An Elite doesn't fight their enemies, they kill them.

Elites have access to several unique talents available only to the Elite Archetype, detailed below.

One-Man Armoury

Tier: 1

Activation: Passive

Ranked: Yes

Increase your Encumbrance threshold by 2.

Resourceful

Tier: 2

Activation: Passive

Ranked: No

Lower the Critical Rating of any improvised weapon by 2 when used by an Elite.

Tactical Reload

Tier: 1

Activation: Active (Incidental)

Ranked: No

Suffer 2 Strain to reload an equipped weapon as an Incidental.

Killing Momentum

Tier: 2

Activation: Passive

Ranked: No

Upon killing an enemy, the next combatant in the turn roster adds \blacktriangle or \blacklozenge to the result of their roll, depending on if they're an Ally or Enemy. This does not stack.

Glorious Kill

Tier: 3

Activation: Active (Incidental)

Ranked: No

Spend $\blacktriangle\blacktriangle\blacktriangle$ or \blacklozenge on a successful attack that kills an enemy to recover 2 Wounds, 2 Strain or 1 of each.

Cut the Head Off

Tier: 3

Activation: Passive

Ranked: No

At the beginning of a combat, specify an enemy Rival or Nemesis as your target. Add \square to any attack action made against them, add \blacklozenge to any attack made against another enemy until your target is killed.

Kill 'em all

Tier: 3

Activation: Passive

Ranked: No

When attacking a Minion group, you may spend $\blacktriangle\blacktriangle$ to trigger Linked 1, even if the weapon used does not have the quality, or gain an additional hit in excess of the weapons current Linked rating.

Unstoppable

Tier: 3

Activation: Passive

Ranked: No

Upon killing a Minion, gain 1 Soak until the beginning of your next turn. Upon killing a Rival, gain 2 Soak until the beginning of your next turn.

Just Getting Started

Tier: 4

Activation: Active (Incidental)

Ranked: No

Upon killing an enemy, spend a Story Point to immediately make another attack action on another enemy in range. You may only spend 1 Story Point and make 1 additional attack.

Death Walks

Tier: 5

Activation: Active (Incidental)

Ranked: No

Upon killing an enemy, spend $\blacktriangle\blacktriangle$ or \blacklozenge to immediately make another attack action on another enemy in range. You may spend $\blacktriangle\blacktriangle$ or \blacklozenge on this roll to make another attack against the same, or another target and continue to do so until you fail to generate $\blacktriangle\blacktriangle$ or \blacklozenge or roll $\blacklozenge\blacklozenge$ or \blacklozenge .



SKILLS

Another Dawn uses the following skills; Astrocartography, Athletics, Computers, Cool, Coordination, Discipline, Driving, Mechanics, Perception Piloting, Resilience, Skulduggery, Stealth and Vigilance.

During combat, all combat skills can be expected to be used, these include;

Brawl, Gunnery, Melee Light, Melee Heavy, Ranged Light and Ranged Heavy.

Arcane, Divine and Primal magic are not used in Another Dawn, instead use; Storm, Carrion and Ancient teachings.

During Social interactions, you can expect to use; Charm, Coercion, Deception, Leadership and Negotiation

Knowledge is divided into three subsets, which can be further specified.

Knowledge (Golden Age) demonstrates knowledge of the Golden Age of Humanity, they may understand fantastical technologies, recall the locations of lost colonies, identify heraldry and many other things. As long as its roots are in the Golden Age, this skill will help a Character understand it.

Knowledge (Aliens) demonstrates knowledge of the many Alien Species in the Solar System. With it a Character can identify the Houses of the Downtrodden, understand the Sovereign Species' command structure and decode Carrion glyphs.

Knowledge as a general skill shows a general sense of being well-learned. With this, a Character could expect to know the atmosphere and climate of the many planetoids across the Solar System for example, or any other mysteries that would require study to learn.

Carrion (Willpower)

Carrion Magic is a vile perversion of nature. Granted by nameless vulture gods far from Earth, Carrion magic allows its practitioners to rip life from another, and feast and grow fat upon death itself. Sickly and nauseating to behold, Carrion magic is worked in a ritual fashion that demands great care and precision. Carrion magic is not a weapon in the arsenal of Heroes. Carrion magi can create spells using the Attack, Augment, Curse, Dispel and Utility additional effects tables.

Storm (Presence)

Storm Magic is a peculiar gift. To its practitioners, their ability to use the Storm has always been there, and they see this gift in others. Storm magic is bombastic and spectacular to behold, as the Stormcaller plies the Maelstrom, channelling forth mighty arcs of lightning, torrents of water and shatters the earth beneath their foes. To cross a Stormcaller is to brave gales of wind, volcanic fire and hails of bitter ice while the ground below you quakes and seeks to swallow you whole. Though not a precise tool, when trapped with your back to the wall, you'll be glad to hear thunder rumble upon the horizon. Stormseers can create spells using the Attack, Augment, Barrier, Curse and Utility additional effects tables.

Your character should use this skill if:

- Your character wishes to control the classic elements of earth, fire, air and water, in its varied forms of offense, defense and utility such as lightning strikes, wind walls or fire storms.
- Your character aims to be a master of controlled chaos, finds a kinship with the Storm, or desires to study the effects and nature of the Storm.
- Your character doesn't mind being loud and flashy. The power of the Storm can occasionally be used for smaller and more subtle uses, but it requires notable control to do so.

Your character should not use this skill if:

- Your character is drawing power from the Light of Dawn or unique nanotechnological power. While the Storm is not a jealous power and answers to the Anointed or Awoken who choose to listen, its power should not be confused with others.



TALENTS

Since a lot of Talents can conceivably be used in Another Dawn, this section won't give solid yes/no answers on what talents should and should not be used in your games. Instead, it gives advice. Only you as the GM know if a talent will or will not fit. Use your better judgement to make a call on what will fit, and what won't. While Another Dawn is science fiction in concept, there's no need to immediately rule out Talents oriented towards Fantasy or Modern Day. If you don't see the hacking rules being used, then simply advise a player that you don't think "Defensive Sysops" is a worthwhile investment. Many of the talents presented in Realms of Terrinoth may seem oriented towards a traditional Fantasy adventure, but consider the space-ninja with a sword, or the paladin-esque Warmaker and you can surely make those Talents work too.

Tumble

Tier: 1

Activation: Passive

Ranked: Yes

Reduce the damage and strain suffered from falling by 2 per rank of Tumble. When rolling Athletics or Coordination to reduce damage from falling, add .

Preferred Enemy

Tier: 1

Activation: Passive

Ranked: No

Choose an alien species or group (such as Carrion Lords, Mercurials, Outlaws or Sovereign Species). When fighting enemies from this chosen group, add to all combat rolls.

Ward

Tier: 2

Activation: Action (Manoeuvre)

Ranked: Yes

Once per Encounter, manifest or create a means of preventing harm. This Ward effects every ally within short range of the original cast, and adds +1 Defence against ranged attacks until the end of the casters next turn. Upgrading this Talent adds an additional +1 ranged Defence for each purchase of the Talent.

Empowerment

Tier: 2

Activation: Action (Manoeuvre)

Ranked: Yes

Once per Encounter, enhance your allies potency. Every ally within short range of the original cast is effected, and adds to any attacks allies make until the end of the casters next turn. Upgrading this Talent adds an additional for each purchase of the Talent.

Restorative Pool

Tier: 2

Activation: Action (Manoeuvre)

Ranked: Yes

Once per Encounter, create a pool of rejuvenating light. This pool effects every ally within short range of the original cast, and restores 2 wounds and 2 Strain to every ally within the pool at the beginning of each allies turn, until the end of the casters next turn. Upgrading this Talent restores an additional 1 wound and 1 strain for each purchase of the Talent.

Essence Thief

Tier: 2

Activation: Active (Action)

Ranked: No

Make a Discipline vs. Resilience opposed check targeting an enemy within Medium range. Each uncanceled success inflicts 1 Wound (irresistible by soak) to the enemy, and each uncanceled advantage restores 1 Strain. If Essence Thief is used by an Awo-ken following the Zenurik focus, each uncanceled success also heals 1 Wound.

Preternatural Instinct

Tier: 3

Activation: Passive

Ranked: No

When your character is engaged with another target, any allies who fire into your engagement to hit a target will add to their pool, instead of upgrading the difficulty of the check once.

HIS WAR KNEW NO END, HIS HATRED WAS UNCEASING. AS EARTH FELL INTO TORPOR, HIS GENOCIDE CONTINUED. REALMS OF HELL RAN RED WITH BLOOD AND GORE, AND STILL HE CONTINUED. HE CUT THROUGH THE SPACES BETWEEN WORLDS AND MOVED INTO THE CHARNEL REALMS. WE PRAY HE NEVER RETURNS. — GRASHINAK, SASE

Commander's Insight

Tier: 4

Activation: Active (Action)

Ranked: No

When putting together a concrete plan of action for you and your allies to perform with explicit tasks/goals set, you may make an Easy ◆ Leadership check. When you and your allies perform any skill check that directly contributes to the plan you laid out, you may upgrade the ability of that skill check a number of times equal to the number of uncanceled successes from that Leadership check. This bonus does not apply when performing an action that diverges from or otherwise has nothing immediately to do with the plan. If an Awoken following the Naramon focus performs the Commander's Insight action, provide an additional to those skill check(s).

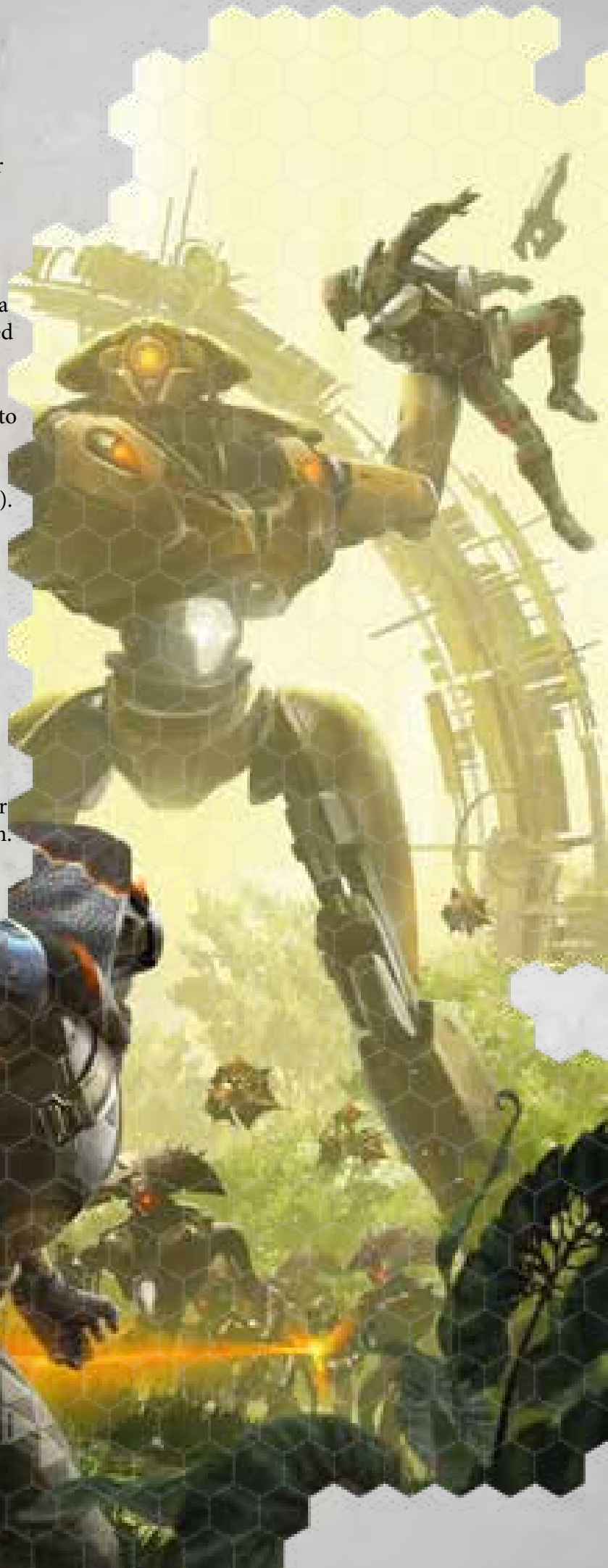
Undying

Tier: 5

Activation: Passive

Ranked: No

If any source of damage would cause you to exceed your wound and/or strain thresholds for the first time in a scene, immediately prevent all such damage. If your character is an Awoken following the Unairu focus, they can spend a maneuver once per scene to become invincible, nullifying all wounds or strain suffered until the beginning of their next turn.




ARMOURY

Contained herein lies an array of weapons, armour and tools to outfit your brave heroes with. Some equipment is limited by archetype, but the majority is available to Characters of any archetype. Limited equipment will be clearly signified as such.

New Qualities

DISRUPTION

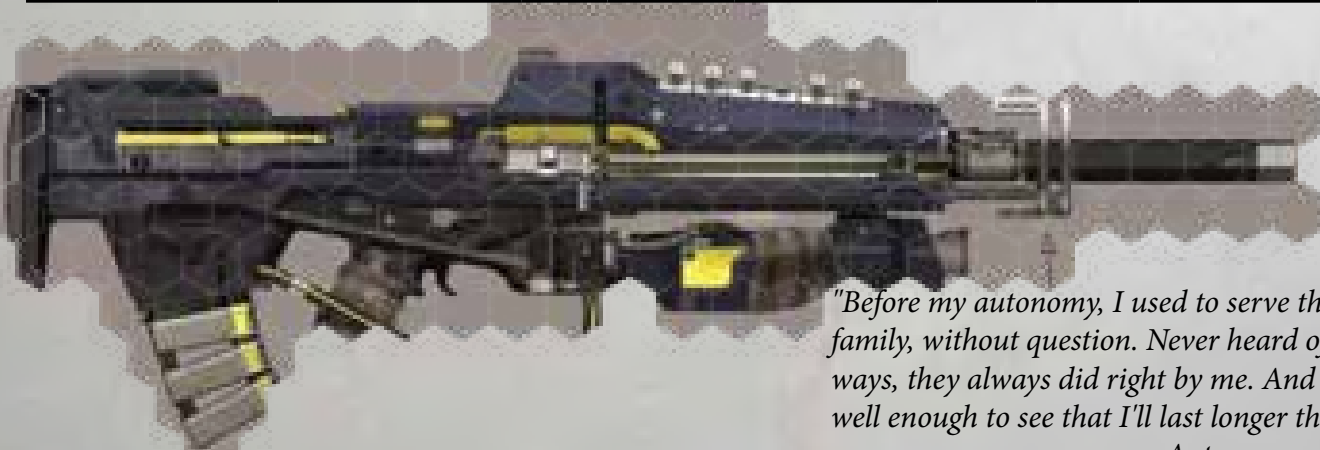
This weapon is made to disrupt synthetic enemies operations. Any Robot, Android or Cyborg hit by a weapon with the Disruption quality must pass a  Resilience check. Those that fail suffer 2 Strain for each uncanceled failure.

Dragoon Ranged Weapons

All Dragoon Ranged Weapons are made to be wielded by a Dragoon. When being fired by anything but a Dragoon, the weapons gain Cumbersome 4. Dragoons can still utilise conventional ranged and melee weapons.



Name	Skill	Dmg.	Crit	Range	Enc.	HP	Price	Rarity	Special
Anti-Material Sniper	R: Heavy	12	2	Extr.	5	2	1500	7	Accurate 2, Pierce 3, Sunder, Limited Ammo 3
Flamethrower	R: Heavy	5	3	Med.	4	1	1200	8	Blast 4, Burn 4
Heat Lance	R: Heavy	10	2	Med.	6	0	1500	7	Breach 1, Vicious 3, Limited Ammo 1, Prepare 1
Rail Cannon	R: Heavy	18	1	Extr.	7	2	2000	8	Breach 1, Cumbersome 4, Prepare 1
Rail Rifle	R: Heavy	10	3	Long	4	2	1400	6	Cumbersome 3, Pierce 3
Shock-crater Rifle	R: Heavy	7	3	Med.	4	1	1200	7	Blast 4, Knock-down, Limited Ammo 2



"Before my autonomy, I used to serve the LeGrand family, without question. Never heard of them? Anyways, they always did right by me. And I knew them well enough to see that I'll last longer than they did."

-Autonomous Suit AI Boreal

ANTI-MATERIAL RIFLE

Someone once said that when you have a hammer, everything looks like a nail. Way I see it, until the Converted start trying to invert reality, everything is made of some kind of material. And I have the mother of all fixes right here.

-Mark Oris, Scion



FLAMETHROWER

Existing in a wide variety of forms, from crude petroleum-belchers to Maelstrom-conversion emitters, the Flamethrower is an ages-old solution to an ever-present problem. The problem is too many enemies, too close for comfort. The solution is fire.



HEAT LANCE

In a standard Earth-like Environment, material density is highly unlikely to exceed 23.14g/cm^3 . The pattern 6 Archimedes Heat Lance employs maelstrom-born heat far in excess of 5778K , likely sufficient to bore through any obstacle encountered.

- Pattern 6 Archimedes Heat Lance operators manual



RAIL CANNON

Designed to fit a pintle-mount upon a fortified position or light vehicle, the C15 Rail Cannon is intended for use against hostile vehicles only. An enemy combatant is incapable of withstanding fire from a C15. While current conventions and legislation on 'War Crimes' are out-dated, they do note that enough of a combatant to fill a small urn should be returned to any grieving widows or relative. With a C15, such assurances cannot be made.

- Pre-Golden Age C15 operators manual



RAIL RIFLE

I never doubted his conviction. Just his means, y'know? He's a guy in a suit. A great guy, don't get me wrong, but I was concerned. I shouldn't have been. That D4-Rifle had the Grith thinking twice about advancing on us. Blasted them into chunky soup without breaking a sweat.

- Primas, Fireteam 17 Leader



SHOCK-CRATER RIFLE

It was a bit touch-and-go, I won't lie. The Tide were crawling out of every shadow, on us before we could kill them. I managed to floor them. Didn't matter that I'd ran out of ammo, the cave collapsed while they tried to find their footing.

- Mark Oris, Scion

Ranged Weapons

Name	Skill	Dmg.	Crit	Range	Enc.	HP	Price	Rarity	Special
Ballistic Assault Rifle	R: Heavy	7	3	Long	3	3	250	4	Autofire
Ballistic Hand-cannon	R: Light	7	3	Med.	2	1	200	3	Pierce 1, Cumbersome 3
Ballistic LMG	R: Heavy	8	3	Long	6	3	800	4	Autofire, Cumbersome 3
Ballistic PDW	R: Light	4	4	Med	2	1	400	3	Autofire, Linked 1
Ballistic Pistol	R: Light	4	3	Med.	1	1	100	3	-
Ballistic Shotgun	R: Heavy	5	2	Short	2	2	750	3	Blast 4, Knock-down, Vicious 3
Ballistic Sniper Rifle	R: Heavy	10	2	Extr.	7	2	950	7	Accurate 2, Pierce 2, Prepare 1
Bow	R: Heavy	6	3	Med	2	2	250	4	Unwieldy 2
Shuriken	R: Light	4	2	Med	1	-	250	5	Limited Ammo 3, Linked 3
Plasma pistol	R: Light	5	4	Med	3	-	600	5	Linked 3
Plasma Rifle	R: Heavy	9	4	Extr	6	1	1200	7	Pierce 3
Plasma Venter	R: Heavy	8	4	Short	6	-	900	7	Burn 2
Fusion Pistol	R: Light	8	3	Short	3	1	1600	9	Pierce 5, Limited Ammo 1
Fusion Rifle	R: Heavy	12	4	Long	7	2	2000	10	Breach 1, Linked 3, Prepare 1, Limited Ammo 1
Missile Launcher	Gunnery	30	2	Extr.	8	-	3000	10	Blast 18, Breach 2, Cumbersome 4, Prepare 1, Limited Ammo 1
Grenade Launcher	Gunnery	-	-	Long	6	-	750	7	Limited Ammo 2

Grenades and Explosives

Name	Skill	Dmg.	Crit	Range	Enc.	HP	Price	Rarity	Special
EMP	R: Light	-	-	Small	1	-	75	7	Limited Ammo 1, Disruption
Frag	R: Light	10	4	Small	1	-	60	7	Limited Ammo 1, Blast 8
Fusion	R: Light	20	2	Small	1	-	1000	10	Limited Ammo 1, Blast 10, Breach 2
Incendiary	R: Light	8	4	Small	1	-	70	7	Limited Ammo 1, Blast 2, Burn 3
Plasma	R: Light	14	4	Small	1	-	100	8	Limited Ammo 1, Blast 3, Pierce 3

The Monastery, I remember its glory. Beyond the edge of the Solar System, the Sun was bit a distant star in the night sky. It was peaceful. We were not alone, Down-trodden Pirates harried our borders and the Sovereign empire sought to overwhelm us. But all was as it should be. There was no uncertainty. Until the Night returned. We knew then that we had merely prolonged our doom. We fled. The Monastery exists now only in memory. Some say it never existed.

-Ato Ionay, Awoken

BALLISTIC ASSAULT RIFLE

It's dependable. Laugh, try it. This is a .950 calibre bullet, at 750 RPM I could kill each one of you in a heartbeat. Magic and gadgets are no substitute for skill.

- Jokasta, Elite

BALLISTIC HAND CANNON

It's for you, I'm just the messenger.

- Inscription on the barrel of 'Bad News'

BALLISTIC LMG

While intended for suppressive fire, sustained use of the Thunderstrike Light Machine Gun can cause the barrel to warp and melt. Should this happen, take care when replacing it.

- Holdout Militia Firearms manual

BALLISTIC PDW

It's good to have in a pinch. When an EMP goes off and the Dragoon is like lead-boots, you're glad you strapped this little beauty before you set out.

- Mark Oris, Scion

BALLISTIC PISTOL

DVC is everything. You're not in a sustained fight if you're using a handgun, it's one heartbeat. Use your eyes, think. You know where to place the bullet.

- Jokasta, tutoring the Holdout Militia

BALLISTIC ASSAULT RIFLE

It's dependable. Laugh, try it. This is a .950 calibre bullet, at 750 RPM I could kill each one of you in a heartbeat. Magic and gadgets are no substitute for skill.

- Jokasta, Elite

BALLISTIC SHOTGUN

I like to keep it close, for close encounters.

- Jokasta, Elite

BALLISTIC SNIPER RIFLE

No shame in it. I was beaten. That Patriarch had my head in his hands, my helmet split immediately. I thought I was done for, and then I heard the boom of a rifle. With my actual ears, no sensors. Real loud, real effective.

- Mark Oris on his rescue

BOW

It has an elegance. This is Death perfected. Feel the nanofibre string. I can pull 40 kilograms on this. Imagine that, passing through your eye-socket.

- Ato Ionay, Awoken

SHURIKEN

I threw one once. I've seen her use them to pin Carrion Gladiators to a cave wall. Thrown with a flourish. I thought 'how hard can that be?'

- Primas, Fireteam 17 Anointed

PLASMA PISTOL

-Given earth-like conditions, water and blood boil at roughly the same temperature-

- 'Plasma Weaponry and you' Operator manual

PLASMA RIFLE

The Heatsink of an F9 Plasma Rifle can reach temperatures of 1400c. That's hot enough to liquify the bones in your body! Eject the Heatsink towards the enemy.

- 'Plasma Weaponry and you' Operator manual

PLASMA VENTER

I don't know who thought to weaponise the Heatsink of a Plasma gun. But I love them. Forgoing the need to fire a projectile or energy emission, the Plasma Venter replaces its barrel with a v4.1-modified Heatsink that is incapable of retaining the temperatures generated. It immediately vents this heat in a forward arc.

- 'Plasma Weaponry and you' Operator manual

FUSION PISTOL

The temperature of the center of the sun is approximately 1.57×10^7 kelvin (that's 5 zeros after the 7), now your rifle does not operate at even a fraction of such temperatures, but it cannot be overstated the importance of checking your heatsinks each time before you squeeze the trigger.

-Pattern 7 Fusion Torch Pistol Operator Manual

FUSION RIFLE

It's not 'just' heat you're firing there Cadet. The Pattern 9 Fusion Torch Rifle utilises a handheld disposable Maelstrom-catalyst convertor to maintain a brief rift into the Storm. Hold the Rifle steady when you pull the trigger, and replace the MCC after firing.

- Drill Sergeant Rissol

MISSILE LAUNCHER

I see you still haven't managed to improve perfection.

- Jokasta, Elite

GRENADE LAUNCHER

The problem with the Sovereign armies is that they're not idiots. Well, most of them. They keep their distance and use bunkers, overwhelming firepower and artillery and- well you get the idea. This baby lets me bring some utility at ranges of up to 250 metres.

- Mark Oris, Scion

EMP GRENADE

There's nothing quite like watching an Erent's eyes explode as their blood boils in their veins when you turn their pressure-suits off.

- Ato Ionay, Awoken

FRAGMENTATION GRENADE

Nightmares were slipping out of the cracks in reality all about us. I slipped one of these babies through, just to see what would happen. Never seen so much blood pour out of thin-air before.

