

SALVAGETM

A SCI-FI JUNKPUNK SETTING



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SALVAGE™

A FUTURISTIC JUNK-PUNK SETTING

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Document Version 2.5.0

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From *Into the Fire*, a memoir by Captain Prabal Locke

We woke to a nightmare. The fleet was lost, light years off course in unknown space. With no charted stars to judge our location, we had no chance of finding our way again. Our ships were built for a trip lasting a hundred years, but we had been asleep for nearly four times that long. Our engines worn, our fuel cells depleted, every piece of technology was now ancient and failing.

Our guardian angels, the crew of the *Valkyrie*, did all they could to ensure our survival. It was the only *living* ship in the fleet, designed for generations in space with a non-hibernating crew. This science vessel was meant to research and collect data during our journey. When everything went to shit and we were knocked hopelessly off-course, their selfless decision to keep the rest of the ship's crews asleep, ultimately saved us.

But the citizens of the *Valkyrie* had changed. With centuries to themselves aboard a ship full of scientific labs and equipment, it should have come as no surprise. They had evolved. Whether out of boredom or necessity, they had experimented extensively with the human genome. When we woke to their horned heads and blue skin, we were certain we had been invaded by an alien species.

That was the least of our worries, however. The cryopods could no longer sustain hibernation. Our ships could barely sustain their thrust. The oxygen scrubbers produced less oxygen by the day. With circuitry constantly shorting, computer code corroding, and nutrient supplies exhausted, we had no choice but to find a planet on which to land the fleet and regroup.

We called it Omega, the last place we wanted to be. With a breathable oxygen atmosphere and small bodies of water, this planet offered the minimum we would need. Most of the surface was a burning wasteland of scorched, dry desert. Given our dire circumstances, we had little choice. Scans showed the ruins of an alien civilization, and that gave us faith that there would be usable resources to help us get on our way again.

As we approached the planet, it was out of the frying pan and into the fire. During the landing sequence, we found ourselves caught in an electromagnetic storm. The timing couldn't have been worse. It was as if the gods themselves were conspiring against us. Our weakened ships couldn't handle the damage and buckled in the pressure of the planet's atmosphere. The entire fleet careened to the surface, crashing into the sandy wasteland.

We lost nearly half the souls of the fleet that day. Centuries of painstaking care by the *Valkyrie* crew, wasted so easily by a cruel twist of fate. They had done all they could to keep us alive in the emptiness of space, only to watch their efforts crumble into dust.

As we pulled ourselves figuratively and literally out of the sand, our hope was not so easily unburied. Our once-great starships were now nothing more than mountains of scrap metal, burning in the intense heat of a fiery junkyard planet.

Finding a working generator or functioning solar power-cell were the small victories that kept us going. We salvaged what we could, but it was clear we were practically starting from scratch. Those of us who survived would have a long road ahead, and we wouldn't be returning to the stars any time soon.

Our starships were destroyed crash-landing on this planet. Little did we know, the planet was already in worse shape.
-Captain Prabal Locke

CHAPTER 1

THE WORLD OF SALVAGE

The midday suns broil the planet. Scorched, dusty wind blows sand onto every ledge and windowsill. On this hostile rock, in the ashes of a destroyed alien civilization, the people of the fleet have made their new home.

Generations after the fleet from Earth crashed into the sand-covered surface, blistering days here on Omega are all these humans have ever known. The original survivors from the fleet are dead and gone. Only their tales of the time in space remain; hundreds of years traveling through the cold darkness before the crash.

Nothing came easily after the crash. The extreme temperatures and weather tore at what little remained of the starships. Most water was undrinkable, infested with a deadly parasite. And all that remained of the previous tenets of the planet were corroding, crumbling ruins and the malfunctioning robotic guardians they left behind.

Now, over a hundred years later, the descendants of those survivors are starting to find their way. Most stay safe inside the boundaries of Petra, the colony humans now call home. The mess of stacked interstellar shipping containers, ship parts, and scrap metal welded and bolted together forms an ever-growing metallic maze. It provides an idea of shelter and safety, an idea many cling to veraciously.

Many see humanity's future as a bleak repetition to be played out, day after day, until their inevitable demise. They are content to wait out their time until they become dust, just like the planet's previous inhabitants.