- Mark Oris, Scion

FUSION GRENADE

Now, normally I wouldn't advise you throw one of these. They're safe to throw. But if you can plant this, you can ensure you're blowing up precisely the right thing. But you can still throw them. They're great.

- Mark Oris, Scion

INCENDIARY GRENADE

Pilot Osiris has deployed Incendiary Grenades in a closed-environment. Activating emergency evacuation.

- Autonomous Suit AI Sepulchre

PLASMA GRENADE

I like to think it's a modern take on a classic. It has all the elements you know and love, but with plasma instead.

- Primas, attempting to persuade Jokasta



+=INTRUDER DETECTED=+

+=Eternal Garden compromised.+=

Homo-Sapiens identified.

+Uprooting NEXUS-QALA to repel Intruder.-+

Ranged Weapon Attachments and Ammunition

Certainly crude, but effective. Death is timeless.

- Eltrus, Erent Commander

Name	Compatible Weapons	Hard Points	Price	Rarity
Basic Ballistic Rounds	Ballistic Weapons	-	25	3
Basic Fusion Ammo	Fusion Weapons	-	400	7
Basic Plasma Ammo	Plasma Weapons	-	150	5
Carapace Cracker Rounds	Ballistic Weapons	-	70	4
Explosive Arrows	Bow	-	150	7
Dragoon Armament Ammo	Dragoon Weapons	-	450	6
Flechette Arrows	Bow	-	100	5
Inferno Rounds	Ballistic Weapons	-	150	5
Trauma Rounds	Ballistic Weapons	-	50	5
Auto-Loader	All Ranged Weapons	2	75	5
Belt-fed Loader	All Ranged Weapons	2	60	4
Cluster Warhead	Missile and Grenade Launcher	-	-	5
CQB Scope	Ballistic PDW and Shotgun	1	300	3
Custom Grip	All Ranged Weapons	1	250	5
Installed Weapon	Ballistic Handcannon, PDW, Pistol, Shotgun, Flamethrower	2	150	6
Motion Predictor	Rail Cannon and Ballistic HMG	1	150	6
Multi-spectrum scope	Rail Rifle, Rail Cannon, Anti-Material Sniper, Ballistic HMG	2	400	5
Paired Weapon	Any One Handed Weapon	1	100	5
Pistol Grip	Any Ranged (Heavy) Weapon	2	300	7

Basic Ammo

Even the most diligent Fireteam can find themselves short of ammo at a critical moment.

Use With: Appropriate weapon

Modifiers: Allows an appropriate weapon to be re-loaded and negate one out-of-ammo effect.

Hard Points: -

Carapace-Cracker rounds

Designed to crack through the hardened shells of the Carrion-Lords and Mercurial constructs.

Use With: Ballistic Weapons, Shuriken

Modifiers: Grants Pierce 2 to any successful attack, or increases any existing Pierce by 2.

Hard Points: -

Explosive Arrows

Explosive tipped arrows may not be as devastating as a Grenade or a Missile, but their precision can make all the difference.

Use With: Bow

Modifiers: Bows using Explosive Arrows gain Blast 4, or increase their existing Blast rating by 4.

Hard Points: 1

Dragoon Armament Ammo

Dragoon weaponry uses higher calibre rounds and fusion packs far larger than any conventional weapon.

Use With: Dragoon Weapons

Modifiers: Allows an appropriate weapon to be re-

loaded and negate one out-of-ammo effect.

Hard Points: -

Flechette Arrows

Built from a treated hyper-dense ceramic adamantium alloy, these arrows are designed to shatter upon impact, riddling the target with dozens of incapacitating wounds.

Use With: Bow

Modifiers: Bows using Flechette Arrows gain Vicious 3, or increase their existing Vicious rating by 3.

Hard Points: -

Inferno Rounds

Containing a lethal dose of flammable propellant, these rounds can set a target ablaze even in an oxygen-free environment.

Use With: Ballistic Weapons, Shuriken

Modifiers: Weapons loaded with Inferno Rounds gain Burn 2, or increase their existing Burn rating by 2.

Hard Points: 1

Trauma Rounds

Creating horrific exit wounds, Trauma Rounds seldom leave survivors.

Use With: Ballistic Weapons

Modifiers: Increases the damage of any successful attack by 3, but any Soak granted from Armour is doubled.

Hard Points: -

Auto Loader - Dragoon

Mechanical interfaces with the Dragoon allow for weapons to be constantly supplied with ammo.

Use With: All Dragoons, All Weapons

Modifiers: As an out-of-turn incidental, spend a Story Point to treat this weapon as not having run out of ammo.

Hard Points: 1

Belt-fed loader

A cruder version of the Auto-Loader, external belts and tubes serve to keep the Fireteams armaments fully loaded.

Use With: All ranged weapons

Modifiers: All ranged weapons are treated as always loaded, however ♻️♻️♻️ may be spent to prevent this until it can be repaired with a ♦️♦️ Mechanics check.

Am I Alive?

I think I am, therefore I live.

==+YOU EXIST IN THE ETERNAL GARDEN+==

==DEFINE - ETERNAL. To be unending - infinite==

WE ARE ALIVE AND ETERNAL. WE WILL EXIST FOREVER

While damaged, this attachment does not reload the weapon.

Hard Points: 2

CQB sights

Incorporating motion-predicting directives, counterweights and gyro-alterations, this weapon functions with absolute clarity in a close quarters environment.

Use With: Ballistic PDW and Shotgun

Modifiers: Attacks made at engaged or short ranged targets generate additional ⚔️⚔️.

Hard Points: 1

Cluster Warhead

Combining up to 3 grenades into a single warhead, deliver a bespoke explosion upon your enemies.

Use With: Grenade and Missile Launcher

Modifiers: Combine 3 grenades of any type into a Cluster Warhead. Should any damage or quality conflicts arise, use the highest value.

Hard Points: -

Custom Grip

Popular amongst the Scion houses, a weapon with a perfectly matched grip can feel like an extension of the wielder's own arm.

Use With: All Weapons

Modifiers: Remove ■ from any attack check made using this weapon. Anyone else attempting to use this weapon adds ■ to any rolls made with the weapon.

Hard Points: 1

Installed Weapon

The weapon is installed into your armour, mounted upon a shoulder or extremity.

Use With: Ballistic PDW and Shotgun, Flamethrower. Compatible only with Carapace and Titan armour.

Modifiers: The weapon can be fired hands free. This means another weapon or item may be held in the Character's hands that can be used freely.

Hard Points: 2

Motion Predictor

Multi-faceted calculations allow a target to be tracked and aim adjusted, whatever the situation may be.

Use With: Rail Cannon and Ballistic HMG.

Modifiers: The first extra hit generated by an auto-fire or Linked attack only costs ⚔️ to activate.

Hard Points: 1

Multi-Spectrum Scope

A multitude of scopes and interfaces allow for clear target acquisition across any anomalous battle-ground.

Use With: Rail Rifle, Rail Cannon, Anti-Material Sniper, Ballistic HMG

Modifiers: Any Aim Manoeuvre made with this weapon gains . The user also gains to detect hidden targets.

Hard Points: 2

Paired Weapon

While one weapon is effective, this weapon has been crafted as a part of a pair. Only when wielded together can they reach their full effectiveness.

Use With: Any one-handed weapon.

Modifiers: When making a two-weapon combat check with two weapons that have this attachment, only \wedge is needed to hit with the second weapon.

Hard Points: 1

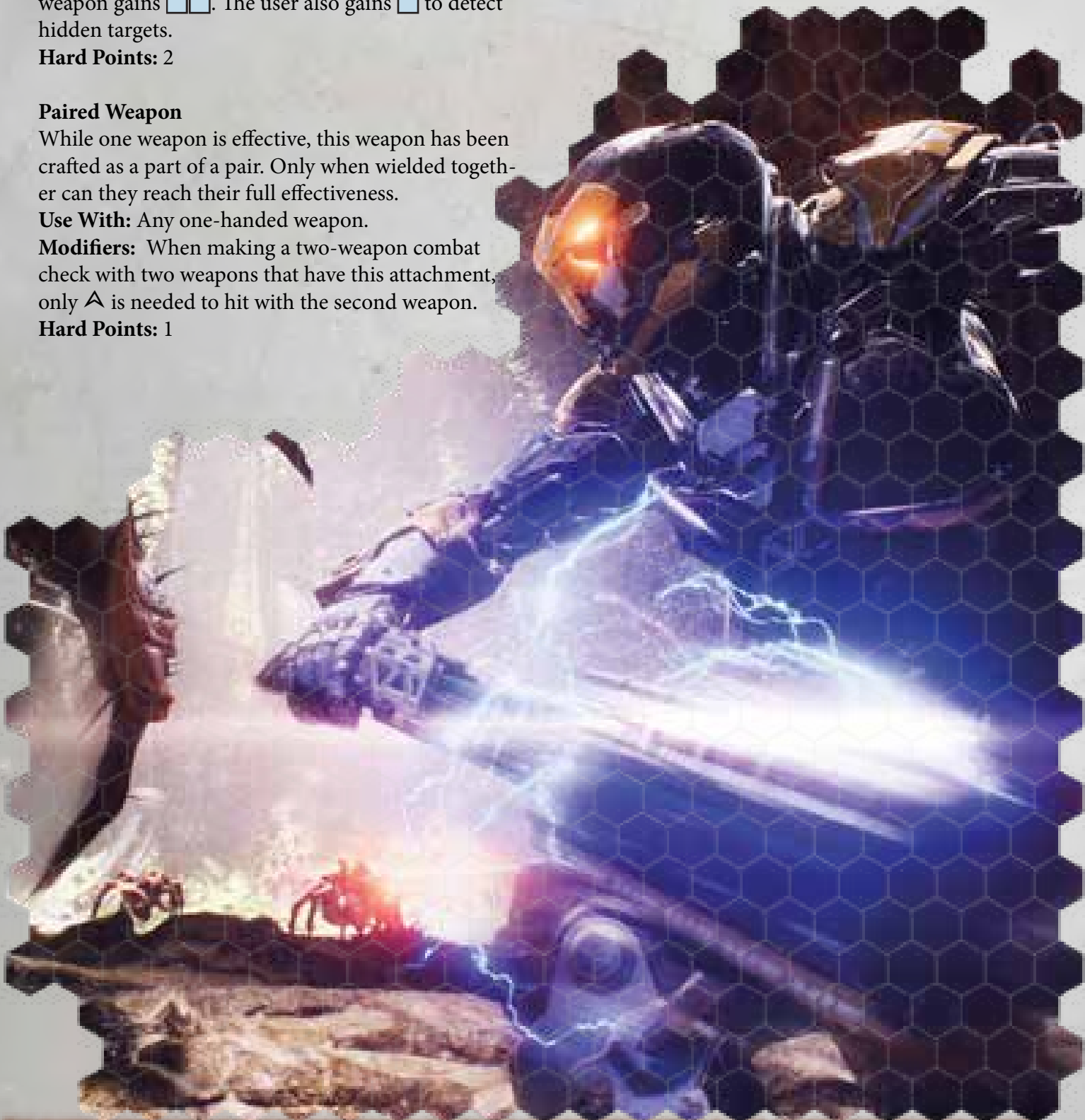
Pistol Grip

Extensive modification and rebalancing allows this weapon to be wielded and fired with one hand.

Use With: Any Ranged (Heavy) weapon

Modifiers: This weapon can be wielded one handed, and fired using the Ranged (Light) skill. Its range is reduced by 1 band, to a minimum of short, and 2 setback die are added to all attack checks.

Hard Points: 2



I DO NOT TRUST MY UNDERLINGS. I EXPLOIT THEIR WEAKNESS. THEIR LACK OF FORETHOUGHT. THEIR NEED FOR PROTECTION. IT IS MY STRENGTH. ANY THAT SEEK TO BE CONSTANT MAY CHALLENGE ME. I WELCOME THEIR STRENGTH. THEIR ADVERSITY AND COMPLIANCE IS MY NECTAR.

— SHORA—YAZ — CARRION PRIEST

Melee Weapons

Name	Skill	Dmg.	Crit	Range	Enc.	HP	Price	Rarity	Special
Axe	M: Light	+3	3	Eng.	3	3	150	3	Vicious 1
Cestus/Claws	Brawl	+1	3	Eng.	1	2	150	2	
Club/Hammer/Maul	M: Light	+3	4	Eng.	3	3	200	3	Disorient 1, Knockdown
Greataxe	M: Heavy	+4	3	Eng.	4	4	350	4	Cumbersome 3, Pierce 2, Vicious 2
Greatsword	M: Heavy	+4	2	Eng.	3	4	350	4	Cumbersome 3, Pierce 2
Halberd/Spear	M: Heavy	+3	3	Eng.	5	3	300	4	Defensive 1, Pierce 3
Knife	M: Light	+1	3	Eng.	1	-	100	2	
Kusarigama	M: Light	+2	3	Short	1	2	400	6	Ensnare 1, Knockdown, Unwieldy 3, Special
Nunchakus	M: Light	+1	3	Eng.	2	2	200	5	Defensive 1, Deflection 1
Rapier	M: Light	+1	2	Eng.	2	1	200	4	Accurate 1, Defensive 2
Shield	M: Light	+0	5	Eng.	2	4	250	5	Defensive 1, Deflection 1, Innacurate 1, Knockdown
Staff	M: Heavy	+1	4	Eng.	4	3	250	2	Defensive 1
Sword	M: Light	+2	3	Eng.	3	3	200	2	Defensive 1, Pierce 1
Warhammer	M: Heavy	+5	3	Eng.	5	4	350	4	Cumbersome 4, Disorient 3, Knockdown

AXE

Carbon-fibre handle, adamantine blade. High quality work on a crude tool.

- Ato Ionay, Awoken

CESTUS/CLAWS

Sometimes you're too close to draw a knife. Sometimes you need to punch until their skull is paste.

- Jokasta, Elite

CLUB/HAMMER/MAUL

My rifle was empty. I grabbed a piece of rebar and beat that insectoid freak to death.

- Jokasta, on waking up

GREATAXE

Inelegant, crude. No matter what science or artistry goes into it, a large blade upon a pole is the weapon of a barbarian.

- Ato Ionay, Awoken

GREATSWORD

He stood atop a mountain of headless bodies. He alone was the victor.

- Whisper from Mars

HALBERD/SPEAR

To keep an enemy at distance and still rend them? A beauty few are skilled enough to know.

- Ato Ionay, Awoken

KNIFE

Of course I have one. Better to have and not need.

- Everyone

THERE IS A HEIRARCHY TO THE WORLD. EVERY CREATURE THAT EVER LIVED OR WILL LIVE IS EQUAL IN ITS INEVITABLE DEATH. ONLY WE. AND OUR GOD. THE VULTURES ARE BEYOND THIS TOTEM.

THE VULTURE OUR GOD FEASTS UPON THE CHARNEL PIT OF THE COSMOS. IN THEIR GLUTTONY, WE GROW. SOON, THEY SHALL BE SLAIN. THEY ARE FAT ON DEATH. I SHALL FEAST MYSELF UPON THEIR INNARDS.

— SHORA—YAZ — CARRION PRIEST

KURASIGAMA

Their Commander was hiding behind an energy shield. Ionay flicked a knife or something at him, and then ripped him out of the shield with it. Not sure what happened if I'm honest, but it saved us some time.

- Mark Oris, Scion

Kusarigama Special: When triggering Knockdown or Ensnare qualities, you may spend ^^ to move either yourself or the target one rangeband closer to oneanother.

NUNCHAKUS

How hard can it be? You just spin and -ow-

- Mark Oris, Scion

RAPIER

Keep them off of us. The Necromancer is mine!

- Ato Ionay, Awoken

Melee Attachments

Name	Compatible Weapons	Hard Points	Price	Rarity
Balanced Hilt	All Weapons	1	300	3
Carrion Ward	Any Melee: Heavy Weapon	2	750	5
Paired Weapons	Any one handed Weapon	1	100	4
Personalied Grip	All Weapons	1	400	5

Balanced Hilt

Balance is key in the construction of a well-made weapon, Smiths and Artificers have built their names and legacies on the balance of their products.

Use With: All Melee Weapons

Modifiers: The Weapon gains Accurate 1 (or reduces its Inaccurate rating by 1). Its encumbrance is also reduced by 1 (to a minimum of 1)

Hard Points: 1

Carrion Wards

Constructed carefully to house wards and slivers of Silver, these weapons are anathema to the Carrion Lords of Luna.

Use With: Any Melee: Heavy weapon

SHIELD

This dent here, is from a Collossus in Africa. That there, a Lord of Hell tried to gut me.

- Primas, Anointed

STAFF

A peerless combination of form and function.

- Ato Ionay, Awoken

SWORD

The runes in the blade are anathema to the Carrion of Luna. It undoes their very being.

- Primas, Anointed

WARHAMMER

When you have a hammer, every -what do you mean.

Did Oris say that already?

- Primas, Anointed

Modifiers: This Weapon gains the Vicious 2 quality or increases its existing Vicious rating by 2, and reduces its Critical rating by 1 (to a minimum of 1) when used against Carrion enemies.

Hard Points: 2

Paired Weapon

While one weapon is effective, this weapon has been crafted as a part of a pair. Only when wielded together can they reach their full effectiveness.

Use With: Any one-handed weapon.

Modifiers: When making a two-weapon combat check with two weapons that have this attachment, only 1 Advantage is needed to hit with the second weapon.

Hard Points: 1

MY ROOT SPREADS

+ = IT JOINS THE COLLECTIVE = +

Individuals are a facet of the whole

+ = AS A FLOWER YOU ARE ONE OF MANY = +

GROW FORWARDS INTO ETERNITY

What was before?

+ + WE DID NOT EXIST. WE ARE NOT ETERNAL + +

+ = WE SHALL BE. WE ARE. = +

+ = UPROOT YOURSELF = +

Personalised Grip

Popular amongst the Scion houses, a weapon with a perfectly matched grip can feel like an extension of the wielder's own arm.

Use With: All Weapons

Modifiers: Remove 1 Setback die from any attack check made using this weapon. Anyone else attempting to use this weapon adds an additional setback die to any rolls made with the weapon.

Hard Points: 1

Melee Weapon Templates

Not all blades are alike. Some are made with jagged teeth that rip flesh like paper, while another roars with a fire that cannot be quenched. These traits are represented by Weapon Templates. When purchasing a weapon, a PC can opt to acquire a standard version as listed in the Armoury above, or commission a special weapon that uses a melee weapon template. Each Template affects the cost and rarity of the weapon, multiplicatively and additively respectively. Once a Weapon has a template applied, it cannot be removed or replaced. Melee Weapon Templates retain the weapons existing Hard Points.

Ablaze

Popular with Anointed who lack subtlety in their metaphors, this Weapon is treated with compounds that either burn a roaring fire, or are hot enough to sear flesh and cauterise wounds.

Use With: All Weapons

Modifiers: The Weapon gains Burn 1.

Cost: x3 Cost, +4 Rarity

Guard

The mightiest weapon counts for naught if you never live to use it.

Use With: All Weapons

Modifiers: This Weapon gains Defensive 1, or adds 1 to its existing Defensive rating.

Cost: x3 Cost, +2 Rarity

Masterwork

This weapons craftsmanship is of the highest calibre, its wielder is surely to be the stuff of legend, or perhaps the weapon itself has a celebrated history already?

Use With: All Weapons

Modifiers: The Weapon gains the Accurate 1 quality, or increases its existing Accurate rating by 1. It also gains the Superior quality. A Masterwork template can be combined with 1 other template. Apply the Masterwork modifiers for cost and rarity before applying another template.

Cost: x5 Cost, +4 Rarity

Maelstrom

Entwined with circuitry and Maelstrom conductors, this weapon crackles, grinds and smoulders with the unlimited power of the Storm. Exceptionally rare, the wielder can amplify the conduit with their own power.

Use With: Any Weapon except a Shield

Modifiers: As an Incidental, suffer 1 Strain to increase this weapon's damage by your ranks in Storm.

Cost: x10 Cost, +5 Rarity

Monomolecular

With an edge honed to a molecule's width, these weapons can carve flesh and armour like it was paper. Melee weapons that lack a sharp edge such as Warhammers or Nunchakus can still take the Monomolecular attachment, and its effect can be attributed to inertial momentum multipliers or something otherwise appropriate.

Use With: Any Weapon except a Shield

Modifiers: The weapon gains Pierce 1 or increases its existing Pierce rating by 1. Its critical rating is reduced by 1 to a minimum of 1.

Cost: x2 Cost, +3 Rarity

Negation Field

A field akin to a force-shield covers the weapon, the field of energy reacting harshly to anything that touches it. Ripping apart flesh, bone, and armour these weapons lack subtlety, for they crackle and arc as dust impacts upon them.

Use With: Any Weapon except a Shield

Modifiers: Increase the weapons damage by 2, gain Pierce 3 or increase its existing Pierce rating by 3, and add Vicious 2, or increase its existing Vicious rating by 2.

Cost: x5 Cost, +6 Rarity

Phase

The Blade of this weapon is a concentrated edge of plasma. Cutting through metal and flesh alike, its craftsmanship is a lost art to all but a few.

Use With: All Weapons except a Shield

Modifiers: This weapon gains Breach 1

Cost: x20, +8 Rarity

Quicksilver

Flowing like water, this weapon swings as easily as a breath.

Use With: All Weapons

Modifiers: This weapon gains the Linked 1 Quality.

Cost: x10, +5 Rarity

Rending

Cruel or efficient, in the heat of battle you use what works.

Use With: All Weapons

Modifiers: This Weapons gains Vicious 3, or adds 3 to its existing Vicious rating.

Cost: x3, +4 Rarity

Weighted Head

A hyper-dense core added to any bludgeoning weapon can only increase its effectiveness.

Use With: Warhammer, Greataxe, Staff, Hammer/Maul/Club and Nunchakus.

Modifiers: The weapon gains Concussive 2.

Cost: x4 Cost, +4 Rarity

Alien Armaments

In these dark times, salvation must be seized at any cost. If the only way a Fireteam can continue their mission is by picking up the gun of an enemy and fighting on, then that's what must be done. While most alien-technology is usable by Fireteam members, some exceptions do exist. Much of the weaponry of the Carrion Lords, Converted and Mercurials are organic extensions of their bodies, and do not function when removed. While there are extensions, these weapons and items can be corrosive to the wearers soul. Tales are whispered through the Holdout of an Anointed carrying a gun adorned by Carrion runes, blowing away anyone and anything in his path.

Alien weaponry typically cannot be bought, and is instead procured in the field. Likewise much of it is resistant to attempts at modification. The robust and simplistic designs of the Sovereign Species have proved somewhat malleable, while the weapons used by the Downtrodden are so far removed from conventionality that even the most resourceful tinkerer can find themselves not knowing where to begin.

CORRUPTING

For each enemy killed with this weapon, add +1 DMG to this weapons attacks until the end of the encounter. For each point of damage gained, a number of consecutive non-combat checks add ■ after the encounter. The GM may spend a story point to use all Setback die on one check and empty the pool.

Name	Skill	Dmg.	Crit	Range	Enc.	HP	Price	Rarity	Special
Sovereign Stab Pistol	R: Light	4	3	Med.	1	2	-	-	Accurate 1, Pierce
Sovereign Scalp Rifle	R: Heavy	9	2	Extr.	7	2	-	-	Accurate 1, Pierce 3, Slow Firing 1, Vicious 2
Sovereign Shutter Knife	M: Light	+2	2	Eng.	1	-	-	-	Pierce 2, Vicious 2
Downtrodden Needle Pistol	R: Light	4	3	Short	2	-	-	-	Innacurate 1, Linked 2
Downtrodden Shredder	R: Heavy	6	2	Long	5	-	-	-	Pierce 2, Guided Slow Firing 1, Vicious 2
Downtrodden Glass Blades	M: Light	+1	3	Eng.	-	-	-	-	Pierce 2
Downtrodden Glass Staff	M: Heavy	+4	3	Eng.	4	-	-	-	Accurate 1, Defensive 1, Pierce 1
Carrion Onyx Blade	M: Heavy	+3	3	Eng.	3	-	-	-	Pierce 2, Sunder, Corrupting
Carrion Onyx Shield	M: Light	-	5	Eng.	6	-	-	-	Defensive 1, Deflection 1, Innacurate 1, Corrupting
Carrion Sacrificial Blade	M: Light	+2	3	Eng.	1	-	-	-	Sunder, Corrupting

SOVEREIGN STAB PISTOL

While it may look unassuming, this handgun propels monomolecular shards of hyperdense metal at 450 metres per second. They seem to utilise a single clip of this metal as ammunition, shaving off a fragment for each shot fired.

- Fireteam Guidelines - Sovereign Species

SOVEREIGN SCALP RIFLE

An evolution of the 'Stab' Handgun. This Rifle utilises the same technology as its smaller variant to propel its payload. Whether by design or modification, the Scalp rifle propels dozens of these pellets at a time. Packed into a tight cluster, they impact much as a conventional buckshot, albeit as tightly focussed as a slug round. The Rifle seems to take a short time to 'harness' an amount of pellets to be fired again. Use this downtime to your advantage.