Every day presents new ways to die; from the heat and vicious sandstorms to those overzealous ancient-alien-robotic-guardians that still attempt to protect the homes of their makers thousands of years after their demise. Clean water, useable resources, and hope are scarce commodities; but mystery, fear, and life-threatening danger abound.

With most technology destroyed, humans have to rely on other strengths. Those who can adapt may not just survive, but thrive. Some people are ready to be tougher than the world around them, rise to the occasion, and become legends in this new chapter of human history.

Outside of Petra's walls, the average human colonist is as good as dead, it's true. But, there are mysteries to solve hidden just under the dusty surface of this junkyard planet. There are metaphorical dragons to slay, protecting their strange alien treasure. There are valuable resources to scavenge, and there is glory to claim for those brave enough to venture outside of the colony's safety. Are you ready for an adventure?



WELCOME TO THE END

This world may be all these people have known, but they do not know this world. In the time that has passed since the fleet crashed onto Omega, humans have defied all odds to survive. It was easy to believe this planet would represent their brutal and final end.

The Odyssey Mission left earth with a fleet of 75 ships carrying roughly 50,000 souls. 74 of those ships would host a hibernating crew until they reached their destination, Alpha-Centauri, 100 years later. One ship, the *Valkyrie*, was designed to house multiple generations on board who would act as the waking caretakers.

Twenty years into the mission, however, the *Dawncrest* experienced a massive anti-hydrogen malfunction, causing an antimatter shockwave that dislocated the fleet through a rift in space. When all was settled, the fleet was hopelessly lost. With no solution in sight, the crew of the *Valkyrie* chose to override emergency protocols, keeping the others asleep until they could get them to safety.

But safety never came. Four hundred years after launching, the ships were failing. Operating 300 years longer than they were designed, the wear and tear was finally showing. The implosion of the *Infinity* before their eyes gave the *Valkyrie* crew a horrible reality check. It was time to wake the others.

One planet within range offered an option for survival, the fleet had no other choice. It didn't offer much, but a course was set to land the fleet on this "harmless little planet."

An electromagnetic storm caught the fleet in atmosphere, scattering or destroying some ships, and deterring others from attempting to land. It is estimated that 61 ships made it to the surface. A confirmed 40 ships crashed-landed near the target landing zone, a vast playa near the planet's equator. At least two ships reversed course and were never heard from again. The day came to be known as *the Grounding*.