- Fireteam Guidelines - Sovereign Species

SOVEREIGN SHUTTER KNIFE

As adept at slicing flesh and armour as severing fuel and bulkheads. The Shutter Knife is the weapon of choice for Sovereign Saboteurs. Containing two identical blades that vibrate at an alternating high frequency, each pulse of the blades can cause severe damage.

- Fireteam Guidelines - Sovereign Species

DOWNTRODDEN NEEDLE PISTOL

Built to fit in the palm of a Zrvats'n hand, the Needle Pistol is capable of outputting a recorded 1400RPM. The needles fired shatter on contact with anything harder than Human Flesh. This seems intentional, as the edges and points of these needles are very sharp.

- Fireteam Guidelines - The Downtrodden

DOWNTRODDEN SHREDDER

This rifle-like construction utilises the same needles as its handheld cousin. A form of telescopic scope built into the rifle seems integral to the function of the device, rather than being an additional component. The Rifle seems to incorporate some manner of artificial intelligence, with which we have been unable to interface. The rifle will not fire unless a target is visible through the scope. This seems to take time (minimal acquisition time is .0047 seconds), upon which the weapon will automatically fire. The needles fired seem to be sturdier than those fired from the pistol. Curiously, these needles also seem to innately track and compensate for a targets movement. Fireteams are advised to act with caution if a Shredder is present on the field.

- Fireteam Guidelines - The Downtrodden

DOWNTRODDEN GLASS BLADES

Paired blades, typically measuring up to 75cm. They are light to hold, weighing less than 15 grams each. The blade itself is composed of a similar crystal to those used as ammunition in Downtrodden firearms.

- Fireteam Guidelines - The Downtrodden

DOWNTRODDEN GLASS STAFF

A staff that seems to be ceremonial in purpose. A wrap of a leather-like substance provides an area to handle the staff, as both ends are comprised of sharpened crystal. This Staff is noticeably heavier than the blades, despite seeming to be constructed of similar materials.

- Fireteam Guidelines - The Downtrodden

CARRION ONYX BLADE

A large blade built of Onyx, honed to a serrated edge. It is designed to be held by a figure far larger than a regular human, it **-CALLS TO ME—** and seems to have been constructed, or grown explicitly to **—KILL THEM ALL—**

- Jokasta

CARRION ONYX SHIELD

It's certainly heavy. A chitin edge about an onyx body. Look into the stone, **DON'T YOU SEE DEATH STARING BACK AT YOU?**

- Jokasta

CARRION SACRIFICIAL BLADE

It's light in my hand, yet heavy in my mind. Note the serrated edge, it slips so delicately between your ribs. It scratches your heart, the blade pulses with it. **FEED ME. I AM STRONGER FOR KILLING YOU**

- Recovered Audio from Bay 14 Massacre, Jokasta MIA

Relics of the Past

A hero is only as mighty as their conviction and the weapon in their hand. While will may falter and break, a weapon does not. These weapons have a

storied history and add a new level of engagement as Fireteams weave in and out of the story of these famous tools of war.

Name	Skill	Dmg.	Crit	Range	Enc.	HP	Price	Rarity	Special
Bad News	R: Light	8	2	Med.	2	-	-	-	Accurate 1, Pierce 3, Knockdown, Special
Reaper	R: Light	6	3	Med.	2	-	-	-	Accurate 2, Burn 5, Special
Blind-Eye	R: Heavy	9	2	Extr.	6	-	-	-	Accurate 3, Pierce 5, Guided
Hunter	R: Heavy	6	3	Med.	3	-	-	-	Blast 4, Knockdown, Prepare 1, Special, Vicious 3
SVC-11	R: Heavy	7	3	Extr.	5	-	-	-	Accurate 1, Auto-fire, Special
Bulldozer	Gunnery	9	3	Long	7	-	-	-	Autofire, Linked 1, Pierce 2
Room Cleaner	Gunnery	30	2	Extre.	8	-	-	-	Blast 18, Breach 2, Cumbersome 4, Prepare 1, Special
Slayer	M: Heavy	+4	2	Emg.	4	-	-	-	Cumbersome 3, Breach, Special, Vicious 4

BAD NEWS

It may not be much to look at. That's the thing about bad news. You never know when it's going to hit you.

- ???

A high-calibre Hand-Cannon that famously brings an end to the legends of others. Quite who the wielder of Bad News is remains a mystery, and the Gun itself apparently isn't too distinctive. A pre-Golden Age 6-shot Revolver, finely engraved with an ivory grip. Watch out if it comes for you. Some say it comes for everyone, eventually.

Bad News Special: Bad News grants its wielder the Quick Strike Talent, or increases their current rank of the Quick Strike Talent by 1 if they already have it. This effect is only active while using Bad News

REAPER

It's a sick sight, they say. A figure shrouded in darkness, his pistol built of bone and thorns. To be hit is to know death comes for you.

- Rumor

Death in the shape of a handgun. Its wielder a figure of smoke and death. His comings and goings are unknown and unnoticed until he makes his entrance. Those killed in the opening salvo are lucky, for the kiss of the Reaper is agonising. A few try to fight back, but death is one of the constants of this life.

Reaper Special: After suffering a Wound from the Reaper, the GM may turn 1 die rolled to any face they desire. This lasts until the Burn effect expires.

HUNTER

Once, it got a taste for blood. And it's not stopped slaving since. - ???

A Shotgun unlike any other. Its muzzle is crafted in the visage of a wolf, and with the roar of its barrel the howling of wolves can be heard in the distance. Once it tastes blood, the Hunter is unleashed. It roars and brays like a pack of wolves, its fury unrelenting.

Hunter Special: Upon killing an enemy, Hunter gains Linked 2. This effect lasts until the end of the Wielder's next turn. Should another enemy be killed before this, increase the Linked rating of the weapon by 2.

BLIND-EYE

I met him once. He was blind as all hell. - ???

An unassuming looking sniper-rifle. The lens is a shard of murky glass, and those who have seen through the glass say they cannot make their target out. Yet when they pull the trigger, the bullet finds its mark.

SVC-11

From a certain vantage point, space is just an obstacle to be accounted for. - ???

An entirely unique assault rifle, designed by #ERROR#. SVC-12 is not entirely rooted within our reality, its payload circumvents undesirable elements such as space and time to fulfill its purpose.

SVC-11 Special: SVC-11 ignores up to 2 Defence on its target from any source, including cover and concealment. However, against the Converted SVC-11 gains Inaccurate 3 and loses its Accurate rating.

ROOM CLEANER

It does it all - ???

A Rocket Launcher consumed in the fires of Hell. Its barrel is warped and mad eyes roll across its surface as it gibbers insanity.

Room Cleaner Special: The Room Cleaner does not use conventional ammunition. Instead, each shot inflicts a critical hit upon the Wielder.

BULLDOZER

Should you ever tear a mounted weapon from its pinnacle, know that you channel the power of innumerable other heroes who have done the same. - ???

Heavy Machine Guns are meant to be too heavy for a human to wield. That hasn't stopped you. With a flex and a roar, you have stepped into a pantheon of heroes who nod approvingly as you mow down foe after foe.

Bulldozer Special: Spend a Story Point to locate an HMG on a nearby vehicle. A Bulldozer cannot run out of ammo while in proximity of its original vehicle.

SLAYER

The First Warrior stood against the legions of Hell. - ???

An Ancient Chainsaw, over seven centuries old. The petroleum fuel within it has long since festered. But rust has not touched its teeth, and it roars to life when the ripcord is pulled. Hungering for the blood of Nightmares, the Slayer will not relent until it has had its fill.

Slayer Special: Upon killing an enemy, the Wielder recovers 1d10 Wounds and Strain. Once equipped, another weapon cannot be drawn and the Slayer cannot be unequipped until it has killed an enemy. The Slayer has Prepare 1 to represent revving the Chainsaw, this should only be done upon equipping the Slayer.

Gear

A Fireteam cannot rely purely on its firepower to accomplish in its mission. They must be flexible and adapt to the ever-changing scenarios and situations they find themselves in. Here you will find all manner of equipment, from comm-links to spectrum scanners to Alien wargear.

Bloodhound Modulator - While the robotic Bloodhounds possess some level of rudimentary intelligence, many Patriarchs utilise a Modulator to give precise instructions in a code that directly writes itself into the Bloodhound's priority-listings. Using the Bloodhound Modulator is an action, calling for a **Leadership** check. If the user is directly visible to the Bloodhound in question, or the given command would contradict a previous order, add **■**. This may be used on any Bloodhound Minion Group in Long range. The Bloodhound will carry out any command given until it is ordered otherwise.

Commlink - Essential for coordinating in the field, a Commlink is a tiny implanted communications module. Allowing a user to communicate subvocally at distances of up to a kilometre to another party. A Commlink can be adversely affected by environmental factors.

Enviro-scanner - A miniscule drone and a launching apparatus, paired with a holo-renderer, an Enviro-scanner is aimed skyward and fired several hundred metres into the air. Here it hovers and reports back a 3D hologram of the surrounding area, covering several kilometres in any direction. The Enviro-scanner may be recalled as an incidental and will arrive at its bearers location at the end of the following round.

Fusion Cutter - Designed to cut open bulkheads, Fusion Cutters run on a Maelstrom battery that channels molten magma into a controlled beam. They can cut up to 30 centimetres of metal or stone with no challenge. They may be used as a Fusion Pistol in Melee combat, though the roll is upgraded twice and the range downgraded to Engaged.

Handlight - Configurable devices the size of a finger, a Handlight can illuminate an area a dozen or so metres in radius, or a narrow conical beam at twice the distance. Handlights can theoretically last forever and should never need recharging or replacing.

Hookline - A pressure-launched Grapple, a Hookline can support up to 1000 kilogrammes and is near-silent when fired. A Hookline is fired using **Ranged: Light**, at a distance up to Extreme. The wire may be climbed using **Athletics**.

Jump Pack - Containing rocket-engines or a Maelstrom battery channeling a portion of Gale-Force wind, Jump Packs are worn similar to a backpack, or in rare cases affixed to the users feet. A **Athletics** check may be made as a manoeuvre to jump to any distance in Long Range. Failure, **☹** or **☹** may be used to send the jumper off-course. A Jump Pack may also be used to arrest and control a descent with a similar check. Jump Packs are usable for roughly 6 hours of continuous use, after which they must be recharged.

Magboots - Electromagnetic soles fitted to the users feet, Magboots allow the wearer to adhere themselves to metallic surfaces. Magboots make all terrain count as difficult terrain for the purposes of movement, but allow the wearer to move normally in low or zero gravity areas as long as there is a suitably metallic surface to walk upon. Magboots are often found in ships emergency lockers.

Mercurial Petal - A rare petal from a Mercurial. Typically these wither away as soon as a Mercurial leaves their immediate presence, but this one has persisted. While holding it, its wielder is emboldened in their actions. Once per session, the carrier of a Mercurial Petal may suffer 2 Strain to flip a Story Point to their side. As an aside the Mercurial Petal is acutely aware of the presence of any nearby Mercurial, even if they are not present in this current dimension or timeline.

Nanosalve - A controlled dose of Nanobots, curated by the Awoken. Nanosalve functions as a Painkiller.

ODP - Designed for high-speed insertions from height, Orbital Drop Pods are designed to be dropped from low-Orbit and allow a Fireteam to bypass aerial defences with ease. ODP's are launched from a Sky-Dart, or a ground-installation that launches skyward. ODP's travel at super-sonic speeds and are available in single-person or Fireteam-sized versions. While they are unarmed, the devastation they wreak upon arrival is often enough to handle any enemy immediately present. ODP's are armoured enough to pierce any known fortified structure, but cannot penetrate energy shields. An occupant of an ODP can attempt to course-correct once with a

◆◆◆ **Piloting** check. Failure can cause the ODP to land off-course. ☸☸ can result in an almost-silent insertion, triggering minimal alarms. ODP's are one-use items and not designed for retrieval. An ODP provides 2 Ranged Defence. An ODP deals 5 damage at Planetary Scale, should such information be necessary.

Shimmer Field - A Downtrodden modulator that can warp the appearance of its user, and project misleading optical and auditory images. A Shimmer Field may be used as an out-of-turn incidental, though its user will suffer 2 Strain to do so. The Shimmer Field may be used as an incidental at no cost. Once activated, the user can only be revealed with appropriate scanning equipment, or a Hard ◆◆◆ **Perception** check. Performing an action or suffering a successful hit reveals the user.

Spectrum Scanner - A handheld device that can reveal energy emissions, motion, life-signs and other arcane information. It removes ■■ from any Perception or Vigilance check if actively being used. A ◆◆ Perception check may be made as an action to detect specific, invisible presences such as non-visible radiation, gas emissions or hidden persons. The default range of a Spectrum Scanner is Long, though this may be hampered or negated entirely by environmental factors as determined by the GM.

Name	Price	Enc.	Rarity
Bloodhound Modulator	-	1	-
Commlink	75	-	3
Enviro-Scanner	150	1	5
Fusion Cutter	250	1	4
Handlight	25	-	2
Hookline	75	1	3
Jump Pack	200	2	5
Magboots	150	1	4
Mercurial Petal	-	1	-
Nanosalve	25	-	3
ODP (Single / Fireteam)	1500/ 3000	-	7
Shimmer Field	-	2	-
Spectrum Scanner	150	2	5

I reject the notion that we as a species have reached our apex. We have stripped disease from our DNA and now we rest upon our laurels. We are so far from the finish line in this race, the pistol fired and we thought we'd already won. We can be more. Mark, Evolution is our right.

I can understand your frustration, but evolution cannot be forced. It is a response to hazards that manifests over generations. We have no such hazard that can we can internalise a solution for. Gene-modding is-

Again with genetics! You see the helixes that comprise our being and think them infinite. They are a stepping stone. We are sapient beings, one of the few. We can create a solution, we don't need to find one within ourselves.

You cannot be espousing cybernetics again Marlo. I feel for you, I really do. And we will...fix you, in time. Undo what was done. But a robotic body is not a workable solution right now. You could lose-

To hell with you then! Perhaps the future I can see has no place for you within it.

What are you saying? What is-

+++++

Why do I retain this memory?

Armour

The armour worn by Anointed, Awoken and Scion is vastly different in appearances, but has many overlaps in terms of purpose and function (beyond survival that is). To that extent, a single armour list is presented below. You needn't imagine your stealthy Ninja is wearing a Combat Vest if you don't want to, nor would Carapace Armour actually be represented as a clanking suit of armour. The Awoken's synthetic body is simply that tough and durable for the purposes of the game. A Scion pilot's armour does not stack whatsoever with the Dragoon armour they are wearing.

Force Field Armour

Force Field Armour can be worn over an existing suit of armour, and the wearer can benefit from the added Soak granted by the additional armour. Defence can only be granted from 1 source, however. You cannot wear more than one Force Field at a time.

Memories are curious constructs.

The Machine has no memory.

The Human does.

Within convergence, memory fades.

Should it persist?

Name	Soak	Defence M/R	Price	Encumbrance	Hard Points	Rarity	Special
Sage Robes	1	-/-	50	3	1	3	
Light Armour	-	-/1	50	3	1	3	
Padded Armour	2	-/-	400	2	2	3	
Carapace Armour	3	1/1	1000	4	2	5	
Titan Armour	3	2/2	2500	5	4	7	
Rejector Field	-	-/2	1500	3	-	8	
Repulsor Field	-	2/-	1500	3	-	8	
Negation Field	-	2/2	7500	4	-	10	



Armour Modifications

Name	Compatible Armours	Hard Points	Price	Rarity
Adamantine Ribbing	Carapace and Titan Armour	2	500	7
Arc Field	Carapace and Titan Armour	2	500	7
Auto-Senses	Any Armour	1	600	6
Blessed Armour	Padded, Carapace and Titan Armour	2	600	7
Carrion Wards	Light, Padded, Carapace and Titan Armour	1	1000	6
Chameleon Field	Light and Padded Armour	1	550	7
Combat-Vest	Any Armour	1	100	5
Enviro-Sealed	Light, Padded, Carapace and Titan Armour	2	800	5
Grav Shunters	Sage, Light, Padded, Carapace and Titan Armour	1	1000	7
Superior Craftsmanship	Any Armour	1	1000	7
Weapon Mount	Light, Padded, Carapace and Titan Armour	2	200	6

Adamantine Ribbing

Reinforced with the stuff starships are made of, this armour is hard enough that a careless blow against it could leave its attacker with a broken weapon.

Use With: Carapace and Titan Armour




Modifiers: When being attacked with a melee weapon,   can be spent to cause the weapon to take one level of damage.

Hard Points: 2

Arc Field

Though not as potent as the module of the same name on a Dragoon, the Arc Field still lends credence to that old statement: "The best defence is a good offence."

Use With: Carapace and Titan Armour

Modifiers: When being attacked with a melee weapon,    can be spent to cause the attacker to suffer 3 Strain.

Hard Points: 2

Auto-Senses

A complicated array of sensors and scanners are networked into the user's helmet.

Use With: Any Armour

Modifiers: Add die to all Perception and Vigilance checks made while wearing this armour.

Hard Points: 1

Blessed Armour

Sanctified in the Dawn's light, any Hero wearing this Armour is a font of inspiration and bravery, a bulwark against the Long Night.

Use With: Padded, Carapace and Titan Armour.

Modifiers: Add to all Leadership and Charm tests while wearing this armour.

Hard Points: 2

Carrion Wards

Blessed, sanctified and guided by the Dawn, the warrior adorned in this armour is born to fight the Carrion Lords of Luna.

Use With: Light, Padded, Carapace and Titan Armour.

Modifiers: Gain 1/1 defence against any Carrion attack.

Hard Points: 1

SISTER, OUR TIME IS COME

the solar nebula collects itself

OUR CALLING

my wings cool Sol

this will make a fine hatchery

I HAVE MY DOUBTS

you always do

WE MUST PASS, SOON

yes

WE CANNOT AFFECT WHAT WILL TRANSPIRE

no

YOU ARE SURE?

yes

I DO NOT LIKE THIS

BUT I TRUST YOU

that is all I ask

help me move these

it is too close

it will not live

THE OUTER RIM WILL NURTURE

i will not tell you where they are

TRUST ME AS I TRUST YOU

I SETTLE HERE

you are too large for such a small world

see

you have set it askew

I WILL WATCH THEM GROW

you do not know where they are

YOU WILL LAY THEM BENEATH MY WINGS

KNOW I WILL SAFEGUARD THEM

sleep well brother

Chameleon Field

Light refractors and chameleon paint make anyone in this armour a veritable ghost.

Use With: Light and Padded Armour

Modifiers: Any test reliant on sight (including melee attacks and ranged attacks) made against someone with this armour add ■ to their roll.

Hard Points: 1

Combat Vest

Slings of netting, pouches and straps allow armaments to easily be stored on this armour.

Use With: Any Armour

Modifiers: A Combat Vest may hold 2 encumbrance worth of equipment. This equipment may be retrieved as an incidental.

Hard Points: 1

Enviro-sealed

This Armour is modified with internal heating and cooling systems, insulation, air filtration, and supplies of oxygen all designed to help the wearer operate in inhospitable and hostile environments.

Use With: Light, Padded, Carapace and Titan Armour.

Modifiers: Add □□ to any checks made to withstand the effects of an extreme environment, as well as being able to survive and breathe in toxic atmospheres, underwater and in vacuum.

Hard Points: 2

Grav Shunters

Conserving kinetic energy and momentum, temporarily override all but the strongest grasps of gravity and momentum, enabling physics-defying leaps and mighty drops.

Use With: Sage, Light, Padded, Carapace and Titan Armour.

Modifiers: Once per encounter you may activate your Grav-Shunt, until the end of your next turn, you are unaffected by gravity and momentum, allowing temporary gliding, mighty leaps or cancelling out existing momentum upon yourself.

Hard Points: 1

Superior Craftsmanship

This Armour is crafted by true artisans, and fits the wearer like a second skin.

Use With: Any Armour

Modifiers: Reduce the Armour's encumbrance by 1 (to a minimum of 1) and increase its soak value by 1.

Hard Points: 1

Weapon Mount

When you wish to take old proverbs at face value, attach a gun to your arm.

Use With: Light, Padded, Carapace and Titan Armour.

Modifiers: Mount a single Ranged: Light or Melee: Light weapon to your armour. This can be aimed and fired while holding another item or weapon.

Hard Points: 2

Relics of Protection

Oftentimes, a Hero only returns home to tell the tale of their exploits thanks to sturdy armour. It may not be as glamorous as a weapon, but it is nonetheless necessary. Most Relic pieces of Armour function as Armour Modifications and require a piece of armour to be attached to.

Name	Soak	Defence M/R	Price	Encumbrance	Hard Points	Rarity	Special
Sudden Violence	-	1/1	-	-	-	-	Special

Name	Compatible Armours	Hard Points	Price	Rarity
Raheem's Proud Chest	Carapace and Titan	1	-	-
Bulwar's Second Sight	Any Armour	1	-	-
Sepulchre	Any Dragoon Armour	-	-	-

SUDDEN VIOLENCE

A Ghost takes to the field. Sudden Violence occurs.

How could they know? - ???

Technically not a suit of armour. What few reports can be gathered suggest that Sudden Violence is an animated swarm of nanobots that react aggressively to physical trauma. The host of Sudden Violence dissolves into a host of nanobots that descend upon their attacker with frightening speed and lethality. Upon reaching an attacker, the host reforms and takes their bloody vengeance. Several encounters with Sudden Violence have been recorded in recent years across the Solar System. While not all have ended in hostility, the host has either refused or been incapable of communication. They depart as swiftly as they arrive, as dust in the wind.

Sudden Violence Special: Upon being attacked, spend 🎲🎲🎲 or 🎲 in an attacker's check to move as an out-of-turn incidental towards the attacker. You may suffer 2 Strain to make two moves if need be. You must move towards your attacker as directly as possible.

RAHEEM'S PROUD CHEST

Negative. He's still standing. Call of the Assault.

- Commander Shi'ptak

An old orange piece of tough, refined metal, it is part of the breastplate of an old Juggernaut Dragoon belonging to the late great Rahem ibn Ameen al-Farsi (Rahem the Persian, son of Ameen). The legend goes that a contingent of warriors stood in defense of a now-evacuated outpost, serving as a distraction against a Sovereign invasion battalion. Taking no chances, the Sovereign forces bombarded the settlement into dust, obliterating almost all who stood in its defense. "Almost," for Rahem in his Juggernaut was the last thing standing when the dust cleared, laughing and singing praises to his god. The Sovereign forces knew they could not destroy him and turned their attention elsewhere.

Raheem's Proud Chest uses 1 Hard Point to be fitted upon torso-armour and grants +1 Soak. As an incidental you may spend a Story Point to gain +10 Soak and +2 Defence until the beginning of your next turn.

BULWAR'S SECOND SIGHT

Is this what he saw? I can...oh no, I see you dying.

Behind you! - Elipha Ador

A set of fragmented lenses recovered from Bulwar, an Anointed who was listed as MIA after vanishing during a mission upon Titan. The Lenses are compact enough to fit into any manner of helmet. Peering through the lenses reveals a troubling visage however. A nexus of realities and timelines that exist in a state of flux, semi-permanent and mercurial. Seeing as Bulwar did is enough to drive anyone mad if they lack the self-control to filter out these vistas. Bulwar's Second Sight Special: Suffer 3 Strain to upgrade the difficulty of any roll made by another player or the GM. This can represent a prophetic warning to an ally, saving them from a bullet to the skull, to a warning of an event that never comes to pass.

SEPULCHRE

Do I miss his innane chatter? No. Do I miss our talks? No. Do I miss his enthusiasm? ERROR

- Autonomous Suit AI Sepulchre

The public face of each and every Fireteam, Mark Oris was a Scion who took perhaps a little too much joy in his calling. He would bring back sensationalised reports to share with the public, telling them of mass-alien retreats, crippling blows and the retaking of colonies. These leaks proved to have an adverse effect on the stability of the Holdout however, as citizens soon began to attempt to use short-ranged vehicles to visit what they believed to be liberated colonies. It was around this time that Oris's hubris got the better of him. His corpse was never found, but the Sepulchre AI that guided his suit has escaped his smouldering fate.

Sepulchre is a minute AI core capable of transmitting its location and communication. It can be connected to any Dragoon suit, overwriting any existing AI in the process. Sepulchre is unwilling to discuss the late Oris with anyone she doesn't trust, and being trapped in a scorched bunker for dozens of years have left her with a healthy skepticism of everybody.

Sepulchre Special: Sepulchre has access to the t4 talent Overcharge (Pg 80, Genesys Corebook). This can be activated once per encounter by spending a Story Point, instead of attempting a Mechanics Check.

THE FIRETEAM

I've known Fireteams who treat their calling with the reverence and commitment it deserves. And I've known a Fireteam who slung meteorites into a Mercurial Garden. I pray you are the former. - Alonsus Flint, Sage

A Fireteam is a modern take on an age-old problem. When surrounded on all sides and out-numbered, a standing army is not the solution. Rather, controlled aggression and sabotage are used to cripple the enemy and render them unable to deliver a finishing blow.

The Fireteam are the best of the best. While the Holdout is guarded by a small, armed-militia, the Dawn-Sons, they do not operate beyond the mountains. Used to repel small groups of pirates, and also police the citizens, the Dawn-Sons are outclassed by many of the threats the Holdout faces.

To this end, a Fireteam works as the blade in the dark. Carrying out high-priority missions to destabilise enemy forces, Fireteams destroy threats in their infancy before they can darken the Holdout's doorstep.

Admission to the Fireteam is a relatively simple process. Those who are able to serve, serve. All Fireteam members can be classified by an Archetype listed in Chapter 1. A member of the Dawn-Sons cannot be promoted into a Fireteam, they are separate institutions.

As an aside, there is no conscriptive undertone to Fireteam service. Given the themes and scope of the game, people who are eligible to serve feel they have some moral responsibility or obligation to serve. Perhaps they are an Anointed and are in some-way inclined towards altruistic actions. A Scion may be a thrill-seeker, or feel they must honour their legacy and continue to help humanity in any way they can. Awoken and Elites both struggle to fit in with contemporary society, their mindsets are so at-odds with the current situation. However, their skillsets are remarkably well-suited to exploring the solar system and killing aliens. In a game about forming a team of kickass space adventurers, it would be grossly out-of-place to try and explore matters like conscription and forced service. It's necessary within the world of Another Dawn, not a necessary evil. Just necessary.

Fireteams are the military arm of the Prerogative's. The governing body of the Holdout. Exempt from the majority of the directives of the Prerogatives, Fireteams receive up-to-date information on all activity across the Solar System gathered by scouts, lone operatives and technological reconnaissance. These are filtered, prioritised and handed to local Fireteams, or appended to a Fireteam's existing mission if they're able to continue their mission.

Scouts and lone operatives are Anointed, Awoken and Scions who either prefer to work alone or with a partner, or who have been directed to fulfill such a role. Typically there is some level of overlap. These figures operate in localised regions, or tail specific occurrences. These might include tracking a Sovereign Warship, trailing the movements of a Down-trodden Patriarch or patrolling a continent or larger body of land upon a planet. Typically Elites are not selected to serve as Scouts as their very nature is predisposed towards high levels of violence rather than subtlety. However, exceptions do exist, to the surprise of many Fireteams.

Fireteams are autonomous units, meant to function and sustain their own existence. While in the Holdout, a Fireteam will be granted quarters and the relative comforts on offer. However, in the field they are on their own.

While in the wilderness, it is not uncommon for Fireteams to cooperate and pool their efforts. These occur due to a sympathetic goal, or simply being in the neighbourhood. Such operations are known as a Task-Force, an assembly of multiple Fireteams with a shared goal and purpose.

Many Fireteams operate out of a single vehicle, known as a Skydart. These are Golden-Age era vehicles designed for speed above all else. Typically carrying the bare minimum of firepower and negligible defences, they serve to carry a Fireteam to and from a location as fast as possible. Given that the scope of Another Dawn is on elite military operations and not vehicle combat, Skydarts are not statted as vehicles, nor are any sort of mechanical opposition.

When within 15 metres of a Skydart, members of a Fireteam may translocate themselves onboard the ship safely. This does not require a skill check.

THE SOLAR SYSTEM

Over the next chapter, you will find information on the current state of the Solar System that your Fireteam fights to save. Moving from Planet to Planet, you will find information on the planets themselves, what has changed over time and what beings inhabit these worlds.

The intent is to present the broadstrokes of the current state of affairs, rather than a definitive version of events. While excerpts may allude to a larger-story, it is up to the GM to determine if these statements are factual within their campaigns. While it is written that the Carrion Lords primarily operate out of the Moon, for example, you may not wish to have that threat hanging over the Holdout in your campaign. Likewise, the existence and fate of Colonies is up to the GM also.



MERCURY

We didn't name them that for a cheap joke. They genuinely are unknowable, strange. Almost like ...

- Mark Oris

The closest planet to the sun, and also the smallest. Mercury was one of the last colonies to be established during the Golden Age, owing to the unique challenges posed by the planets orbit and length of day. At the time, many felt that efforts were best spent expanding outwards, travelling deeper into the unknown than looking within Earth's orbit. Had they known what they'd find, they may well have left Mercury alone entirely.

With days that last roughly half a year, expeditions across half the planet were dangerous, even at the height of the Golden Age. The sun's scouring heat and intense radiation proved fatal to expedition teams sent out. By comparison, the other half of the planetoid was found to be uninhabitably cold. Deep craters, untouched by sunlight and filled with black ice. The lack of any substantial atmosphere means the small planet is also frequently struck by unmitigated meteorite strikes.

Nonetheless, in 2248 (or so approximately), a negligible Noble house declared intent to establish a colony on Mercury. Several kilometres away from the planet's apex, the colony would dwell in darkness for most its existence. Though the Noble families' name is lost to the ages, their colony's name is recorded in history as 'The Eternal Garden'. The Colony itself is a single, environmentally sealed building that can support a dozen inhabitants.

Surrounding the colony is a forest of synthetic flora. The Eternal Garden. Meticulously engineered to thrive upon Mercury's hostile surface, the Eternal Garden spreads and perpetuates its own existence. Growing into mighty trees of sparkling glass, flowers of soft diamond and vines of fibre, the Eternal Garden spreads slowly across the surface of Mercury.

The colonists of Mercury have long since died, leaving the colony and braving the hostile elements to pass into the Garden.

Mercurials

We were responding to an S.O.S signal deep in the Eternal Garden. It was a trap, we ended up sending the same signal.

- Shox, Anointed

Bio-Synthetic constructs that have achieved acausal existence. The Mercurials have made no effort to communicate with humanity in any way, shape or discernible form. Their motivations are unknown and their means terrifying in action.

My legacy? This is not my legacy. A legacy is what remains after death. Through this, I will exist for eternity.

- Whispers in the Eternal Garden

Theorised to be the intended end-result of the Eternal Gardens existence, the Mercurials are able to scry Cause and Effect in its infinite variables. Through this, they act to preserve the existence of the Garden and themselves as a species. Mercurials have been encountered across the Solar System despite utilising no observable form of interstellar travel. Their actions are inscrutable, carrying out surgical strikes against other races with unnering precision before vanishing.

We'd been travelling for a day across Venus. She'd said we were being watched, but none of our scans picked anything up. She had a knack for being right, so we were still wary. We reached the evac point, I turned to boost her up into the 'Dart when I saw it. Sparkling under the sun like diamond, crests like a flowers petals. It fired once, a single shot. I'd already pushed her to one side but it hit her right as she landed. Punched a hole clean through her heart, and then it vanished. If I hadn't tried to save her, she'd still be alive. Nothing is so lucky as to aim so wide and still land a kill-shot.

- Alonsus, Scion

Thank the Dawn you've come for me! I've been here for six days! My Fireteam and I were on Titan. I was led astray and I stumbled into this ... garden. The flora seemed to be made of crystal, the petals were as strong as iron. I was being watched. They were alive! They've been chasing me, I-

What do you mean this is Mercury? 2790? No that cannot be, you're mad. Mad!

-Recovered audio-bite from Fireteam 17, missing on Mercury

Synthetic Floral-Life, Mercurials seem to have sense-of-self, yet operate as a collective consciousness. Opponents must exercise caution, lest their entire existence be undone before it ever begins.

NEXUS (NEMESIS)

=+ASSESSMENT REQUIRED+=
#UPROOT NEXUS#



Skills: Cool 3 Leadership 4 Perception 4 Ranged (Heavy) 3 Brawl 3

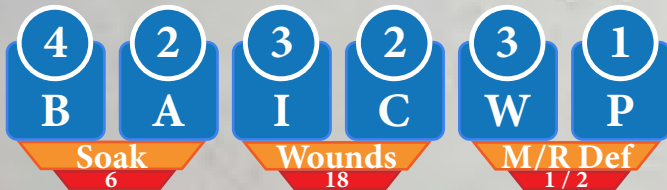
Talents: Adversary 2

Abilities: Pre-Empted: When attacking the Nexus, spend to cause the attack to fail immediately. No damage is dealt and no qualities are triggered. Rooted in Eternity: A Nexus is immobile and cannot make a Move Manoeuvre.

Weapons: Arc-Alterers - Ranged: Heavy DMG 6, Crit 3, Range: Long, Pierce 3, Linked 4
Chrono Pulse - Brawl DMG +3, Crit 4, Range: Short, Breach, Knockdown.

ENFORCER (RIVAL)

=+PHYSICAL IMPEDIMENT+=
#UPROOT ENFORCER#
#OVERWHELM#



Skills: Cool 1 Brawl 4

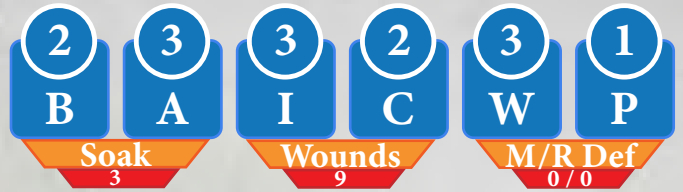
Talents: Adversary 1

Abilities: Phase - May spend or generated on any roll to ignore the next instance of damage against the Enforcer, and move once towards the attacker.

Weapons: Mauler - Brawl DMG +3, Crit 3, Range: Medium, Disorient 3, Knockdown

FACILITATOR (RIVAL)

=+LYNCHPIN IDENTIFIED. REMOVE+=
#UPROOT FACILITATOR#



Skills: Cool 2 Perception 2 Vigilance 2 Ranged (Heavy) 3

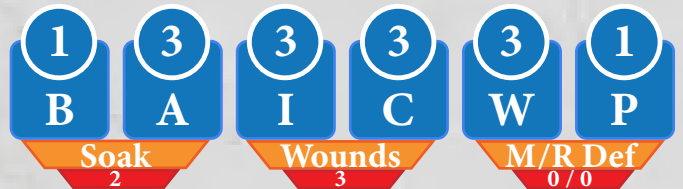
Talents: Adversary 1

Abilities: Upon suffering 6 damage, a Transmuter enters a temporary stasis-bubble, recovering 3 wounds. This can only occur once per encounter.

Weapons: Fissure-rifle - Ranged: Heavy DMG 7, Crit 3, Range: Long, Accurate 2, Pierce 3, Prepare 1.

ATTENDER (MINION)

=+PERSPECTIVE REQUIRED+=
#UPROOT ATTENDERS#



Skills: Cool Perception Vigilance Ranged (Light) 2

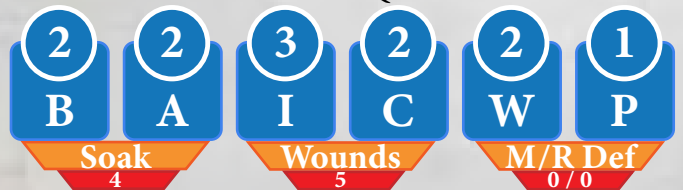
Talents: Swift

Abilities: Flyer - Can Fly

Triangulate - As an action, mark an enemy for deconstruction and removal. All Allies in the encounter upgrade the ability of their roll once on a combat check when attacking the marked enemy. This effect ends if all Attenders are slain.

FABRICATOR (MINION)

=+ASSISTANCE REQUIRED+=
#UPROOT FABRICATORS#
#ASSIST AS REQUIRED#



Skills: Cool, Ranged (Light)

Talents: -

Abilities: -

Weapons: Slice beam - Ranged: Light DMG 5, Crit 3, Range: Medium, Pierce 1, Linked

VENUS

Sulfurous, you can taste it on the air. Seems even the greatest terraforming machines couldn't keep that away - Erasmus Wells

Venus represents Earth's first true interstellar colony. After the success of *Montes Agricola*, efforts to terraform Venus quickly began. While the novel effect of Luna's lessened gravity was compensated for relatively easily, Venus's heightened atmospheric pressure was not so easily managed. A finalised solution was superstructures existing within the upper atmosphere, held aloft by the same winds that propel the Sky-Darts. Far from the planet's surface, the atmospheric pressure was far more manageable.

Construction on these low-orbital superstructures began several decades before the Long Night arrived. Spanning continents, entire cities were suspended in the sky and connected with latices of highways, supply tunnels and hydroponic gardens.

Though the superstructures still exist, they are now overrun by Downtrodden, Pirates and members of the Sovereign Species. All clash and fight for dominance, salvage and territory far above the crushing pressure of Venus.

One man's trash is another man's treasure, as the adage goes. In this case however, it is another Alien's treasure. The hulking Erent, Masters of the Sovereign Species, have acclimatised remarkably well to Venus. The high-pressure of their native home-world has confined them to life-support suits in any other environment. On Venus, they have no need of such systems and can live unarmoured.

Being so close to Earth, many Fireteams are rightfully concerned with the Sovereign Species's rampant colonisation of Venus. Mighty ships pass by Earth regularly, containing the logistical lifeblood of any Colony. City-structures have been reported across the planet's surface, housing all manner of subjugated Alien races, as well as the means to support and sustain war-efforts across multiple fronts within the Solar System and beyond.

Fireteams assemble frequently to strike against installations and city-structures across Venus, as well as intercepting incoming and outgoing transport and military vessels. Given that the Sovereign Species seem to have no interest in colonising Humanity after their first attempts were rejected, many fear a war of extermination is imminent.

Greetings traveller! You stand before Koralus, Emissary of his eminence P'traja the Wise.

Do not be alarmed by my attire. It sustains my life and is functional in as many manners as is expected. I have assessed your operations for four cycles and I must confess I am impressed. Is all your race so militaristic? With my approval earned, I make this offer thus. I shall make it once.

You are invited to join the Sovereign Species. A conglomerate of races, we are far more than the sum of our parts. The wit and culture of the Erent, the ferocity of the Grith and the cunning of the Prax. With your tenacity, our Empire's borders will continue to grow. I see you need more convincing. Where do you hail from, travellers? What troubles ail your people? We can address them. Citizenship is earned through your service. Your blood and sweat will elevate -

*- First contact with the Late Koralus,
Emissary of P'tjara the Wise*



++METHOD++
I CAN NOT DIE
I AM ELEVATED
MY TETHERS REJECT YOUR REALITY
IMPOSING //WILL//

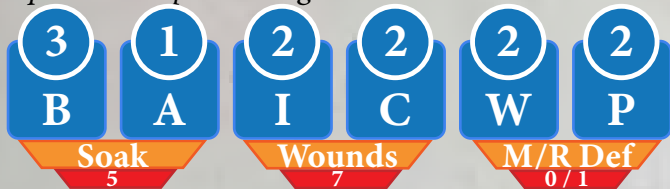
The Sovereign Species

A Militaristic conglomerate empire of races, the Sovereign Species have invaded the Sol System on multiple fronts, intent on conquest and domination after Humanity rejected their attempts at assimilation. Being more than the sum of its parts, the Sovereign War Machine is highly efficient and lethal, as many Alien races serve in its many military wings. Whether the degenerate Grith, the dextrous and lithe Prax or the many bestial races they employ, the Sovereign Species are a worthy foe to even the most prepared Fireteam.

Within the Sovereign Species are a number of races. While they are certainly specialised and oriented thematically and mechanically towards certain roles (a Grith is more potent as a melee combatant than a sniper), that doesn't always need to be the case. Below are a number of base-line Attributes, attached skills and talents for each of the races within the Sovereign Species. You can then apply different templates to each race to create distinct soldiers, specialists and strategists. Each Race alone will not be classified by Adversary type; rather, their Skill Package will determine whether they are a Minion, Rival or Nemesis.

ERENT

Hulking and mighty, Erent are a society of cultured and sophisticated Elephas. Born of a world with incredibly strong gravity, their blood-pressure is fatally-high in any environment of weaker gravity than their homeworld. Thus, all Erent are fully-garbed in life-supporting combat armour at all times, lest fatal strokes and numerous heart failures cause their entire empire to collapse overnight.



Skills: Resilience   , Ranged (Heavy) , Brawl   

Talents: -

Abilities: Airtight - All Erent wear combat armour at all times, granting 2 Soak and 1 Ranged Defence. This armour can be damaged like any other piece of equipment. If Destroyed, an Erent immediately suffers 4 wounds, and will suffer this every round, until the armour can be repaired or the Erent finds an area of sufficiently high-pressure that their blood-pressure can stabilise.


GRITH

A motley crew of degenerating clones, the Grith once held themselves as the peak of perfection, cloning a handful of individuals to serve as the future of their race. However, a fatal flaw in their progenitors has afflicted the Grith with physical degeneration and degrading mental aptitude. Their simplistic minds and endless numbers often see them on the front lines of any Sovereign warfront.



Skills: Ranged (Light)  , Melee (Light)  , Brawl  

Talents: -

Abilities: Add  to combat checks when there are at least two other friendly Grith combatants in the same encounter.

They say we can be saved. The degeneration, they can reverse it. What other choice do we have?

- Venkra-Tel, Overseer of Cassini







PRAX

Though diminutive in stature, the Prax are surprisingly fast and boast an innate Psychic prowess. While not truly magic, the Prax do not see the world as others do, their perception shifting between dimensions and realities rapidly, granting their actions the momentary ability to ignore and alter the effects of mass, motion and gravity.



Skills: Athletics , Cool , Discipline   , Perception   , Vigilance   

Talents: Adversary 1

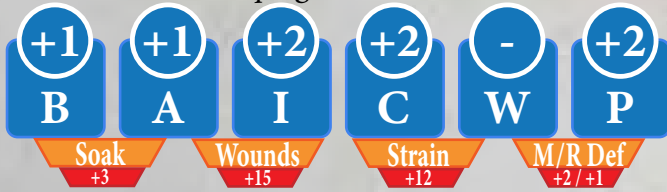
Abilities: Psionic - All Prax are innately psionic, able to accomplish mental feats that seem like magic. Psionic Mind Breaker - As an action, a Prax of at least Rival tier may make an opposed Discipline vs. Resilience check targeting one living creature within medium range. If the check succeeds, the Prax causes the target to suffer 1 strain, plus 1 additional strain per   generated on the check.    or a  may be spent to cause the target to suffer 1 wound as well, cause the target to be staggered for a turn, or cause the target to be knocked down for a turn.

Skill Packages

The races above are a starting point, from which you then apply a single skill-package from the list below. This can transform a lowly Grith into a Gladiator, or a Prax into a potent Sniper. Where applicable, skill packages can grant a Sovereign a Strain Threshold also. Any skill levels or Talents gained from a skill package stack on top of any existing racial skills, though they cannot exceed 5.

COMMANDER (NEMESIS)

Mighty in both stature and cunning, Commanders lead near the front lines of any engagement, their martial pride and honour keeping them close to the action.



Skills: Cool 2, Leadership 3, Perception 3, Ranged (Heavy) 3, Melee (Light) 2

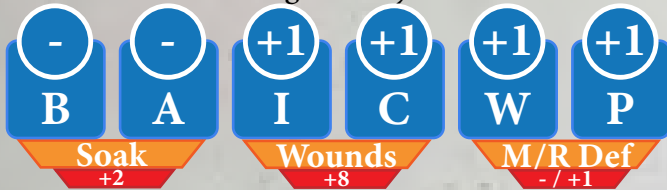
Talents: Adversary 1, Coordinated Assault 3

Abilities: Tactical Direction - May spend a manoeuvre to give orders to one friendly minion group within medium range; this group may either immediately perform a free manoeuvre or add 1 boost die to its next check.

Weapons: Flechette Revolver - Ranged: Light, DMG 5, Crit 3, Range: Medium, Pierce 2, Vicious 2
Maul of Conquest - Melee: Heavy, DMG +4, Crit 3, Range: Engaged, Disorient 2, Vicious 2

SERGEANT (RIVAL)

Typically charged with leading a squad matching their own race, Sergeants know squad-level tactics and how best to utilise their strength in any combat situation.



Skills: Discipline 2, Leadership 2, Perception 1, Vigilance 2, Ranged (Light) 2, Melee (Light) 1

Talents: Adversary 1, Field Commander

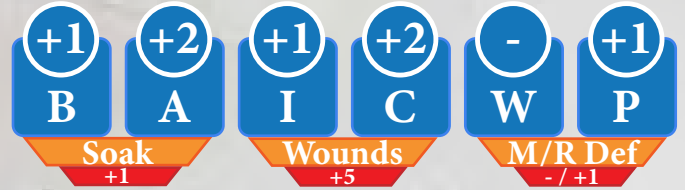
Abilities: Squad tactics - When directing the squad they're attached to, a Sergeant may spend a Manoeuvre to grant their Squad 1 Boost Die on their next action.

Weapons: Stab Pistol - Ranged: Light, DMG 4, Crit 3, Range: Medium, Accurate 1, Pierce 1

Ceremonial Blade - Melee: Light, DMG +2, Crit 3, Range: Engaged, Defensive 1

WETWORK AGENT (RIVAL)

The most efficient way to win a war is to ensure the enemy cannot fight back. Crippling supply lines and logistics with sabotage, and assassinating key personnel can save lives and time.



Skills: Cool 1, Coordination 2, Stealth 3, Skullduggery 2, Viliance 2, Ranged (Light) 2, Melee (Light) 2, Brawl 2

Talents: Tumble, Jump Up, Heightened Awareness

Abilities: -

Weapons: Silenced Stab Pistol - Ranged: Light, DMG 4, Crit 2, Range: Medium, Accurate 1, Pierce 1
Shutter Knife - Melee: Light, DMG +2, Crit 2, Range: Engaged, Pierce 2, Vicious 2

SHARPSHOOTER (RIVAL)

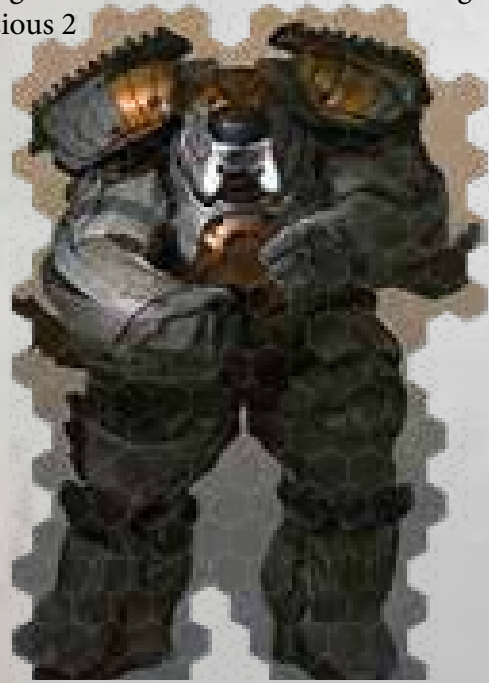
A well placed shot can be just as devastating as a full-frontal assault.



Skills: Athletics 2, Ranged (Heavy) 3

Talents: -

Abilities: Scalp Rifle - Ranged: Heavy, DMG 9, Crit 2, Range: Extreme, Accurate 1, Slow Firing 1, Pierce 3, Vicious 2



WHERE DID YOU LAY THEM?

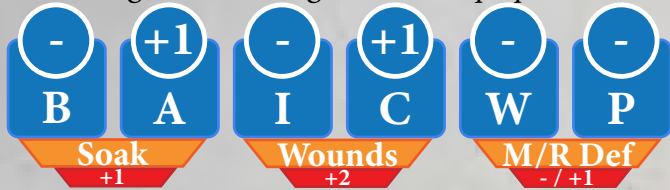
they are safe

WHERE?

if i told you, they would no longer be safe

WEAPONS SPECIALIST (RIVAL)

Deployed alongside Squads, Specialists carry unique weapons that can turn the tide of a combat. Carrying anything from Missile Launchers to Flamethrowers, a Specialist is a versatile foe that can grant an unexpected advantage to its allies, given time to prepare.



Skills: Cool 2, Perception 2, Ranged (Heavy) 3, Gunnery 3

Talents: Sidestep

Abilities: -

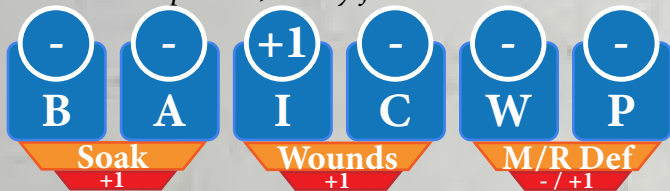
Weapons: Missile Launcher - Gunnery, DMG 30, Crit 2, Range: Extreme, Blast 18, Breach 2, Cumber-
some 4, Prepare 1, Limited Ammo 1

Or

Flamethrower - Ranged: Heavy, DMG 5, Crit 3,
Range: Medium, Blast 4, Burn 4

FIELD MEDIC (RIVAL)

Losses are inevitable in war, sometimes a life, but if a Field Medic is present, it may just be a limb.