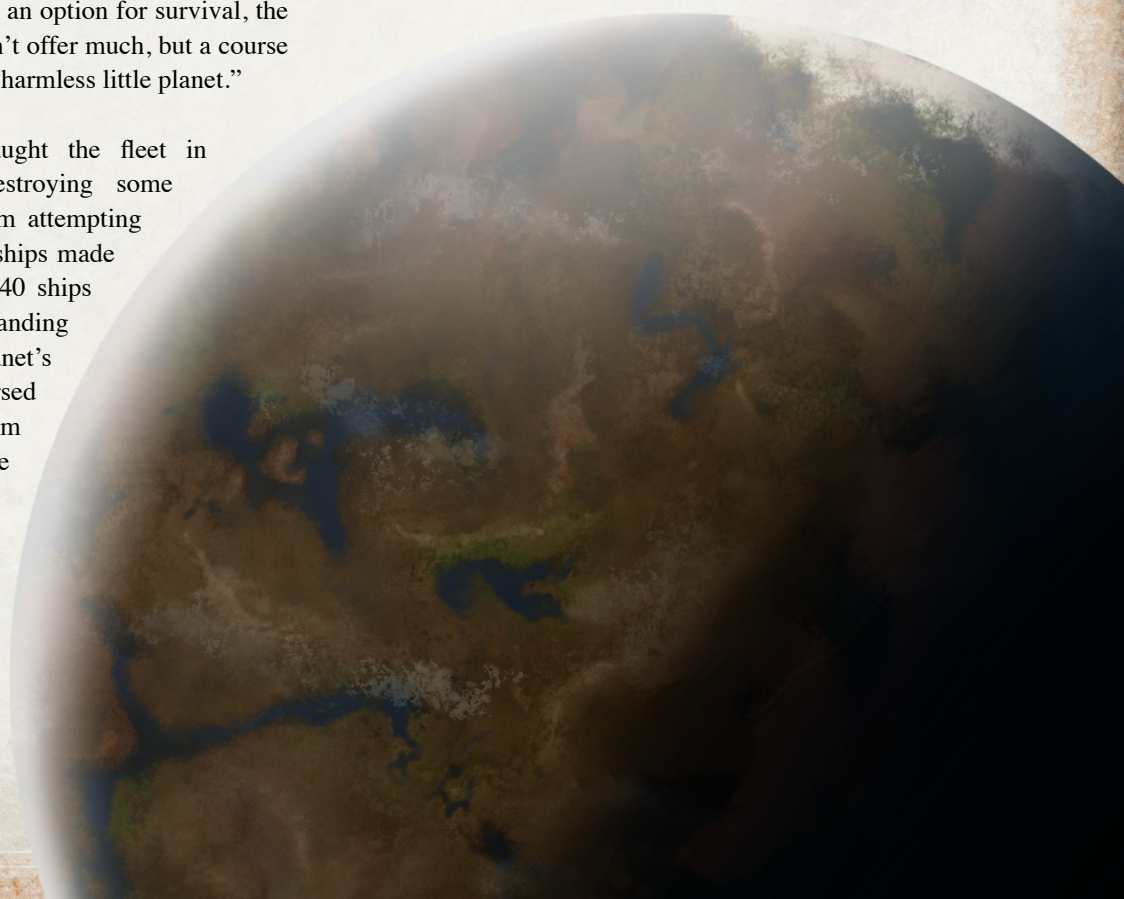
At first, the survivors were able to live on what few nutritional supplement rations weren't destroyed in the crash. They stayed near the

wreckage, clinging to the familiar. They worked in vain to repair the ships. They scanned radio frequencies for other survivors and surveyed the land for resources they could use to get the fleet back into space. It wasn't long before the futility of this work became painfully clear.

Many resisted relocating for some time, but the Dustlands were no place to build a home. With sandstorms blasting the camps with annoying regularity, giant dust beetles attacking, and the boiling temperatures of the wide open dustlands, the survivors sent scouts to find a better home. It was time to accept the facts and settle in.

The scouts found a location in the protective shadow of a large cliff. The survivors used the few remaining pieces of undamaged equipment to haul, carry, and build. They gathered together materials and other survivors from most of the nearby crash sites and began to build a new home. They named the colony *Petra*. The people of the *Valkyrie* had changed during their centuries in space and broke off to form their own colony nearby.

Roughly 38,000 souls made it to these two new colonies. They established a constant radio signal in *Petra* to call out to other survivors. But with the planet practically trying to kill them at every turn, not much hope was placed on finding others. This was it. This was the end, and a terrible new beginning.



THE GRITTY DETAILS

It has been 103 years since *the Grounding*. The colony recently celebrated its centennial and it was met with mixed emotions. The colonists have little to show for their time here and it always seems like “one step forward, two steps back.” New threats are discovered with shocking regularity, and the heat rises with each passing day (figuratively and literally).

Step outside the tangled mass of metal that makes up the colony, and you walk into the wild where every step could be your last. Crumbling alien ruins host homicidal death machines, zealously guarding their long-dead makers. Sandstorms rip and tear through trucks like butter. And jungles, though very rare, offer no respite. Even the plants are trying to kill you.

THE COLONY OF PETRA

The human colony of Petra isn't exactly a thriving metropolis, but life has found some semblance of order. Salvagers come back from the Dustlands with valuable scrap and tech to sell at the *Bridge Market*. Long-haul truckers bring back the most amazing Berge water from the polar lakes (nearly all the water near the colony is riddled with parasites...of course). Small open-air eateries roast large desert-coffa leaves for a passable cup of tea and serve grilled shell-husk seeds for a nice crunchy snack.

The colony was given the name Petra after a city built into a red cliff face back on Earth. The original was considered to be one of the Wonders of the World. This colony is a wonder of its own kind. A teetering, metallic, massive structural marvel, the entire colony is pieced together from the wreckage of the fleet.