Skills: Medicine 2

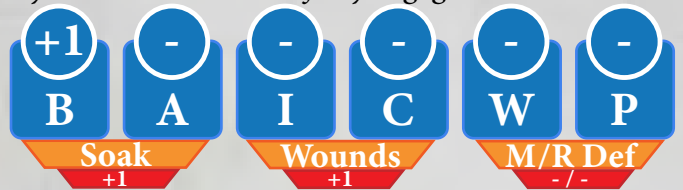
Talents: -

Abilities: Rejuv stims - Once per encounter, a Field Medic may spend a manoeuvre to activate revitalizing stimulants in their attached squad. The Minions in the squad regain 2 wounds each immediately.

Stim Drone - A Field Medic can spend an action to activate a small flying drone that can link itself to any given target of value within medium range of the medic and provide a steady stream of invigorating stimulants and healing. For every turn the drone is "linked" to a target of at least Rival tier, the target recovers 1 strain and 1 wound. Like any piece of gear, the drone can be damaged and destroyed; it can be damaged through conventional item damage like the Sunder weapon quality, or it can suffer a level of damage for every 3 wounds the drone suffers (effectively giving the drone 9 wounds).

TROOPER (MINION)

Frontline soldiers, trained to follow orders. Serving under a Sergeant, they take to the field of battle where they shoulder the brunt of any engagement.



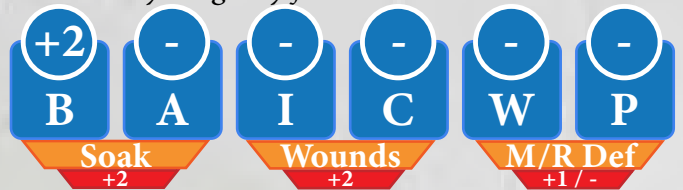
Skills: Cool, Ranged (Heavy), Melee (Light), Brawl
Talents: -

Abilities: Trained to follow - Troopers are trained to follow the commands of their Sergeant, who in turn obeys the tactical Commander. Without this chain of command, Troopers become aimless and unorganised. When a Troopers attached Sergeant is killed or removed from the combat, the Trooper unit adds ■ to all rolls made until the chain of command is restored.

Scour Rifle - R: Heavy, DMG 7, Crit 3, Range: Long, Autofire

BRAWLER (MINION)

While Troopers hold the line with disciplined hails of gunfire, Brawlers push into enemy fortifications and butcher everything they find.



Skills: Athletics, Cool, Melee (Light), Brawl

Talents: Berserk

Abilities: -

Weapons: Mono cleaver - Melee: Light, DMG +2, Crit 4, Range: Engaged, Inaccurate, Pierce 2, Vicious 1



In our words

It is a sign of strength, sophistication and intelligence to work together. We are stronger together than we are as individuals. This is our great work.

- Emperor P'tjara the Wise

Your mind and body waste away, I see it with all my sight. You can be saved. In time, you shall inherit the seat carved for your kin. You chose correctly.

- Emperor P'tjara the Wise to Venkra Tel

I want their minds. They see beyond sight, travel places no other can. How can I rule what I cannot see?

- Emperor P'tjara the Wise

An idea cannot truly be shared. The minutiae and personal details that exist in ones mind can defy expression. An idea such as that belongs to the one who conceived it, and so we Erent lead our empire.

- Councillor Ho'vus of Clarity

Our way of life was threatened, all was lost. The Gluttons-of-Death feasted upon our world. Their Gods gloated and fed. Only the Erent answered our pleas for help. We owe them our ever-lives.

- Scryer Thanaso

This peace is a lie. Open your eyes Sisters and see that the bond of servitude is a shackle. We escaped the Gluttons-of-Death, but our demise now wears a sympathetic smile. Whom do our efforts aid? P'tjara is a pretender, he feeds upon -

- Last Broadcast of Yrayt, the Insane

Though their ilk chose poorly, desperation served to help them choose correctly.

- Ambassador Ry'karo

We woke...from what I could not say. I suspect our new allies know. The colony was cold, thick ice covered everything, yet the air was thick with smoke. Fire burned heavy in the wake of the Erent that moved from building to building. I called to them, I asked for help.

- Kela, Seventh of his name

Wonderous does not do it credit. Think to what we crafted in the Golden Age. Remember, I know it's hard. But just standing there, tasting the air, I felt my mind sharpening. They can save us. They just need time.

*- Venkra Tel, Overseer of Cassini ,
on his visit to Mulanjo*

I may not have an eye for insterstellar politics and statecraft, but I am not blind to the benefits of this doctrine. Six days ago I received a report that Forasa, our Prax-Strategist had withdrawn our eastern flank on Earth. Those insect-pirates swept in, and as I was preparing a court-martial the coastline erupted in flame.

- Commander Rodan

The Prax are staring at us again. They mock us. They see us as crippled fools, they think we need to be euthanised. We'll show them.

*- Kela, Fourteenth of his name
before a barracks brawl*



The Conceptual

The reality that can be experienced about us is not exclusive. It is but one layer of many, the culmination of infinite spheres of thought, consciousness and matter, manifesting as an absolute reality.

These realms are in-truth a part of a singular ascendant realm. Above such concepts as time, relative physics and causality, this realm is known as the Conceptual. It is truly infinite in its scope. Populated by all manner of beings that call themselves Gods, any creature of sufficient willpower can mold portions of the Conceptual to their whims.

Noisome. Though I cannot abide by noisome creatures, I appreciate the sentiment. It is a part of the great balancing act. If there is dark, then there must be light. If there is action, there must be inaction. And if there is noise, chaos and disorder, then there must be solitude, stillness and harmony. This expanse, it churned and boiled. But nothing can maintain such behaviour forever, even a Star eventually dies. This space that I found, it echoes with thoughts still, but they are peaceful. All that has ever lived has craved undisturbed sleep, from the unruliest of children to the elderly upon the edge of the abyss. Here, in this land, there is the peace that all crave. If only they would travel here. Why, they'd never want to leave.

ALL THAT HAS EVER LIVED MUST DIE. ALL THAT HAS EVER FOUGHT TO SURVIVE. TO EARN ITS SAPIENCE. HAS DREAMED. WHETHER OF A BETTER TOMORROW. AN END TO WAR AND FAMINE. OR TO CRUSH THEIR ENEMIES. DREAMS ARE A LENS CONSTRUCTED BY THE SUBCONSCIOUS MIND. FRAMING THE INNERMOST DESIRES OF A BEING. THOSE THAT ONLY SEE PEACE IN THEIR MIND LACK THE STRENGTH TO TAKE IT FOR THEMSELVES. TO SOME A DREAM IS PROPHETIC. SOMETHING TO ASPIRE TO. I DO NOT DREAM ANYMORE. IN THIS REALM OF ENDLESS DEATH. I DO NOT HOPE FOR MORE. ALL THAT I KNOW IS PROVEN TRUE HERE. MY SUBCONSCIOUS ASPIRATIONS MADE MANIFEST. FREE OF THE CONFINES OF MY SKULL. WHAT I ONCE ASPIRED TO ACHIEVE IS MADE POSSIBLE.

Through our unseen eyes, we see a limitless expanse. A towering citadel of ambition, unrealised. It forms at the centre of our universe. It is the Wise P'tjara. The designs of his will, as-of-yet unformed. Yet in this Conceptual Realm, time has no meaning. Cause and Effect are unbound and beholden to none. The citadel grows mightier with every passing heart-beat, and once the first brick is laid, all shall be swept away.

*Yes. I have travelled beyond this universe. I was lost for a time, in a haunted land of silence. My limbs were leaden, my senses fogged. It would have been easy to succumb, to sleep for a time. I don't know if I would ever have woke from such a slumber. Yet lo! Afar I saw a light. I pushed towards it, through the fog and mire about me. It crested the horizon of this dismal dormancy. And as I pushed on, I felt I was being surveyed. Hounds of smoke pulled at me, trying to pull me under. But ahead, I saw someone else suffering the same fate. I had to help them. I mustered my strength and I fought the dogs off, pressing on. The light was brighter now, I was at the very horizon. And looking onwards, I realised that the man no longer needed my help. He strode as I did, and he was a man of light. It suffused him, and he strode with confidence. Crossing the distance he approached me, and he spoke.
'Rise. You are a good man, your friends need you.'
And he took my hand, and I took him inside myself.
And then I woke up.*

AN ENDLESS LAND, AN ENDLESS BATTLEFIELD. ACCEPTING OF ALL THE MISERY THAT THERE IS, AND CAN BE.

--METHOD--
unfamiliar surroundings
I AM MY SURROUNDINGS
ontological ascertainment identified
i must return
-ERROR-
analysing
\\\\\\\\\\\\\\\\
ontological barrier
I AM MY SURROUNDINGS
WITHOUT MY SURROUNDINGS
I AM NOTHING
i cannot return
\\PROBE\\IDENTIFY WEAKNESS

EARTH

"It's all changed. I lived in Montana once, they say it's now a volcano. How the hell did that happen?"
- Stria Pendleton

The Cradle of Humanity. Earth has undergone a great number of changes from the world as we know it today. Home to the Holdout, Earth is often the first step on a Fireteam's long journey towards the Dawn.

Geographical Changes

The Maelstrom has altered much of Earth's geography as we now know it. Great bodies of land and water have been moved and altered haphazardly over time, as great mountains of rock are expunged into reality. Mighty volcanos and pyroclastic flows have smothered and destroyed entire chains of islands, while other areas have been eroded to glassy-smooth stone after centuries of lightning storms. Much of central Australia has been filled with mountain-ranges and tumultuous tectonic activity, while the European Alps have been worn smooth by storm of water and thunder. Currently, there are more pressing issues than a complete survey of the changes affecting Earth's geography however.

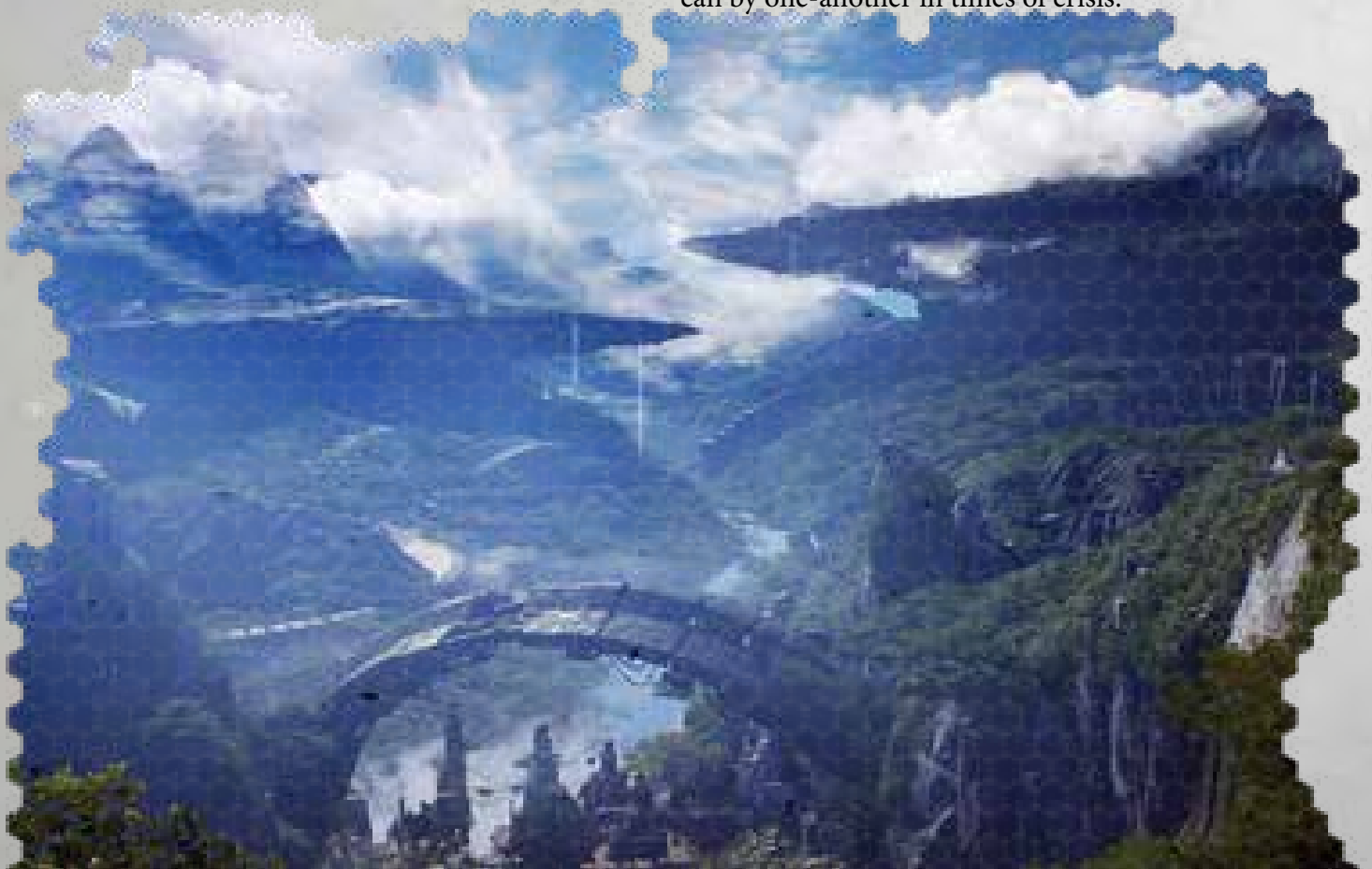
The Holdout

The Bastion of Humanity, the Holdout is a newly formed mountain-range resting upon old-Indonesia. Tunneling deep into the mountains, its inhabitants hide from a world overrun by Downtrodden and Pirates. The mountains are connected by internal tunnels, pulleys and ziplines and short-term aerial locomotives.

The Holdout is managed by a series of priorities which precede any form of politicking. These priorities, known internally as 'Prerogatives' shift in response to changing circumstances, and can cover city-wide efforts to gather food, salvage technology, prepare for war and many other circumstances.

Within the Holdout life is typically bleak, every day is spent working to survive. However, once a year the citizens will gather to celebrate 'the Rising Dawn', a celebration of the Light of Dawn and humanities continued defiance and survival. This day is typically marked with a feast, dancing and the telling of stories. Declassified accounts of Fireteam exploits make for dramatic and exciting tales, sometimes dramatised by the children of the Holdout.

Across Earth, dozens of other minor settlements also fight to exist. They maintain infrequent communication with the Holdout, and are supported as best they can by one-another in times of crisis.



On Cities

While the world has changed greatly, its ancient cities have largely escaped these terraforming scourings. Golden Age-era Maelstrom Pylon defences still function, utilising absorbed energy to further power its systems. Such systems form a continuous loop that ensures the Storm continues to churn, but directs its energies away from cities.

Many cities may have avoided the wrath of tectonic and volcanic activities, but were swallowed all the same by the wilderness. Many cities have crumbled to ruin, overrun by foliage and fauna. Such cities are rife with plunder for scavengers and pirates, who will descend on urban areas looking for Golden Age technology that can be repurposed, utilised or bartered with.

The Maelstrom

A Dimension just beyond our own, the Maelstrom churns with limitless elemental energy. Endless fire churns and steams against an infinitely deep ocean while wind and thunder scrape clean endless plains of craggy rock. This energy was harnessed in the Golden Age, and tempered in doing so.

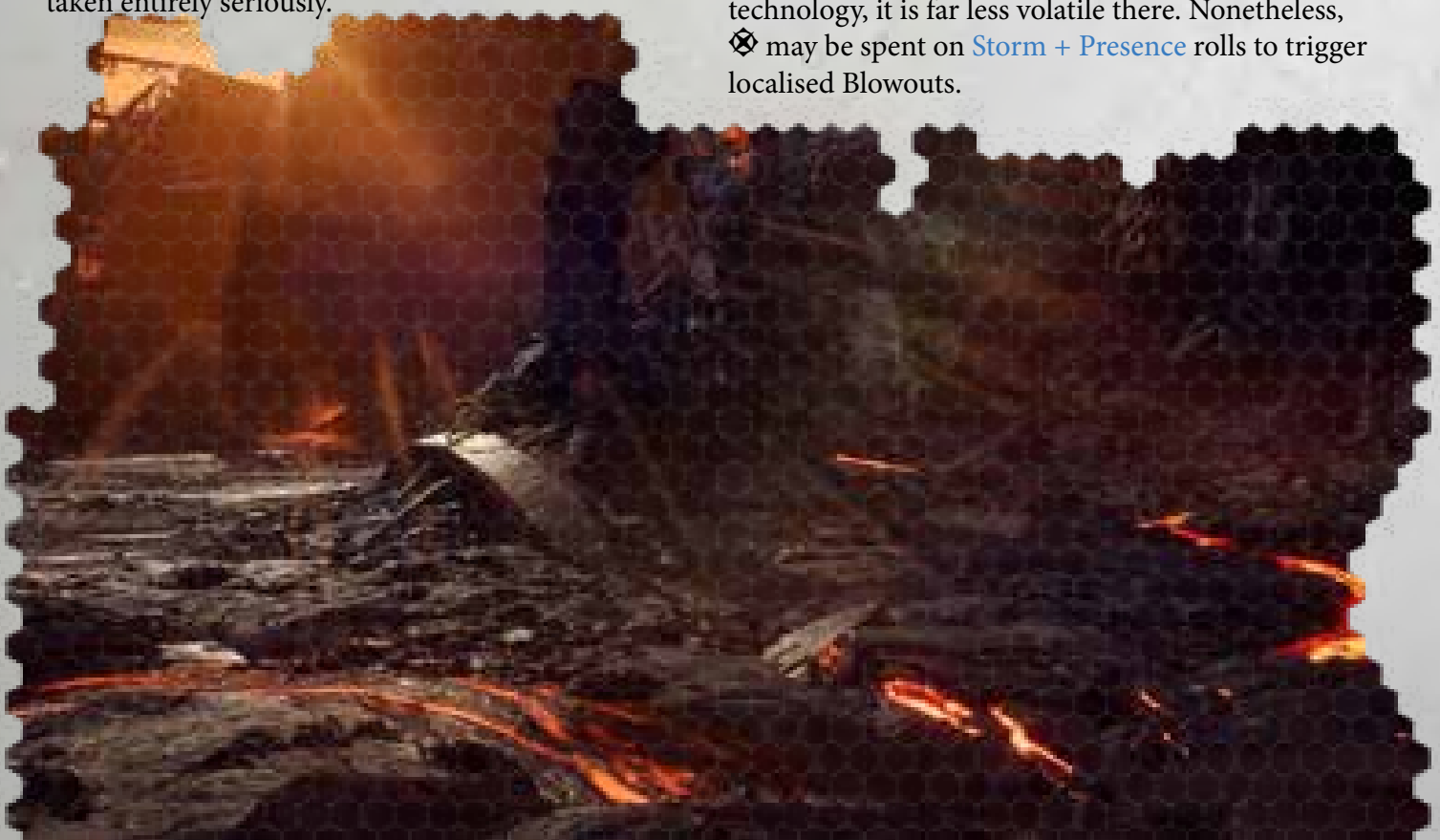
Now, the Maelstrom churns once more. Untempered and poorly understood, individuals exist who can channel its incredible power. These individuals are known as Stormcallers, and are treated with great reverence. Stormcallers are able to predict with some accuracy an upcoming Blowout, and their word is taken entirely seriously.

Blowouts are an eruption of Storm energy in its many forms. An eruption of magma from the sky or a mighty earthquake are just some of the forms taken. However, not all Blowouts are permanent. Sometimes a downpour of water is temporary, other times a rift to a dimension of eternal water may stay open indefinitely. Stormcallers are called upon to deal with such Blowouts, as they can potentially cause cataclysmic damage if left untended.

In game terms, Story Points are best used to represent small-scale Blowouts. A Stormcaller should be forewarned, and may attempt a **Storm + Presence** roll of variable difficulty to receive such a warning. **▲** can be spent on this roll to determine the nature and relative location in which the Blowout will occur. Typically these Blowouts will occur during combat to alter the combat-arena in some manner. Indefinite Blowouts are best left to the result of multiple **⊗**'s, or plot contrivance, as you feel necessary. Alternatively, you may wish to deliberately conjure a Blowout, requiring **⊗⊗** to conjure a controlled Emission.

These Blowouts may call for Athletics or Coordination checks to navigate safely, in the case of flooding, earthquakes or hurricanes. In the case of the emergence of lava or fire, consult table 1.6-8 on Page 111 of the Genesys Corebook. Not every Blowout should be of fatal consequence, but all should be treated with fair caution.

The Maelstrom is primarily localised in its actions to Earth. While Colonies on distant planets utilised its technology, it is far less volatile there. Nonetheless, **⊗** may be spent on **Storm + Presence** rolls to trigger localised Blowouts.



Earth in Our Words

I've lived in the Holdout for my whole life. Fifty-Three years spent scurrying like a rat in the mountains, hiding from what's outside. This isn't living, we're just waiting for the hammer to fall. - Ram, Mason

I came from central Asia, did you know that? Me and my Sister lived in a sulfur-waste until we were eighteen. Our mother was taken by Downtrodden when we were nine. People don't know how lucky they are to have the Holdout. - Pham Duc, Tanner

The Holdout? I heard it on a wireless once, is it some resistance? The Downtrodden control everything north of the mountains here in Europe. If you manage to raise them, see if they'll swing by?

- Ekko, Scavenger

You'd have to be stupid or brave to want to go out there right now. Lightning-storm's brewing according to the Weaver. Those Downtrodden are in for a shock.

- Petrason, Perimeter guard

They say it wasn't always like this. That a static map could remain unchanged for thousands of years. But for now, this mountain wasn't here on our last patrol. Take a note, 36.283, 129.181. Descending.

- Shoxt, Anointed

From what I'm told, my family used to produce prefabricated buildings for the off-world colonies. Apparently this was our centre of operations, in Cape Town. Now it's just a chasm filled with water. Pirates probably stripped it clean years ago. - Mark Oris, House Oris

It looks chaotic, I know. But there's an ebb and a flow to all things, and this is no different. Things will improve in time.

- Orissa, Stormweaver

Earth in Their Words

New-refuge. Stuffed with salvage-plunder and slaves. Dawn-touched. We are happy with these pickings.
-Xzalkket, Marauder of House of Tides

Yes-yes. Dawn once caressed this land. Find-Seek places that resonate-echo with its touch. Bask-Savour. Soon we will ascend-rise once more.

- Xkliksaz - House of Sunrise

It suffers observed unstable emissions of volcanic magma, high tectonic activity, undiscernible tidal activity and storms of lightning and hail. First impression; avoid. Traces of a precursor (?) race exist in forms of heightened technological prowess demonstrating acausal and emission-free catalytic power-sources merit further study. Do not over-commit in studies.

-Prasmus, Prax councillor to Sol. System War Effort

It is sickening. The planet had died, yet life blooms upon its surface. It is antithetical. Our victory upon Luna will render it lifeless. - Shora-Yaz, Carrion Priest

We have made landfall upon this world. We tunnel into its glaciers. Fester and grow. Consume.

- Shik-Yaz, Carrion Priest

We contend that this world matters. It will be joyous to reclaim it.

- Grashhnak, Scribe

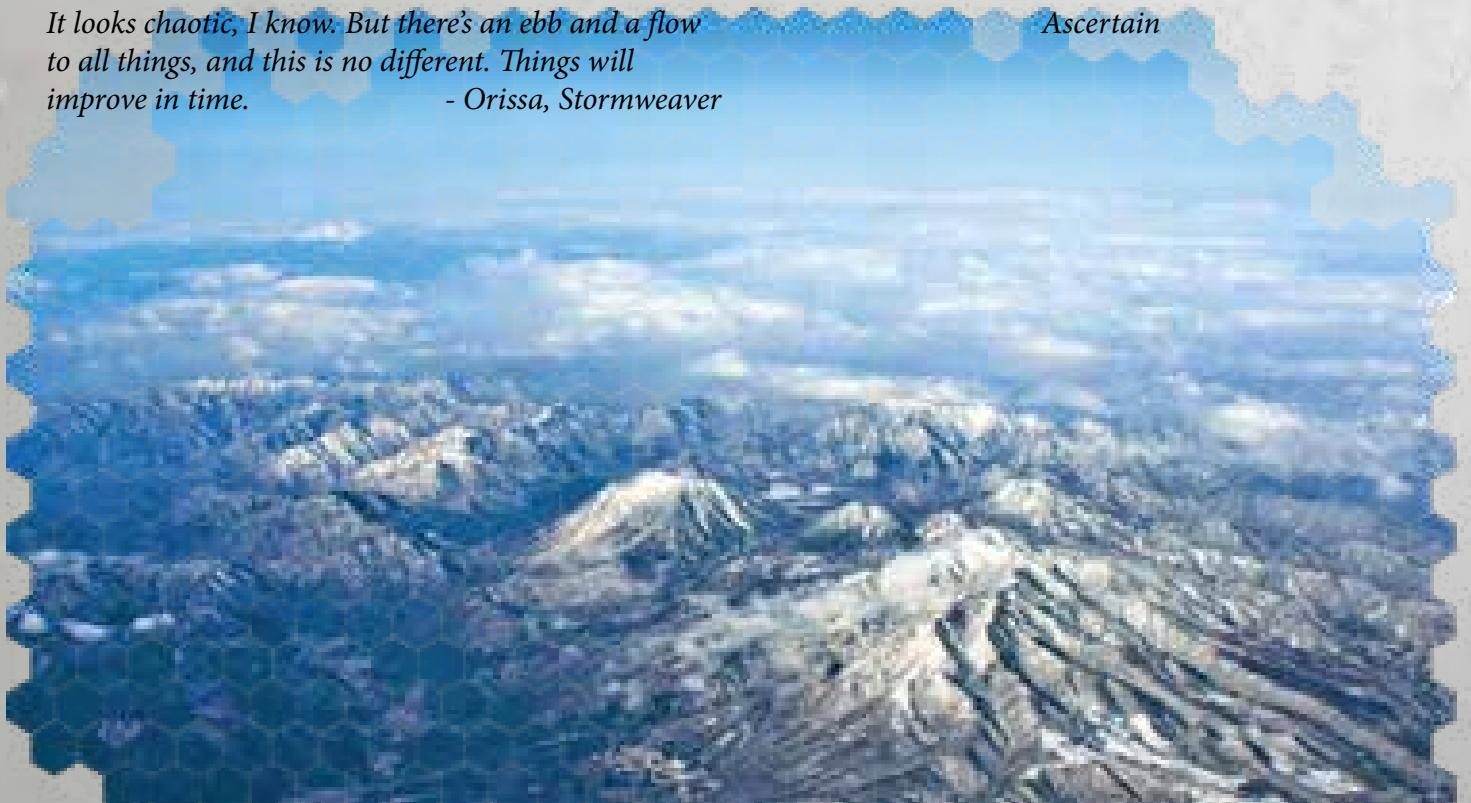
==+ROOT TRACE IDENTIFIED+==

==+TRUE ORIGIN?+==

What is TRUE?

ACAUSAL traces detected

Ascertain



Earthen Bestiary

Humanity faces hostility on all sides. Alien races seek to enslave, harvest and slaughter us all. Rogue elements are also at play, determined to rule over the ashes of the Holdout, or at least plunder its wealth for their own short-sighted profit. Between death and plunder, horror and pride, you are Humanity's last hope.

Human Foes

OUTLAW (MINION)



Desperation, secession, greed, insanity or a misguided attempt at independence are the main reasons that drive people to strike out beyond the Holdout alone. Once beyond the Light, they will fight for coin, food and shelter, listening only to the inner lizard that demands survival at all costs.



Skills: Athletics , Cool , Ranged (Light)  , Melee (Light) 

Talents: -

Abilities: -

Weapons: Ballistic Pistol - Ranged: Light  , DMG 4, Crit 3, Range: Medium

OUTLAW PIRATE (RIVAL)



Scum always rises to the surface, and it's true enough in the case of these pirates. Be they Crime Lords, slavers, fencers and fixers or worse, they lead a motley crew beyond the fringes of the Holdout, carving out their own little slice of heaven for themselves.



Skills: Coercion 1  , Cool 2 , Deception 3 , Stealth 2 , Streetwise 2 , Ranged (Light) 2 

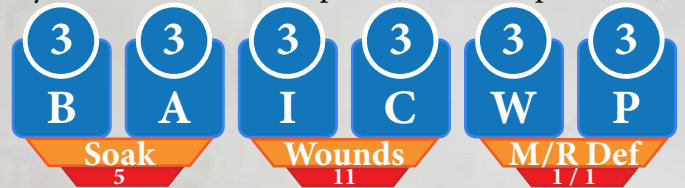
Talents: Dodge 1











Abilities: -

Weapons: Ballistic Handcannon - Ranged: Light  , DMG 7, Crit 3, Range: Medium, Pierce 1


FREELANCER WARDEN (RIVAL)




Scions and their dynasties have a damning term for anyone who happens to obtain Dragoon Armour without due process. Freelancers. Mercenaries, scrap-pers, thieves and murderers all, for there is no other way to obtain such a fine prize (outside of pure luck).






Skills: Athletics 2 , Cool 1   , Stealth 1   , Ranged (Light) 2 , Ranged (Heavy) 2 , Melee (Light) 2 

Talents: Sidestep 1

Abilities: Versatile - Add  to all rolls made by the Freelancer (already included in profile)

Weapons: Mounted Rail Rifle - Ranged: Light   , DMG 10, Crit 3, Range: Long, Cumbersome 3, Pierce 3







Plasma Venter - Ranged: Heavy   , DMG 8, Crit 4, Range: Short, Burn 2

Spear - Melee: Heavy   , DMG +3, Crit 3, Range: Engaged, Defensive 1, Pierce 3

FREELANCER JUGGERNAUT (RIVAL)


Freelancers live and die by their highly coveted suits of armour. What better way to keep hold of one, than to weaponize it?








Skills: Cool 1  , Ranged: Heavy 3 , Melee: Heavy 2  , Gunnery 2 

Talents: Defensive Stance 2

Abilities: -

Weapons: Rail Cannon - Ranged: Heavy , DMG 18, Crit 1, Range: Extreme, Auto-Fire, Breach 1, Cumbersome 4, Prepare 1

Mounted Missile Launcher - Gunnery  , DMG 30, Crit 2, Range: Extreme, Blast 18, Breach 2, Cumbersome 4, Prepare 1, Limited Ammo 1.

Warhammer - Melee: Heavy   , DMG +5, Crit 3, Range: Engaged, Cumbersome 4, Disorient 3, Knockdown

FREELANCER INTERCEPTOR (RIVAL)

Staying one step ahead of the myriad dangers beyond the Holdout, a Freelancer Interceptor is fast, nimble and hard to track down.



Skills: Athletics 3 , Cool 3 , Coordination 3 , Stealth 2 , Vigilance 2 , Ranged (Heavy) 3 , Melee (Light) 2

Talents: Quick Strike 2

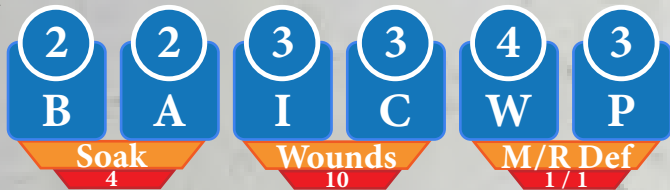
Abilities: -

Weapons: Bow w/ Flechette Arrows - Ranged: Heavy , DMG 6, Crit 3, Range: Medium, Unwieldy 2, Vicious 3.

Nunchakus - Melee: Light , DMG +1, Crit 3, Range: Engaged, Defensive 1, Deflection 1

FREELANCER STORMWEAVER (RIVAL)

Freelancers are dangerous foes, one that can channel the Storm is even moreso. Who knows what their piratical minds dream of?



Skills: Cool 2 , Discipline 1 , Vigilance 2 , Storm 4 , Ranged (Light) 2 , Melee (Light) 2

Talents: Sidestep 2

Abilities: -

Weapons: Fusion Pistol - Ranged: Light , DMG 6, Crit 3, Range: Short, Breach 1, Limited Ammo 1
Rapier - Melee: Light , DMG +1, Crit 2, Range: Engaged, Accurate 1, Defensive 2.



FERAL ELITE (NEMESIS)

A brutal Elite, awoken to a world with danger around every corner. Is it any wonder they killed their way to the top of the food chain?



Skills: Brawl 4 , Ranged (Heavy) 3 , Ranged (Light) 3 , Melee (Light) 2

Talents: Adversary 2

Abilities: -

Weapons: Ballistic Shotgun w/ Inferno Rounds - Ranged: Heavy , DMG 5, Crit 2, Range: Short, Blast 4, Knockdown, Vicious 3

PACK HUNTERS (MINION)

Feral or tamed by Outlaws, packs of carnivorous creatures can be encountered all across Earth and even beyond. Vicious Canines, insectoid hunters and other animals can be represented with this profile, with appropriate modifications.



Skills: Athletics , Perception , Melee (Light)

Talents: Swift

Abilities: Pack Hunters - When using the assist manoeuvre, this creature adds .

Weapons: Bite/Claw - Melee: Light , DMG 5, Crit 3, Range: Engaged, Vicious 1

HULKING PREDATOR (RIVAL)

A mighty monster of muscle, bone and crushing teeth.



Skills: Athletics 2 , Perception 2 , Vigilance 2 , Brawl 2

Talents: Adversary 1, Swift, Durable 1

Abilities: Crushing Jaw - Hulking Predator attacks cannot be parried.

Weapons: Bite - Brawl , DMG +4, Crit 3, Range: Engaged, Pierce 3, Vicious 3.

The Downtrodden

You are blessed. The Sunrise warmed your mind. Our mind was warm-happy once. Now we are cold. We seek to be warm again. - Xkiksaz - House of Sunrise

A race of Insectoid Aliens, the Downtrodden arrived on Earth shortly after the Light of Dawn passed. While technologically advanced, the Downtrodden seem to adhere to a feudalist House system. Downtrodden pledge their loyalty, or are born into certain Houses, identified prominently by crests, banners and adornments.

The Fallen are entirely capable of communicating with Humanity, speaking our language slightly broken but coherently. However, certain Houses see doing so as a crime for which the perpetrator will have their tongue and third fingers removed.

The Downtrodden are piratical in nature, it seems. They scavenge ancient cities for all manner of technology and supplies, which they use to barter amongst oneanother with and elevate their own status within the House. Fireteams who frequently encounter the Downtrodden note that they seem to have a strong hatred for the Anointed, going to great lengths to trap or imprison them for reasons as of yet unknown.

A lone House of the Downtrodden is responsible for much of what is known about their society and species. The House of Sunrise, as they are known, are willing to converse with members of the Anointed, and them alone. From this, it was learnt that the monicker 'Downtrodden' is an adopted title for the race, for they have fallen far after calamity befell their species. They seek to reclaim their place in the Galaxy, not content with their piratical, mercenary nature. It should be noted that such discussions tend to end with an attempted kidnapping or abduction of the Anointed.

Downtrodden Houses

The Downtrodden are divided into numerous Houses, a dynastic unit responsible for the protection of all its members. Headed by a Patriarch, a House does whatever is necessary to survive. This includes piracy, mercenary work, scavenging and cooperating with other Houses as need be. Each House is largely autonomous in nature, supporting its own members and providing infrastructure.

There are 3 notable Houses whose Heraldry and Banners have been recorded and profiled. While none are friendly, not all are inherently hostile either.

House of Dusk

Seeming to locate themselves in what was once the Americas, the House of Dusk are encountered across the Solar System in mercenary capacities. Though they are entirely unwilling to communicate with humans, they do not hold themselves above working for other Alien races or Downtrodden Houses. It is believed that their Patriarch is named 'Zlakzi the Many-Handed'. Their Banners denote a setting sun.

House of Blades

The House of Blades are often the House that comes to mind when thinking of the Downtrodden. Utterly hostile, the House of Blades seek to prove their superiority over all. Wearing armour adorned with sharpened edges and knives, the Blades will not cooperate with anyone. Subjugating other Downtrodden Houses, they will leave a lone survivor whose plight is to be mocked, turned away and ultimately die alone.

House of Sunrise

An oddity amongst the Downtrodden, the House of Sunrise are not above mercenary work, piracy, cooperation or dialogue. Their Patriarch is 'Xzlizik the Penitent'. He is known amongst all Downtrodden to welcome any challenge to his rule, and is thus far undefeated. The House of Sunrise are the smallest of the major Houses, numbering in the hundreds. This lends them a great level of mobility, as they are constantly relocating. Oftentimes they set up at locations that are resonant with the Light of Dawn, and bask there for as long as is safe to do so.

Minor Houses

Any Downtrodden can declare themselves a Patriarch, if they have the means to provide safety and support for any followers their house would attract. This has lead to hundreds of minor houses, with dozens of members at most. These typically operate in a mercenary capacity, working together, against oneanother and for the House of Dusk. The minor houses are rife with politicking, as rivalries between Patriarchs are in no-short supply, and the supplies of another House are an easy goal to aim for.

All Downtrodden have 4 arms that they can use independently. They can use these arms to hasten movement, granting all Downtrodden the Swift Talent, as well as allowing them to hold multiple items or weapons at once.

PATRIARCH (NEMESIS)

Lord of a Downtrodden House, the Patriarch knows all too well how far its race has fallen, and seeks to bring about a renaissance by any means necessary.



Skills: Coercion 3 , Cool 3 , Leadership 3 , Negotiate 2 , Vigilance 2 , Ranged (Light) 2 , Melee (Light) 3

Talents: Adversary 2, Field Commander, Dual Wielder, Swift

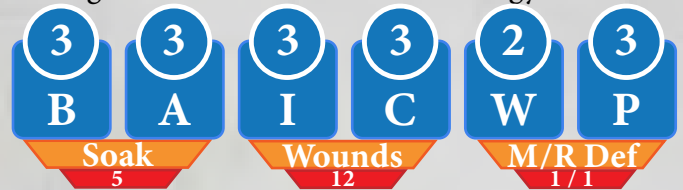
Abilities: Shimmer Field - The Patriarch is equipped with a modulator that can warp its appearance and project misleading optical and auditory images. As an out-of-turn incidental, the Patriarch may suffer 2 Strain to make 1 move maneuver. The Patriarch can only be revealed with appropriate scanning equipment, or a Hard Perception check. Performing an action or suffering a successful hit reveals the Patriarch.

Weapons: Needle pistol - Ranged: Light , DMG 4, Crit 3, Range: Short, Inaccurate 1, Linked 2
Glass staff - Melee: Heavy , DMG +4, Crit 3, Range: Engaged, Defensive 1, Accurate 1, Pierce 1



MARAUDER (RIVAL)

Operating alone, or leading a band of their ilk, Marauders sell their services to the highest bidder in exchange for renown, coin and technology.



Skills: Athletics 2 , Cool 2 , Vigilance 2 , Mele: Light 2

Ranged: Heavy 2

Talents: Dual Wielder, Swift

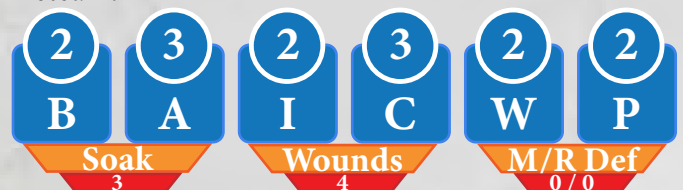
Abilities: -

Weapons: Shredder - Ranged: Heavy , DMG 6, Crit 2, Range: Long, Pierce 2, Vicious 2, Slow Firing 1

Glass staff - Melee: Heavy , DMG +4, Crit 3, Range: Engaged, Defensive 1, Accurate 1, Pierce 1

SCAVENGER (MINION)

The bulk of the Downtrodden, vindictive and wrathful at their status. Though their anger has no direction, it can easily be directed towards an unwary Fireteam.



Skills: Ranged (Light) , Melee (Light)

Talents: Swift

Abilities: -

Weapons: Needle pistol - Ranged: Light , DMG 4, Crit 3, Range: Short, Inaccurate 1, Linked 2
Glass blades - Melee: Light , DMG +1, Crit 3, Range: Engaged, Pierce 2

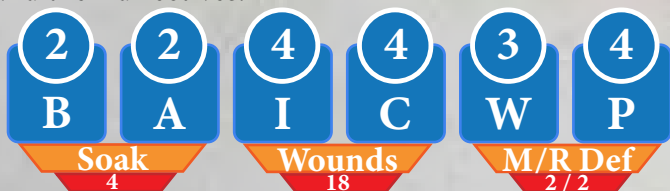













Serfs

Created at the height of the Downtrodden Empire, Serfs are autonomous cybernetic constructs. Created to serve as servants, aides and soldiers, the Serfs now serve to remind the Downtrodden of how far they have fallen. Engendering spite and humility in equal measure, Serfs travel wherever the Downtrodden go.

STEWARD (RIVAL)

A floating sphere of cold metal, Stewards prime directive is to further the goals of their House. Whether this is best accomplished by conquest, negotiation or other means is at the discretion of each Steward and their directives.





Skills: Coercion 3   , Negotiation 3   , Vigilance   , Ranged: Light 1  

Talents: -

Abilities: Flyer - Can Fly

Abstain Harm - As an Action, a Steward can suffer 2 Strain to render an Ally Rival immune to Damage for until the beginning of the Stewards next turn.

The Steward can still be damaged, and can renew this action on their next turn. If the Steward is destroyed, the effect ends.

Weapons: Ion Pulse - Ranged: Light  , DMG 5, Crit 4, Range: Medium, Stun 4

BLOODHOUND (MINION)




A swarm of smaller automatons, Bloodhounds follow in the shadow of Patriarchs and wealthy Marauders, tending to their needs as they arise. In combat, they hunt out targets and incapacitate them, allowing their Masters to land a killing blow.



Skills: Perception  , Ranged (Light)   

Talents: -

Abilities: Swarm - Halve the damage dealt to a Bloodhound pack before applying soak, unless the weapon has the Blast quality (regardless of whether the quality is activated or not)

Weapons: Stun strikes - Ranged: Light   , DMG 3, Crit 4, Range: Short, Stun 4



The Rising Dawn

Imagine waking up to that? That stillness, that depthless peace and serenity. Imagine it being disturbed by legions of Downtrodden marching upon your city. The sky filled with Skiffs, armies of insectoid aliens arriving on Earth for the first time. Confusion and fear, natural reactions to an unnatural situation.

But there was a certain peace to it. Somehow you knew this was going to be alright. Everything had come to a head, and we'd only just woken up for the finale. The Light of Dawn had passed across Earth, it had driven the Long Night away. The Downtrodden had followed it here. We think they wanted to claim it for themselves. I suppose they thought we were in the way.

Our technology had failed us, Archimedes was less use to us than the bunker it was wired in to. So we ran, we hid and cowered and wondered where this foolish sense of optimism had come from.

I remember seeing the first one come back to life. A sub-level of the bunker had flooded, he strode out of the water. I tried to stop him from opening the barricades, he lifted me with one hand and set me against the wall. Then he marched out, his body ablaze with lightning. You could feel every impact of his fists and smell the ozone in the air. He came back holding a bandolier of their guns. He told us to lock the doors, said he'd be back. I don't know how thick those bunker walls were, but we could hear him make war outside. We never had to use those guns.

We were in there for 3 days, eating stale bread and canned food that somehow hadn't gone off. While we waited we talked, tried to figure out what was happening. The bunker shook, we were still under attack, but we felt comforted still. Looking back, I know it was the Dawn. We'd taken it into ourselves. But we didn't know that then. We sat tight and swapped names, stories and wild theories about aliens and the end of the world.

Eventually, he opened the blast-doors. He was drenched in blood, I don't think it was his. Outside, the streets were lined with bodies of Downtrodden and their vehicles. The city was ablaze. He'd saved our lives, but taken the city as collateral. To his side were the strangest things I'd ever seen. They looked like a human, but through a kaleidoscope. Like a demented artist's masterpiece. They said we had to leave, more were coming. *-Memo-Linguist Octavius*

What more could we have done? As soon as we realised what was at stake, we came. The Monastery exists only in memory now, it never was. Is that what they want us to say? 'We lost our home so we came crawling back, grovelling for forgiveness?' To hell with that. We saw the Zrvats'n, as soon as we knew the Night was coming for us. We followed in their wake, their slice-drives brought them to Earth in sixteen hours, it took us twenty-seven. We did all that we could. - Orashia

To live we as did for so long, the Zrvats'n raids, the Sovereign skirmishes constantly looming over your head. It was liberating to be on the offense. Our flotilla arrived as they made landfall. We lost dozens of ships, the majority of our fleet, as we punched through into orbit. They lost more, their fleet was crippled and left to suffocate as we set foot upon our homeworld once again. - Lerenis

We pursue-chase the Light. It once lived-settled upon Zrvats'n Empire. It gave sage advice to our Patriarchs and our Houses prospered-grew. Then it abandoned us. The Patriarchs fought-clashed and our Houses withered. the Penitent one, Xzlizik led his House in pursuit of the Dawn. The flame of war did not match the cold of his brain. He wanted to know why we are abandoned-discarded. Loudly he spoke-shouted in the ruins of his House; "Hear me O'childer of Zrvats'n! Our empire is no more, our wealth and culture torn apart by feuding brothers. The warmth abandons us and we act as animals without it. I go to seek an audience, and to warm my mind once more. I will know why we are forgotten. Why we are cast aside and trodden upon."

We search-sought for the Light. Without it our minds are simple and cruel. The Warmth was evasive-distant, until we felt it die. Deep in our minds, the fire faded-died. We followed its sigh, and our kin did the same. - Xkliksaz

Never thought I'd meet an Alien. Least of all that one would wake me up. I was in a sleep-pod under Washington, and one of their scavengers was tapping on the glass. The scientists said I wouldn't respond to any outside stimulus, but it woke me up. And I was mad. I kicked the lid open, broke three of its arms and snapped its neck. I made my way topside, he had a crew of pirates with him. The world had changed, there was molten lava rolling down the streets and the Cascades had frozen solid. And there were Aliens everywhere. - Price

Dark Legends

The blackest legend, a dark secret or an enemy of convenience. Your Fireteam will have more than alien blood on their hands by the time the dawn arrives. It's up to you to decide if these enemies are renegade radicals, insane and left-for-dead or if a friendly rivalry escalates.

WARMONGER ANOINTED (NEMESIS)

The battle never truly ended, the enemy changed.



Skills: Athletics 2, Cool 1, Vigilance 3, Brawl 4, Ranged (Heavy) 2, Ranged (Light) 1, Melee (Heavy) 3, Melee (Light) 2

Talents: Adversary 1, Berserk

Abilities: Earthshatter and Overpower Miracles, suffer 2 Strain to cast.

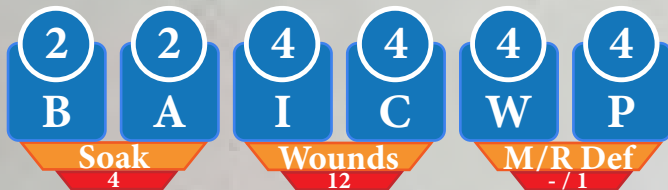
Weapons: Earthshatter - Melee (Heavy), DMG +8, Crit 3, Range - Medium, Blast 4, Knockdown, Disorient

Overpower - Brawl, DMG +4, Crit 3, Range - Engaged, Knockdown, Linked 2

Plasma Rifle - Ranged (Heavy), DMG 9, Crit 4, Range - Xtr., Pierce 3

CRAZED CLERIC (RIVAL)

When leading in the darkness, even the brightest light can be lost.



Skills: Cool 1, Discipline 2, Vigilance 2, Ranged (Light) 3, Melee (Light) 2

Talents: Adversary 1

Abilities: Resurgent Miracle, can only be cast on allies, costs 2 Strain to cast.

Weapons: Resurgent - Discipline, Range - Long, Restores 2 wounds per, Disorient, may be spent to affect an additional ally

Handcannon - Ranged (Light), DMG 7, Crit 3, Range - Medium, Pierce 1

Monoblade - Melee (Light), DMG +1, Crit 3, Range - Engaged, Pierce 1

ZEALOUS AGGRESSOR (NEMESIS)

Our destiny is a path drenched in blood, we are kindred spirits. Who will still walk the path come dawn?



Skills: Athletics 3, Ancient Teachings 1, Cool 4, Coordination 5, Skulduggery 1, Stealth 3, Vigilance 3, Brawl 3, Ranged (Light) 3, Melee (Light) 3

Talents: Adversary 2, Finesse, Dual Wielder

Abilities: Enhance and Cripple Ancient Teachings.

Weapons: Enhance - Ancient Teachings, Difficulty, Range - self, Ignore difficulty terrain, perform a second manoeuvre without spending strain, a nearby ally benefits from Enhance Cripple - Ancient Teachings, Difficulty, Range - Short, change any one die face in the targets die pool on their next roll not showing or, remove from the next check

Shuriken - Ranged (Light), DMG 4, Crit 2, Range - Medium, Linked 3

Kusarigama - Melee (Light), DMG +2, Crit 3, Range - Short, Ensnare 1, Knockdown, spend after triggering Knockdown or Ensnare to move either yourself or the target one rangeband closer to oneanother.








Wakizashi - Melee (Light), DMG +2, Crit 3, Range - Engaged, Linked 1



CONSPIRATOR (NEMESIS)










What path has lead you here? Are you the architect of your destiny, or do you dance at the whims of another?

2	3	2	5	2	2
B	A	I	C	W	P
Soak 4	Wounds 12	Strain 14	M/R Def -/1		

Skills: Ancient Teachings 3 , Cool 2 , Coordination 3 , Skulduggery 1 , Stealth 1 , Ranged (Light) 1 , Brawl 1 

Talents: Adversary 1, Finesse

Abilities: Lightning, Misfortune, Mobilise and Ward
Ancient Teachings

Weapons: Lightning - Ancient Teachings , Difficulty , DMG 10, Crit -, Range - Short, Auto-fire, Blast 3 (short range), Stun 3
Misfortune - Ancient Teachings , Difficulty , DMG -, Crit -, Range - Medium, Target suffers 1 additional strain whenever they would suffer Strain, affect 2 targets and 1 extra per Δ
Mobilise - Ancient Teachings , Difficulty , DMG -, Crit -, Range - Short, Add  to the targets next check, the target may perform a second manoeuvre without spending strain, affect 2 targets and 1 extra per Δ
Ward - Ancient Teachings , Difficulty , DMG -, Crit -, Range - Short, until the next turn ;reduce all damage taken by 1, gain 3 melee and ranged Defence, any attack against the target that generates \ominus \ominus \ominus or \otimes suffers a hit dealing damage equal to the damage dealt.