Petra can be a complicated place to live, filled with flagrant crime, classism, gangs running illicit activities of every kind, and secret cabals focused on their own machinations. Not to mention widespread epidemics of nihilistic depression. With people quite literally living on top of each other, fuses are short and tempers can flare easily.

THE HOLD

The colony's location was chosen due to a unique formation of a cliff that provided protection on three sides. A massive metallic wall protects the deepest area of that gulch. Inside, the most powerful in the fleet took up residence. Those in positions of authority and those with

“wealth” were able to secure a position inside. This area of the colony is called *the Hold*.

Those on the inside live in an almost magical oasis. Power is provided by the largest ship generators and solar panel arrays. Plant life has been transplanted, and a secret and highly protected fresh deep-spring well provides a source of water kept from the rest of the colony.

The Hold is also the seat of government for Petra, where the Commission rules and Commissioners live steps away in comfortable colonization pods. Nothing comes close to what one would have considered a nice standard of living back in the golden age on Earth. By comparison to the rest of Omega, however, the Hold is pure luxury! Those who find themselves lucky enough to live there, also find themselves with the nickname *Holder*.

THE WARRENS

Those who could not get a spot inside the Hold wanted to live as close to it as possible. Instead of spreading out, they began to build homes stacked on top of one another, welding together a lattice-work of scaffolding. Though not the most pleasant way to live, this construction conserved resources and provided the inhabitants a welcome sense of safety and community. Not to mention, they were used to being tightly confined onboard the space ships. Living on top of one another felt like home.

Most middle-class citizens are tightly packed and stacked in this maze-like mountain of shipping container homes, scrap-metal-walled shops, bars, and other businesses. This area is called *the Warrens* for its labyrinth of tight alleyways, ladders, bridges and walkways. It is home to most of the business on Salvage, both legitimate and not.

Some buildings or clusters have power from solar units or small generators, but power loss is never a surprise. Small water tanks can provide for a couple units, but clean water is hard to come by and used with great restraint.

THE SPRAWL

The colonists named the outer fringe areas of the colony the Sprawl. Tents turned into homes barely hold up against the wind. Half-buried wreckage turned into dwellings poke out from the sand. Without a packed, dense population, the Sprawl is more natural, with no power and very, very little access to resources or water. People who live in the Sprawl (or those who have chosen to live away from the colony altogether) have earned the derogatory nickname “Dusters” for the sandy dust that collects on their clothes.

GOVERNMENT

After the Grounding, the survivors gathered a commission with a representative from each ship. They nicknamed this group of 39 leaders *the Grounding Fathers*. These men and women were the highest ranking officers still alive from each vessel, and they made many of the important decisions on behalf of the survivors.

The Commission retained their authority during and after the relocation and establishment of Petra. This governing body was ratified as the official authority roughly two years after the Grounding through the adoption of the Principles of Petra.

Commissioners appoint their replacements, usually with unabashed nepotism. The confirmation does require the vote of the people, but it hardly ever fails. Whether this is due to true faith in their leaders, absolute apathy, or a corrupt voting process, no one is really sure.

The number of members on the Commission has dwindled over the years. Typically, if a Commissioner dies before they have appointed their successor, the position is simply left vacant. Only once has the number increased, when Aura Ku'iluna gathered the 10,000 signatures needed to appoint her as a new Commissioner.

GEOGRAPHY

A large majority of the planet is nothing but scorched wasteland, dried desert, jagged black mountains, and deep red canyons. The planet has no large oceans, with water composing only 20% of the surface. Evidence shows this was not always the case, with most of the planet's oceans having receded extensively as the planet's temperature has risen. The only break from the constant desert is where dense, ravenous jungles hug the shores of the few remaining seas. Without an alpha species dominating the planet, the plants and animals have been able to evolve, unchecked. These species have adapted to the harsh conditions and most are extremely dangerous.

DUSTLANDS

The vast deserts are home to scorch lizards and sand beetles the size of large dogs. The Pox lay its flat, massive body under a thin layer of sand. Covering an area as large as a building, you don't know you're on top of it until it's too late. The subtlest effect of the sandy surface breathing is the only giveaway before it's snapping in on you like a Venus Fly Trap.