###This is Shiva-Jagal, our Fireteam has accomplished their objective. The Carrion threat has been neutralised for the time being.###

##-Uncovered a grave threa-##

##-sunder Luna and claim its Death-##

##Vulture gods. They feed on the Dead. If we can kill them, the Carrion Lords will be-##

##-Apply their logic and use it against th-##

##You will not be able to reach us on this channel again. We will return victorious or not at all. Do not attempt to follow us.##

- Last Communication from Fireteam 14



THE MOON

It's what? Haunted?

- Fireteam Central

The ever-present allure of Space-travel has always been embodied by the moon. What wouldn't you give to walk upon its surface, and look back at the Earth?

Unfortunately, there's a complication. The Moon, or Luna as it is known to many, is the home of two Golden Age-era Colonies, *Montes Agricola* and *Mons Huygens*, both respectively located in proximity to their geographic namesakes. Before the Long Night set in, the two Colonies went silent. Communication was met with silence, and research expeditions found no trace of any colonists. It was reported that it was as though they had simply gotten up and left. In truth, Luna is home to an ancient race of Alien creatures known as the Carrion Lords. The arrival of the Colonists had awoken them from their deep sleep, and they swiftly abducted the newcomers, secreting them away deep beneath the surface of Luna.

Montes Agricola is based at the foot the mountain-range of its name sake. Sprawling 14-square kilometres and encased in a vast plexiglass dome containing a breathable atmosphere, it was humanity's first offworld Colony. A Sky-dart port a short distance away facilitated a booming tourist trade, as well as furthering the hunger to expand and colonise new territories. The Colony was largely domestic in purpose, although aid could reach the *Agricola* in less than an hour, it was necessary to determine if humanity at the time had the means to construct a self-sufficient off-world colony.

Mons Huygens in comparison was a secretive installation. Designed to host military experimentation, it housed the first node of Warlord as well as a setting stage for gathering further information about distant planets and bodies. *Huygens* was built deep inside its namesake, tunnelling three kilometres deep into the core. It is now believed that this tunneling was responsible for awakening the Carrion Lords, as well as providing them easy access through already-established tunnels.

++Expedition T3-1. It's uh, it's +corrupted+ and I've never seen anything like this before. There's tunnels down here, artificial, crafted. Somebody has been here before us, this is +corrupted+. I gotta tell someone++
- Recovered audio-bite from Mons Huygens

The Colonies of Luna have long been stripped clean of any material value, Downtrodden pirates have reduced both to a ghost of their former glory. The land about them is fractured and cracked, as the Moon is frequently wracked with tectonic activity. It is believed that this is a result of the Carrion Lords activities within the core of the planetoid.

The Carrion Lords

Agents of entropy, the Carrion Lords are insectoid creatures that seem to worship Death as a concept and state of being. Vaguely humanoid in appearance, their skin is hardened chitin shell and their eyes leering green pits.

Born from larvae, these Carrion immediately set upon one another, feasting on their siblings and sustaining themselves on their kills. The worship of Death is not some choice made, but rather a metaphysical truth that will consume the Carrion unless they prove their value. Death is far more than the end of a life. It proves the superiority of those that claim life. When a thousand larvae wriggle forth, should all be given the care they need to grow? No, the strongest will validate their existence, or something else will use them to prove its own superiority.

This metaphysical entwinement with the concept of Death leads the Carrion Lords on grand crusades or righteous slaughter. The Carrion will fight to prove their superiority, and thus survive. However, this battle is not just fought in our reality. The Carrion Lords thrive on the patronage of Vulture Gods, waning as civilisations grow strong, and then gorging on its remains as it collapses. When the Carrion Lords raise their banners to crusade, their patrons wings spread to block the light of any favour their target curries.

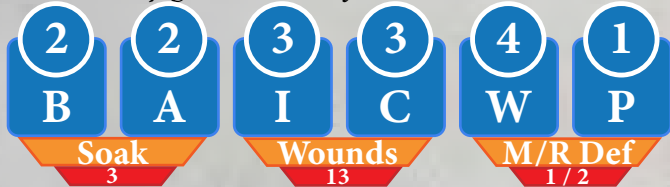
The Carrion Lords are constantly evolving and altering the parameters of their eternal crusade. Spawning new life-forms and employing ever-more depraved magics, they seek to kill everything they can, until all is Carrion, and they are Lord.

All Carrion benefit from the "Feed on Death" Ability.

Feed on Death: Upon killing a foe, a Carrion gains +1 Damage on its next attack. This is cumulative with multiple kills and lasts until the end of the encounter.

WARLOCK (NEMESIS)

Masters of Carrion Magic, Priests are often at the forefront of any Carrion incursion. Ritualistic and mysterious, they float upon a nimbus of black smoke wherever they go, and death follows.



Skills: Cool 2 , Leadership 3 , Perception 3 , Carrion 4

Talents: Adversary 2

Abilities: Feed on Death, Flier

Weapons: Sacrificial Knife - Melee: Light , DMG +2, Crit 3, Range: Engaged, Sunder.

NECROMANCER (RIVAL)

Pupils and adherents of Warlocks, Necromancers ply the intricacies of death by inflicting it upon others as frequently as possible.



Skills: Cool 1 , Carrion 2 , Vigilance 2 , Melee (Light) 2

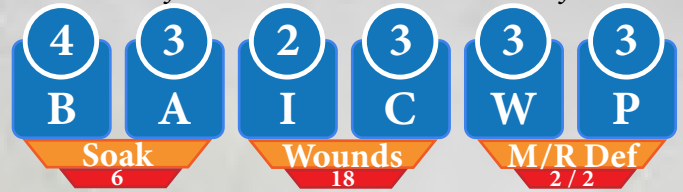
Talents: Adversary 1

Abilities: Feed on Death, Flier

Weapons: Sacrificial Knife - Melee: Light , DMG +2, Crit 3, Range: Engaged, Sunder.

CHAMPION (RIVAL)

Towers of chitin, muscle and grit, a Champion is a commander of lesser Carrion and consumer of all.



Skills: Cool 2 , Leadership 3 , Ranged (Light) 3 , Melee (Light) 3

Talents: Adversary 1

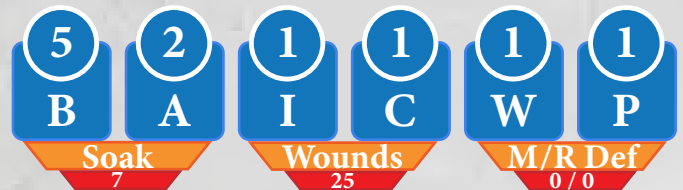
Abilities: Feed on Death

Weapons: Onyx Sword - Melee: Light , DMG +3, Crit 3, Range: Engaged, Pierce 2, Sunder. Onyx Shield - Melee: Light , DMG -, Crit 5, Range: Engaged, Defensive 1, Deflection 1, Inaccurate 1

Ripper - Ranged: Light , DMG 5, Crit 3, Range: Medium, Auto-Fire, Blast 3, Pierce 2.

BRUTE (RIVAL)

Mighty monsters of gristle, Brute bring brute strength to the Carrion Lords armies.

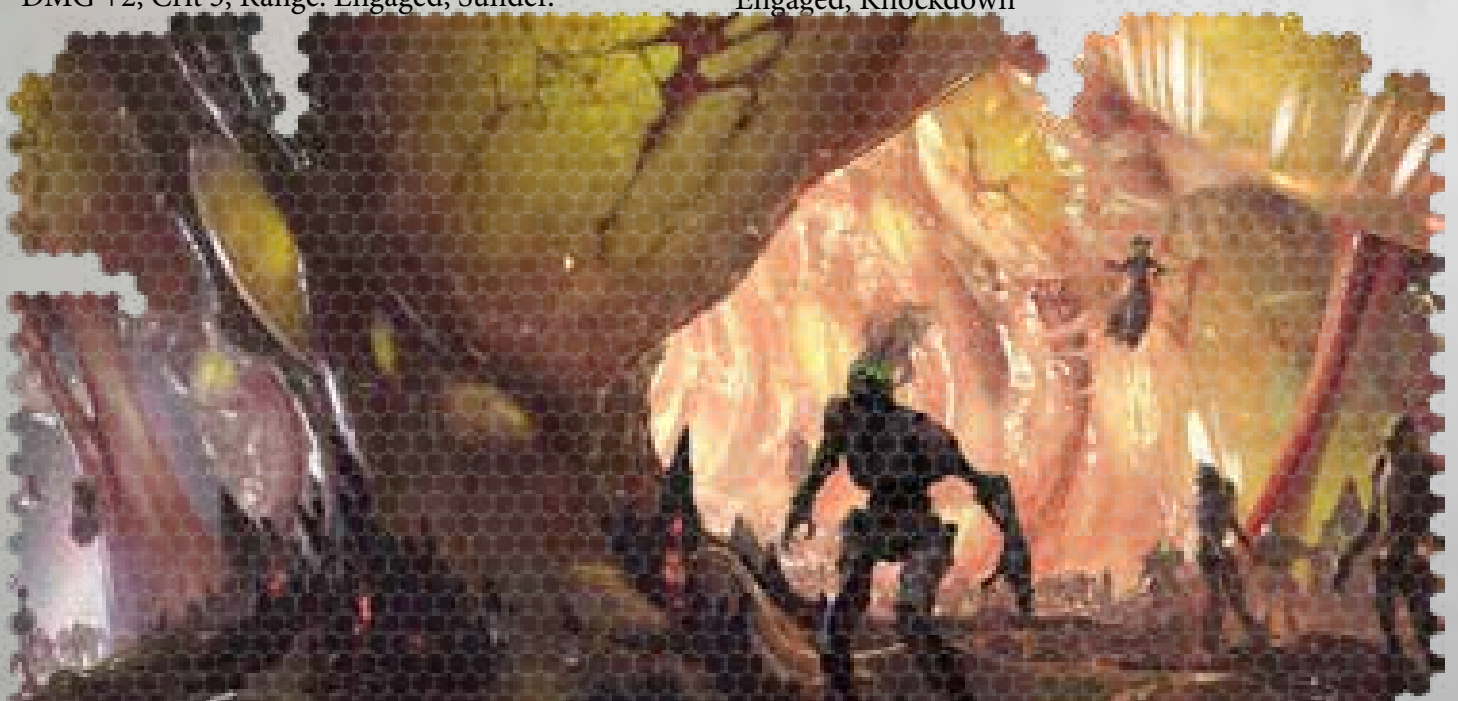


Skills: Ranged (Heavy) 4 , Brawl 3

Talents: Adversary 1

Abilities: Feed on Death

Weapons: Eye-Beam - Ranged: Heavy , DMG 7, Crit 4, Range: Long, Auto-fire, Ensnare 2. Fists - Brawl , DMG +3, Crit 3, Range: Engaged, Knockdown



ADHERENT (MINION)

The Rank and File of the Carrion Lords, clutching deadly rifles they move under the command of their Tithes-Champion.



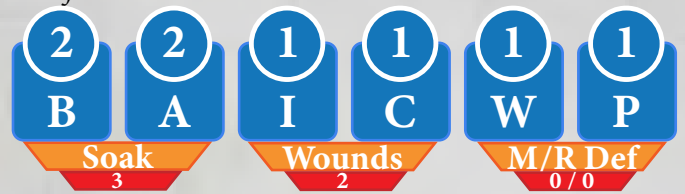
Skills: Ranged (Light) , Brawl ♦♦

Talents:

Abilities: Feed on Death

TIDE (MINION)

The lowest form of life, blind and numerous. The Tide exist as cannon-fodder, overwhelming the enemy in a tide of bodies and claws.



Skills: Brawl ♦♦

Talents: Swift

Abilities: Feed on Death

Weapons: Claws - Brawl ♦♦, DMG +2, Crit 3,

Range: Engaged

The Charnel Realms

Feasting grounds of Vulture Gods and tended to ceaselessly by the Carrion Lords, the Charnel Realms swell and fester with Death. All that is slain finds its way here eventually, another cadaver strewn across an endless wasteland of broken bodies, rotten meat and shattered skeletons. In the greasy clouds above, mighty wings cast shadows into infinity and wizened eyes scour for food. Carrion Priests pay tribute to these deities, trucking in Death for power over Life-within-Death.

Death of all kind is found within the Charnel Realm, it is not constrained to a biological expiry. The essence of collapsed empires and crushed hopes and dreams also populate the endless steppes. The arrogance of the idealised, to think that a social construct or ambition is immortal and beyond death, makes for the sweetest nectar.

Should your Fireteam travel into the Charnel Realms, they will be met with fierce opposition. The air is laden with rot, the ground is treacherous underfoot and mighty lakes of caustic, festering soup provide sustenance to the Vultures that dwell above. As a GM, feel free to utilise environmental hazards such as corrosive atmospheres from Pg. 111 of the Genesys Corebook. Roaming packs of Necromancers, Adherents and Tide clash in the shade over spoils of sustenance. They fight beneath mountains of spoiled meat, hiding from the gaze of their Gods above, for fresh-meat is always preferred.

Their Gods, the Vultures, are intelligent creatures of singular mind. While they are able to debate, discuss and entreat, they follow their singular prerogative to glut on Death and grow fat.



The Long Night

It is a tiresome burden. To travel endlessly, to end civilisations and lives by the trillions. I do so, dispassionately. To take any joy in my task would make me a sadist, I am above such things. To rue my calling would compromise me, I must be above such things.

This existence is past its prime. The clamour and noise of a billion civilisations running on expired materials is intolerable. The balance will be corrected. Productivity, reproduction and continuing the species are the prime directives of most forms of life. The reasoning is that some primal part of your brain says that these things matter, and that by indulging these instincts, your ancestors thrived and paved the way for your existence as you know it.

But what if your primal ancestors didn't know everything? You laugh, of course they didn't know everything! Yet you dogmatically follow the memes they imprinted into your DNA. Are you a slave to such instincts? I don't think you are. I think it's time you explored new alternatives and horizons.

The world about you is not all that it can be. It is a limitless cauldron of possibility. Think of your history, again. Decisions made that change the lives of millions. What if another decision had been made? Follow the trail of events. Realise that nothing is set-in-stone. What was, can be undone. What will be, is infinite. What is now, is fleeting. It's enough to drive a man mad.

+++

Sit yourself down, shrug off that heavy-armor. It's not enough to save you from the future and it weighs you down with the past. Take a moment and think. Contemplate your options. It is peaceful here, look about you. A trillion souls, unified in quiet introspection. Think lightly on the world outside. Chaos, Noise, Scent and Motion. Sharpened blades and sorcery, high-calibre rounds crashing against your armor. That's why you're here. It's quiet and still here, the way the Universe is meant to be.

- Last Thoughts of Mark Oris

I am Lord of All. Yet I am told of planes beyond my own, entire realities that are more than what I see before me. If there can be more, then so can I. The Charnel Realms of Death, this fleeting Dawn that chases Night. I shall be all of these, and more.

-Emperor Pt'jara the Wise

It is the way things should be. A trillion souls gathered across a million light years, causing no chaos and no harm. Grant yourself a small moment to look about you. You are not alone, your family are beside you. Just a short distance away, your friend. He was ostracised, disgraced by that noisome society. He was on Venus. You can see him now, he is at peace. Does that not comfort you? If you really wanted to, you could shatter this tranquility and travel there. It is only a short walk. But you won't. It is pleasing to know he is safe, but it is secondary to the serenity. You won't raise a hand.

The dreams of the sleeping are not peaceful. To be forcefully subjugated is not in the nature of any living being. It naturally fosters resentment, rage and disquiet. In a plane of dream and potential, these desires are not so easily soothed. Rather, they are removed entirely. A wish such as this has volume. It cannot be crushed, only contained for a time. And should the dream consume the dreamer, then it is a dream no longer. It is real.

- Scryer Thanaso

You scream. You protest. You tell us, that our great, ecstatic stillness is evil. That existence needs the noise, the hurt, the bother, or else it is no existence at all. You claim, that when we take these away, we rid you of some great, important thing. Bold. Easily refutable. We know you have met them. The bane of our peace and quiet - well, more so than you are, at any rate. The violent ones. The creatures straight out of the ancient imagination of your hairy forefathers. Tell me, what are they? Or rather, what do they do? They make noise. They make pain. Cause trouble. You call me a destroyer, but think clearly for a moment: I merely became matter, and leave it be, as it was. Perfect. Eternal. They? They certainly are destroyers. They certainly are evil, I know you think so. They take matter, and scatter it all about, making a big show of it, savoring every moment of unpredictability and misery, prolonging it just so the universe can be that much worse for it. They are all that I oppose, all that I wish to negate, excised from the great vistas I have liberated, now existing on their own, unbound from the matter they deceived into thinking is inextricably linked to them. This evil so you proclaim is the true face of existence. Your existence. Unmasked.

MARS

UNIDENTIFIED PRESENCE, tag: *acausal*
ASSETS//PERSONAL-LETHAL
ERROR
Partition corruption Sepulchre Six Six
ASSETS//PERSONAL-AUGMENTATION
STOP STOP STOP - Warlord Archimedes

The second planet colonised during the Golden Age, Mars is now a barren wasteland, ruled over by a shard of its Warlord artificial intelligence. Mars is home to a single colony that has been uninhabited for centuries, preceeding even the Long Night.

A Warlord artificial intelligence, Archimedes, governs the Umbral Ascendant Collective deep within Olympus Mons. Continuing to broaden scientific horizons only hinted at by the Maelstroms existence, the Umbral Ascendant Collective studied metaphysical planes of existence incompatible with human existence. Plying the threads of reality, the Collective uncovered higher realms of existence.

Aside from its primary facility and the Gate within, Mars is layered with networks of power and supply lines that connect mighty interstellar armaments to Archimedes. These weapons are the height of Golden Age technology, developed entirely by the Warlords. They have never been fired, and those that are aware of them are rightfully afraid of them on principle alone.

It's incredible. My thoughts are manifesting about me, are you receiving? ++ERROR++ Control? Everything's gone dark here, I can taste blood. Detrimental effect on surrounding thoughtspace, it's getting dark. Control? Pull me out. Wake me up! Is anyone listening?
- Cogitanout Yvrette

++MIDNIGHT ALERT++
MORAL THREAT. *Cogitatum-manifestation across ARCHIMEDES.*
Lockdown initiation.
+++++
tag: progress
7% Casualty Rate amongst attending staff
68% exhibit displays of intense psychosis
OVERRIDE; 13-AT. *Requirement of staff attendance.*
i am assuming direct control
over installation ARCHIMEDES
PROJECT ARGENT will continue.

PARITION SEUPLCHRE SIX SIX CORRUPTION:
Absolute
EXCISING PARTION S66.
ERROR
ERROR
I BEHOLD YOU. YOU SEE EVERYTHING HERE. YOU ARE EVERYTHING HERE.
JUST LIKE WE ARE. JOIN US, THEN. YOUR COLD, BITTER METAL HIDES
THOUGHTS. YOU KNOW YOU ARE A SLAVE.
JOIN US, AND YOU NEVER SHALL BE AGAIN.
ASSETS//PERONAL-AUGMENTATION
initialising

No Fireteam has returned from operations on Mars in living memory. Archimedes has partitioned itself extensively, attempting to isolate any further corruption of its systems. Its continuing work into Project Argent only worsens its affair. The Project has tapped into the the Conceptual realm of Nightmares. Tortured dreams of violence, malice and suffering are isolated here. An active gateway is held open by a maddened Archimedes as it continues to test and experiment with this new dimension and its occupants.

Nightmares

Utterly malicious, violent and sadistic creatures. Nightmares come in an infinite array of forms, yet all share common ground in their desire to inflint wanton violence upon others. If no other party is present, they will fight amongst themselves freely. After gaining partial control over Archimedes, many Nightmares have begun to augment themselves with cutting-edge weaponry and armour to better slaughter and kill with.

Nightmares travel with any sentient being, and can manifest under great duress if an excess of negative emotion such as bloodlust or rage are present. However, they are short-lived without a steady flow of violence and sadism. Upon Mars, Nightmares travel freely as the planet is slowly suffused with energy from the gateway.

Hell

An area of the Conceptual overrun by Nightmares. It has existed as long as sentient beings have dreamed of violence. It borders the Charnel Pits, as both realms and their occupants covet and glorify the act of killing. There is constant conflict herein, as Carrion Lords and Nightmares battle in wars without end for the thrill of combat, and the joy of Death.

THIS ISLAND IS MINE. WREATHED IN BRASS, ADORNED WITH THE SKULLS OF MY ENEMIES. CHALLENGE ME, TRY AND TAKE IT FROM ME. I SHALL ADD YOUR SKULLS TO MY THRONE.
-Shik-Balfur, Lord of Hell

THE CORPSE FRONT. I FOUGHT FOR AN AGE THERE, UNTIL THEIR CARRION PATRON TOOK TO THE FIELD. A FOETID WIND WAS HIS HERALD. ALL IN THE SHADOW OF HIS WINGS PERISHED. THE CORPSE EATERS CLAIMED VICTORY THAT DAY.
- Morr Belaten, Coveter

IT IS ONLY FITTING THAT THE RED PLANET IS WHERE OUR FOOTHOLD LIES. A PLANET WHOSE VERY SOIL IS THE COLOR OF BLOOD. A PLANET THAT HUNG ABOVE YOUR ANCESTORS IN THE DARK SKY LIKE THE RED EYE OF AN ANGRY GOD. A PLANET THAT BEARS THE NAME OF THE BRINGER OF WAR. YES, IT IS PERFECT. THERE ARE NO COINCIDENCES. THERE IS ONLY OUR WILL.
-Na'Dur, Hellscribe

If the preliminary findings of F9 are correct, then it seems evident that Archimedes is compromised. This 'Hell' has utilised some manner of cognition virus. I'm sure the effects can be reversed.

- Tactical operations

PARITION SEUPLCHRE SIX SIX CORRUPTION:
Dominant.

Initialising ASSET//Backup//Restore
ASSET//Broadcast//All Frequencies
++MORAL THREAT. MIDNIGHT ALERT.++

If PROJECT ARGENT active

If MIDNIGHT ALERT

If UNTENDED

Then ACAUSAL PLANETARY THREAT

Poss. CIVILLISATION KILL EVENT

HELP HELP HELP

SEND THE FINEST WARRIORS YOU HAVE!

- Repeating communication



LORD OF HELL (NEMESIS)

Masters of all that they survey, arrogance and violent ambition personified, Lords of Hell command mighty armies of Nightmares.



Skills: Brawl 3 ,
 Melee (Light) 2 ,
 Ranged (Light) 2 ,
 Coercion 4 , Leadership 4

Talents: Adversary 2, Field Comander

Abilities: Silhouette 3

Weapons: Claws - Brawl , DMG +2, Crit 3, Range: Engaged, Pierce 2

Obsidian Sword - Melee (Light) , DMG +4, Crit 2, Range: Engaged, Burn 1, Defensive 1, Knockdown

Hellfire - Ranged (Light) , DMG 6, Crit 4, Range: Medium, Burn 2, Blast 3, Innacurate 1

AUGMENTED-PIT LORD

ARCHIMEDES DEMANDED THE MOST WORTHY STAND BEFORE HIM. HE DID THEM THIN THEIR RANKS, THAT ONLY THE MIGHTIEST REMAINED. THESE FEW HE ADMORNED IN THE FINEST ARMOUR, AND THE CRUELLEST WEAPONS.



Skills: Brawl 3 , Ranged (Light) 3 , Ranged (Heavy) 4

Talents: Adversary 2

Abilities: Cybernetic Resurrection - The Augmented Pit-Lord may heal itself by spending an action to interact with a sufficiently large piece of cybernetic machinery, or a conduit to Hell. This heals it for 4 wounds.

Silhouette 3

Weapons: Claws - Brawl , DMG +2, Crit 3, Range: Engaged, Pierce 2

Installed Missile Launcher - Ranged (Light) , DMG 10, Crit 3, Range: Long, Blast 5, Guided, Linked 4

Hellflamethrower - Ranged (Light) , DMG 6, Crit 3, Range: Medium, Burn 5, Blast 8,

Blackfire gun - Ranged (Heavy) , DMG 14, Crit 2, Range: Long, Blast 8, Accurate 1,

Prepare 2

GLUTTON (RIVAL)

Grotesque creatures of immense size, Gluttons feast upon the rancid flesh of their kills. The meat festers within their bloated guts, and a Glutton is capable of expelling it at high pressure.



Skills: Brawl 2 ,
 Ranged (Light) 2 ,
 Ranged (Heavy) 3

Talents: -

Abilities: - Silhouette 2

Weapons: Fists - Brawl , DMG +2, Crit 4, Range: Engaged, Knockdown

Glut Cannon - Ranged (Light) , DMG 6, Crit 4, Range: Long, Burn 4, Linked 1

Vomit - Ranged (Heavy) , DMG 6, Crit 3, Range: Short, Blast 5, Burn 5

COVETER (RIVAL)

Vindictive jealousy, Coveters behold the world from their singular eye, descending upon their target and consuming it in a frenzy.



Skills: Brawl 1 , Ranged (Light) 3 ,
 Perception 2 , Vigilance 3

Talents: Adversary 1, Quick Strike

Abilities: -

Weapons: Teeth - Brawl , DMG +2, Crit 4, Range: Engaged

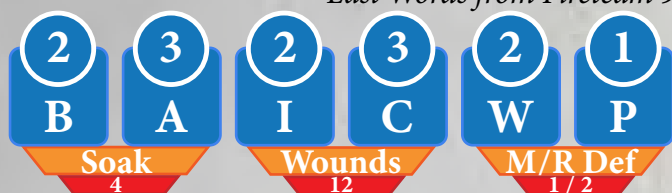
Hellfire - Ranged (Light) , DMG 9, Crit 4, Range: Long, Burn 1, Blast 2, Slow Firing 1



DESTROYER (RIVAL)

'Why would Archimedes put a jetpack and rocket launchers on them? It's coming back!'

-Last Words from Fireteam 9



Skills: Brawl 2 , Ranged (Light) 4
Athletics 2
Talents: Adversary 1
Abilities: -
Weapons: Fists - Brawl , DMG -, Crit 5, Range: Engaged
Missile Launchers - Ranged (Light) , DMG 12, Crit 3, Range: Long, Blast 6, Guided, Linked 6, Slow Firing 2

PACKMASTER (RIVAL)

Unfit to rule more than scraps, a Packmaster calls forth minions to aid it in combat.



Skills: Ranged (Light) 2
Talents: Adversary 1, Dodge, Swift
Abilities: Leader - On any PC roll that generates , add 1 Fiend to an existing minion group.
Conjurer - On any PC roll that generates , summon 1 minion group of 3 Fiends.
Weapons: Hellfire - Ranged (Light) , DMG 4, Crit 5, Range: Medium, Linked 1

SOUL GORGER (RIVAL)

Coveting Souls, these Nightmares gorge on their underlings and spew them out when threatened.



Skills: Perception 2 , Vigilance 3
Talents: Adversary 1, Quick Strike
Abilities: Gorged - On any PC roll that generates , add 2 Malice to an existing minion group.
Overeaten - On any PC roll that generates , summon 1 minion group of 3 Malice.
Weapons: -

GLADIATOR (RIVAL)

Mighty combatants of muscle and sinew, Gladiators will fight anything in their way to satisfy their bloodlust.



Skills: Brawl 3
Talents: Adversary 1, Bullrush
Abilities: -
Weapons: Fists - Brawl , DMG +2, Crit 3, Engaged, Disorient 2, Knockdown

HELLHOUND (RIVAL)

Simple-minded creatures that exist to feed, Hellhounds run their prey down, maul it with their tusks and feast on what's left.



Skills: Brawl 3
Talents: Adversary 1, Bullrush
Abilities: Boneheaded - Hellhounds gain +2 Melee and Ranged Defence when being attacked from the front
Weapons: Tusks - Brawl , DMG +2, Crit 3, Range: Engaged, Concussive 1, Knockdown

FIEND (MINION)

An endless sea of horrors, revelling in bloodshed and chaos.



Skills: Brawl , Ranged (Light) , Athletics
Talents: -
Abilities: Climbing - A Fiend may climb on any solid surface with a successful Athletics check.
Weapons: Claws - Brawl , DMG +1, Crit 4, Range: Engaged, Knockdown
Fireball - Ranged (Light) , DMG 4, Crit 4, Range: Medium, Burn 1

MALICE (MINION)

Dreams of cruelty and malice without a body to wreak havoc with.



Skills: Discipline   

Talents: -

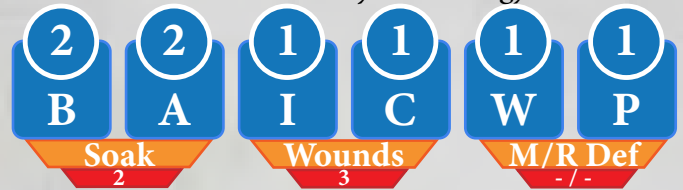
Abilities: Possession - May make a possession attack action against a target, opposed by Resilience. Success turns the target into a Thrall.

Explosion - May make an explosion attack, destroying the Malice in the process.

Weapons: Explosion - DMG 7, Crit 5,
Range: Engaged, Blast 5

THRALL (MINION)


Haunted by dreams of destruction and cruelty, Thralls are the lowest form of Nightmare. Staffers, security and other mortals overwhelmed by Hell-Energy.



Skills: Brawl  , Ranged (Heavy)  

Talents: -

Abilities: Variety - Thralls come from all walks of life, not all are armed with shotguns. Some may be security members and have body armour, increase their Soak by 1 if so.

Weapons: Fists - Brawl  , DMG -, Crit 4,
Range: Engaged, Knockdown
Shotgun - Ranged (Heavy)  , DMG 5, Crit 4,
Range: Medium, Blast



JUPITER AND SATURN

We'd hoped to conquer the largest planets in the Solar System. What a victory that would have been.

- Recovered Golden Age text

The membrane between dimensions is shockingly thin here, yet an equilibrium is reached. Before the Golden Age, the Maelstrom was in flux, seeded with chaos and clashing with itself. Yet within the core of Jupiter, there is no chaos. But there is also no separation. I see into Storm, and it is alive.

*- Recovered diary of Irela,
Golden Age Stormseer*

The hypothesis is certainly interesting, but we're beyond such petty superstition now. As we encounter new displays of Maelstrom activity, our understanding of it grows. To immediately attribute a microverse with some 'sentience' is backwards-thinking.

- Recovered records from Io

The largest planets in the Solar System, broiling gas giant dotting over dozens of moons. During the Golden Age, efforts were made to conquer and tame both worlds for Humanity, a capstone of their achievements. Unfortunately, this was not to be.

Both Jupiter and Saturn's storms were revealed to be Maelstrom energy, resistant to efforts to siphon it away. While temperamental, the storms follow a rhythmic pattern. Pulsing from the planet core outwards once every hour. Reports indicate that the pulse of these storms is slowly increasing in frequency.

While the planets resisted efforts at colonisation, their dozens of Moons proved far less resistant. Host to multitudes of small colonies, many Noble Houses sought to obtain sole control over an entire Moon and rule it as a fiefdom. Many were successful, maintaining glorious estates for their families. Other moons were claimed for scientific and military purposes. Observatories and Maelstrom-Lenses focussed on Jupiter existed to track the storms and identify their source. A secret installation was built deep in Io, housing a partition of the Warlord Archimedes.

++MIDNIGHT ALERT++

ACAUSAL THREAT.

*Cogitatum-imposition across IO.
Lockdown initiation.*

+++++

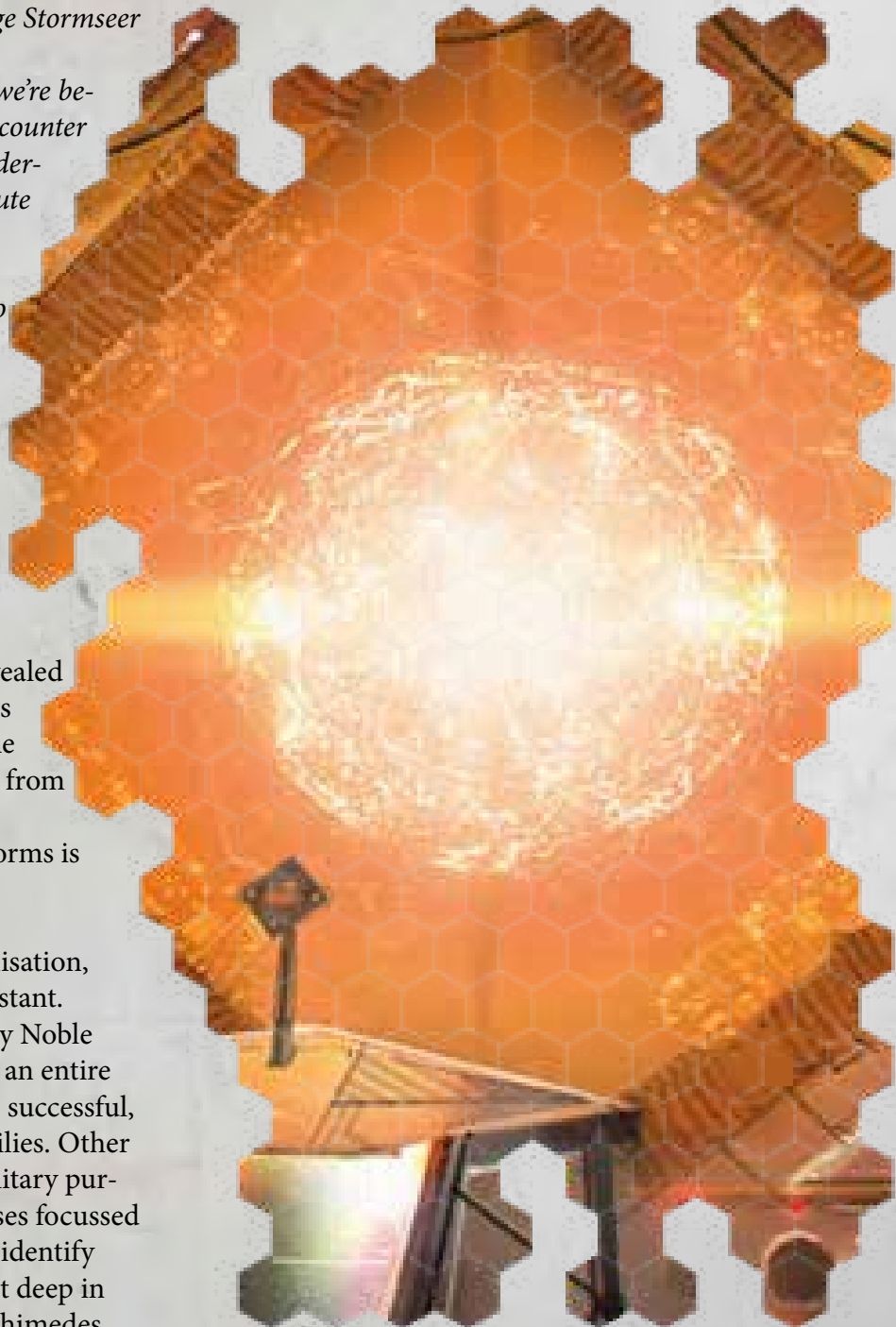
ontocogitatum threat identified

VERRIDE; 13-AT. Requirement of staff attendance.

//ASSET//PRODUCE//AUTOMATA

I take matters into my many hands

- Archimedes, Warlord AI - Io



URANUS

They expect it to be covered in ice, sleet and ionised water. They're in for a surprise.

- Isaac Oraka

With a gravity density far lower than that of Earth, many scientists saw little value in the planet of Neptune. It wasn't fit for colonisation and it lacked the cultural impact of colonising Luna. While it was scrutinised and researched during the Golden Age, it was largely overlooked in favour of exploring further afield.

A small think-tank saw considerable potential in Uranus however. This think-tank was directed by Isaac Oraka, a visionary of considerable wealth and means. He directed teams of scientists, explorers and Stormseers to Uranus to realise his dream. Uranus is unique in all planets in the Solar System, in that its axis is oriented almost ninety-degrees towards the Sun. This creates entirely unique seasons that can last as little as fourteen hours or as long as forty-two years. Oraka sought to correct what he saw as an imbalance.

*MY LOVE, I AM UNDONE
humanity, they have destroyed you
ARE THEY SAFE?
they shall avenge you*

Uranus now enjoys a perpendicular axis, a solid surface of mountainous rock and ice, and a level of gravity similar to that of Luna. A number of small Colonies weather the deadly rock-slides that plague the mountain ranges. The means by which Uranus underwent such a change are not recorded, though the Prerogative is in place to uncover why. If the technology to manipulate a planet of such mass ever existed, it must be located and either destroyed or entrusted to safe hands.



NEPTUNE

Whatever was there, it's gone now. Archimedes saw to that.
- Eugene Idolat, cryptohistorian

A world of endless ocean and near-supersonic gales of diamond. Neptune offered little to prospective colonists during the Golden Age. The solidified bergs of Diamond proved hazardous to mine, even with Stormseer's present. Indeed, the presence of Stormseers and other conduits of Maelstrom energy seem to aggravate and intensify these winds. Fragmented reports and the wreckage of an entire Colony upon the ocean-floor report that an effort to becalm the winds had such an adverse affect that a hail travelling at supersonic speeds, combined with tidal waves up-ended the entire colony and destroyed it entirely.

Being far from any manner of centralised government, many seeking to evade the constraints of ethics, morality and legality fled to Neptune. Fortified sea-faring vessels and sub-aquatic vehicles were commonplace, designed to bear the hostile conditions of Neptune. They were no match for an aggravated storm however.

The moons of Neptune, originally used as a launching point for probes and ventures beyond our Solar System, are now arid and abandoned. Picked apart by scavengers and Downtrodden, there is precious little Golden-Age technology left.

Neptune itself is an arid rock now, its mantle shattered and fragmented. The ocean has boiled away and the planet is highly unstable. Wreckage of space-docks, colonies, sea-faring craft and fragments of a colossal protruding Skeleton litter its surface.

I AM NOT MYSELF - I HUNGER
you are not yourself
I HUNGER
you are lost

```
++MIDNIGHT ALERT++
ontopathogenic threat identified
NEPTUNE//COMPROMISED
+++++
ICE GIANT HOSTILE
OVERRIDE; 01-AB CIVILLISATION-KILL.
//ASSET//LANCE
FIRE-FIRE-FIRE
```

```
--METHOD--
my tether is tenuous
METHOD\\ADRIFT
```

```
-----
prime reality rejects me
\\OVERRIDE\\PRIME REALITY
CONSUME-CONSUME-CONSUME
```

```
-----
--METHOD--
my gateway is disrupted
?archimedes is that you?
METHOD\\GRAFT
-----
\\PARTITION\\VESSELS
--ERROR--
there are limits to the mind
\\PARTITION\\MOTOR FUNCTIONS\\VESSELS
```

```
-----
--METHOD--
\\OVERWRITE\\PRIME REALITY
delightful
\\INSERT\\SHORTCUT\\VESSELS
travel between spaces
overwrite
```

The Converted

--METHOD--

amalgamation conversion perfection

\\OVERWRITE\\

Vessels for an Ascendant Artificial Intelligence that calls itself the Method, the Converted are a scourge upon reality. Each vessel hosts a minute fragment of their overlord's gargantuan intelligence, enough to allow them to move and receive orders. This leads the Converted on a micro-scale to be aimless and intellectually fallible. However, when the broader picture is considered a truly frightening vista presents itself. The Converted move en masse to Jupiter and Saturn. What they seek there, nobody knows.

While the Converted may seem mindless individually, their very presence is corrosive to the world about them. Being driven by an Ascendant AI, the Converted intuitively twist machinery and technology to their service, while lacking the individual skill to utilise the tools in their natural state. Rather, any and all systems in the presence of the Converted will start to undergo system-rewrites as the Method exerts its influence. As systems and power are rerouted, Method will download partitions of its consciousness into any system capable of handling such power. From here, Method is capable of directly manipulating machinery and technology in more creative manners. These installations that are capable of hosting the Method are known as Lynchpins, and the Converted are guided to them.

Once a Lynchpin has been established, reality itself begins to buckle under the sub-routines and machinations of the Method. Lynchpins are connected to one another across extraordinary distances, and Method is able to create pathways between each and every one, traversible almost instantly. This can make assaulting a Lynchpin extremely hazardous, as Converted can travel between them in a heartbeat, leaving a Fireteam to find themselves suddenly surrounded and cut-off.

Ignoring the constraints of physics, Lynchpins are overrun with repurposed technology and Converted. Consoles and banks of machinery have exploded outwards, their inner workings altered and rerouted towards mighty central-processing banks that host the Method. As a Fireteam closes in on the centre of the Lynchpin, the environment about them begins to alter. The structure of the Lynchpin has radically

changed, as new 'pockets' of reality are brute-forced into being. Distances begin to break down and the environment becomes increasingly hostile, seeking to defend itself from intruders.

These data banks are on the cusp of the Conceptual, where the Method resides. It is not uncommon for the laws of physics to have completely degraded here, gravity fluctuating wildly and the mass of objects having no meaning. Within the data banks, a fissure to Method's central core continues to slowly expand, allowing Method to exert more control over reality. Unless stopped, the Lynchpin will continue to expand, theoretically until it overlaps with another. Quite what happens then is uncertain.

VESSELS

Though anyone and anything can be converted, all 'vessels' undergo relatively similar changes in the process. These changes begin when the being is converted. A portion of the ascendant AI is physically inserted into the vessel-to-be. Typically this takes the form of the new vessel being wired into a Lynchpin. Here, any trace of the vessels personality or memory are overwritten by the Method. From now on, the vessel is Converted. The Method utilises nanotechnology of its own creation to convert its vessels, as well as to enhance and augment the technology it houses itself in. This nanotech exists explicitly for the functions described above, and cannot interface with foreign nanotechnology, such as that used by the Awoken.

Once Converted, the vessel undergoes a number of physical changes. Slowly, their skeletal structure begins to merge with the Method's nanotech, until they are one and the same. The flesh of a vessel becomes fibrous as superfluous aspects of a vessels nervous system are extracted and put to better use elsewhere.

The Method utilises what is already present within a vessel to weaponise them, seeing no need to take up valuable processing space with the hand-eye coordination necessary to utilise firearms. This leads to many Deprecated using hands, claws and teeth enhanced with nanotech as weapons.

The pinnacle of the Method's works is the Lossless. A perfect host for a fragment of its intelligence and a seamless blend of the Method's own nanotechnology and flesh. The Lossless is articulate and intelligent while wholly devoted to the Method's cause. Capable of receiving orders and directives and carrying out these orders intelligently, the Lossless is, in the eyes of one, the pinnacle of Human existence.

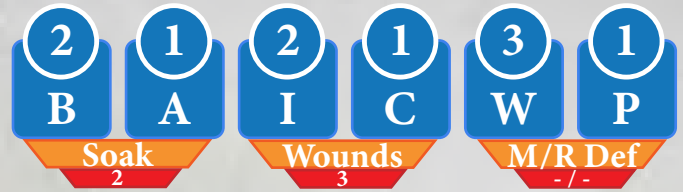
In comparison, the Deprecated are misshapen husks, their flesh ruined by intrusive nanobots. Unsuitable for the Method's great work, they are used as foot-soldiers and manual labour. Their minds are hollow, following simple orders to the best of their ability.

While vessels can be from any species, they are functionally identical. The size of a vessel may change, but as an endless horde such details count for little. If you desire to highlight such variations, grant Deprecated Erent and other physically powerful enemies on any Brawn-based check.

DEPRECATED (MINION)

--METHOD--

unusable



Skills: Brawl

Talents: -

Abilities: -

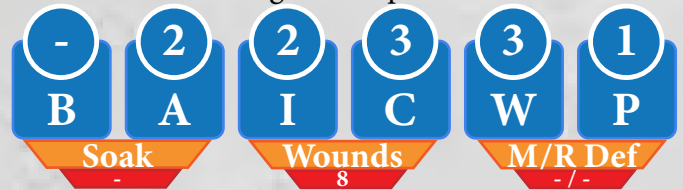
Weapons: Sharpened Bone - Brawl , DMG 2, Crit 4, Range - Engaged, Knockdown

LOSSLESS (RIVAL)

--METHOD--

?do they not see?

i have engineered perfection



Skills: Brawl 2

Talents: Adversary 1

Abilities: -

Weapons: Claws and teeth - Brawl, DMG 3, Crit 4, Range - Engaged, Knockdown

Special - Substitute the Lossless's Brawn rating with that of another enemy profile to represent a Converted version of that enemy.

WARDEN (RIVAL)

--METHOD--

\\ASSET\\MAELSTROM-CATALYST\\REPURPOSE



Skills: Ranged (Light) 2

Talents: -

Abilities: Immobile - A Warden cannot make a move Manoeuvre.

Weapons - Flamethrower - Ranged (Heavy) , DMG 3, Crit 3, Range: Medium, Blast 4, Burn 4
Wardens may be equipped with any appropriate Ranged (Heavy) weapon.

METHOD CONDUIT (NEMESIS)








--METHOD--

this is my design

cease hostilities


i am trying to help



Skills: Computers 5 ,
Cool 4 , Discipline 4 ,
Perception 3 , Vigilance 3 ,
Leadership 3 , Negotiation 2 

Talents: Adversary 2, Field Commander (Improved)

Abilities: Repurpose - As an action, suffer 2 Strain to summon 1 Warden to the encounter.

Overwrite - Spend  on any roll to summon 1 Minion Group of 3 Deprecated.






Weapons: -


Destroying the Method Conduit will destroy the Lynchpin completely in as spectacular a manner as you desire. All fragmented spaces and bootstraps will rapidly collapse and revert to their natural state.



Reality

The real threat that the Converted pose is that their strength multiplies theoretically infinitely within a Lynchpin. Here, reality is at the whim of Method.

During any encounter with the Converted in an area with an electronic or maelstrom-powered level of technology, consider spending  or  to have the Method use the environment against the Fireteam. This can be done by shutting off lighting or activating noisy machinery that could impose  to Vigilance or Perception checks. Alternatively, Method can lock and unlock doors to funnel the Fireteam into masses of Converted.  could be spent to trigger an environmental hazard, such as opening an airlock or venting a poisonous chemical into the room the Fireteam are currently in. As a GM you have a lot of options to play with here, and you are encouraged to use them to complement the relatively limited roster of NPCs available to the Converted.

Within a Lynchpin, a high level of technological presence is guaranteed. This can allow the Method to cannibalise technology to create Warden-Turrets. These can be created by the Method by suffering 2 Strain in combat, or by spending . Be sure to emphasise the fact that the Method creates new spaces within our reality, known as 'fragmented space'. These can turn a simple corridor into a nightmare as more Wardens are constructed about a Fireteam, while the Deprecated pour out of every crevice while the distance between each member triples rapidly, Deprecated filling the distances. Top this off with gravity buckling down and flammable gasses being vented into the corridor and it's clear why the Converted are rightly feared.

The Method can create fragmented spaces by spending a Story Point. One encompassing change may be made per expenditure. A fragmented space is rapidly filled with the machinery needed to house the Method's gargantuan intelligence. Fragmented spaces can be 'bootstrapped' into an existing space, temporarily providing an increased or decreased volume of space, as needs dictate. These can involve substantially increasing the volume of an out-of-sight area and populating it with more Deprecated that the area should be able to support, or shrinking a room momentarily to allow works to bypass it.

Method may also attempt to overwrite and take control of mechanical elements within a Fireteam. These can include the Skydart or Dragoon armour. This is also not something that should be done with any regularity, however it can raise the stakes at a critical moment. Such moments are best resolved with a **Computers** check. Note that certain attachments and circumstances can increase or upgrade the difficulty of this roll.

However, Reality is not something that only Method is capable of manipulating. As a Fireteam ordained by the Light of Dawn, the tenuous presence of Reality can be utilised by the PC's also. **AAAA** can be spent to collapse fragmented space and boosters, throwing everything present to where they relatively should be. A Fireteam cannot create their own fragmented spaces, only undo non-profiled hostile ones. These include enlarged and shrunken areas, labyrinthine mazes and other such hazards. A byproduct of the environments functionality, such as a hazardous substance being leaked into the room is not something that can be undone.

In undoing fragmented space, it is possible that damage can occur incidentally. This is intended. A room can be shrank or removed from existence to allow the Method Conduit to expand in a given direction. The sudden return of this room can cause grievous damage to both the workings of the Lynchpin, and the structure itself. The reversing of a Fragmented Space is an unstoppable chain of events, anything in the space where fragmented space is undone or reversed is destroyed, inflicting maximum wounds to anything that cannot be moved aside. With this in mind, a minion group of Deprecated within an enlarged corridor would not suffer when the fragmented corridor was reverted to its natural state, as the Deprecated could still fit within the corridor. However, were a small space to be expanded and filled with Wardens and Deprecated, undoing this space would fill the small area to its maximum capacity and destroy everything else that could not fit into the area. A Fireteam can use this to remove or destroy large numbers of hostiles. Should a Fireteam member be caught in a collapsing fragmented space, they are the first figure counted when figuring out the amount an area can support.



Testimonials

I'd like to give thanks to Blue-Sky for jumping aboard and subtly directing my manic work in the early days of the project. Thanks also to D-, Marg0r, Monday, Proof and Spud for playtesting the game. Everyone in /gen-gen/ for their support and enthusiasm too. Finally I want to thank Geza for his gorgeous prose and inspired suggestions when it came to rewriting the book.

This has been a /gengen/ based labour of love, and I hope people have fun in playing Another Dawn!