ASTROGEOLOGY

Planetary Designation: Omega

Star System: The Hyperion System

Binary Stars: Helios and Eos

Diameter: 3,176 miles in diameter (roughly the size of Mercury from the Sol System)

Day: 26.5 hours

Orbit: 377 days

WATERWAYS

The geography of the planet would suggest it was once quite lush, covered with lakes and rivers. The few waterways that remain are filled with organisms of all sizes, and nearly all are carnivorous. The most dangerous, however, is the smallest. Very early on, the colonists discovered that nearly all the water is brimming with a deadly and resistant parasite, making it undrinkable.

THE TANGLE

The few jungles that do exist on the planet are home to too many man-eating creatures to name, where even the plants will eat you alive (or at least drive their vines deep into your skin and suck all the blood from your body).

Captain Prabal Locke (the colony's most voracious explorer) named the closest jungle *the Tangle*. Its trees and vines are so densely packed and intertwined that the area is barely traversable.

One of the great star ships, *the Calliope*, landed on the dense canopy, which softened the crash. It and the passengers aboard were the least damaged of any during the Grounding. They saw this as a sign and formed their own tribe in and around the mostly intact ship. They mastered the treetops and the dangers of the Tangle, making it their home.

Over the years, they've kept mostly to themselves, becoming a bit of a mystery of their own. The colonists call them many things, from "Calliopians," to the accepted slang, "The Verdant," to the more derogatory, "Saplings." Tall tales abound of how they've gone primal and look like they've mated with trees, becoming part tree themselves!

THE ONAI AND RUSTERS

The human colonists were not the first sentient race to live on Omega. When approaching the planets, scans showed ruins and the remains of what appeared to be a very ancient civilization. This race was referred to as the **Original Native Inhabitants**, which was soon shortened to **Onai**.

Further inspection showed that they were indeed ancient (having departed the mortal coil thousands of years prior to the arrival of humans), but they were also quite technologically advanced. This gave the people hope that there would be remnants of technology that they could use. Maybe there would be ancient alien spaceships that could carry them once again to the stars, or maybe even back home to Earth.

The leftovers of the Onai civilization dot the entire planet. These range from large towns, to scattered machines and transports, and from sand-covered roadways to gigantic mysterious structures in the middle of nowhere. Almost all of the technology is unusable, fried by the planet's glaring suns and half buried in the sand.

The first colonists set out to explore these destroyed cities and monuments with great enthusiasm, but they met with a terrible surprise. Rusting, but still functional robotic guardians stood sentry, protecting the fallen cities. Some barely functioned, but others were are violent death machines to be avoided at all costs. All are covered in corroding metal that earned them the name *Rusters*, and they keep humans from gaining ground in their research of the fallen race.

Those few who have managed to get past the Rusters describe amazing and strange places full of fascinating technology and wonderful artifacts. However, every Salvager brave enough to venture into Onai territories repeats the same strange fact; there are no bodies, skeletons, or physical remains of any kind!

So many questions remain about those that lived on this planet. Who were they? What is the true extent of their technology? What happened to them? Perhaps a new intrepid (or reckless) adventurer will find the answers.

More information about Rusters can be found in the Adversary section (page 66). More information on the Onai can be found in the GM ONLY section of this document starting on page 74.

WEATHER

The planet and its weather are unwelcoming, to say the least. It's easy to get the impression that the planet is actively attempting to destroy the human colony and all those who live in it. Here are a few examples.

ACID RAIN

Very rarely, a harmless cloud will drop fresh water carried down from the polar bergs. When the colonists spot the yellow clouds, however, they take cover. These polluted and menacing couriers carry nothing but pain. The GM should use the rules for Fire, Acid, and Corrosive Atmospheres (**Genesys** Core Rulebook pg. 111), assigning a rating based on how heavy the rainfall is. A character suffers wounds equal to this rating at the start of their turn if they are currently exposed to the rainfall.

BINARY SUNS - EXTREME HEAT

Extreme temperatures are not uncommon, especially if a character finds herself in the middle of the Dustlands with no cover from the midday suns. This rule replaces the rules for Heat found on page 31 of the **Genesys Expanded Player's Guide**.

The GM can assign a Heat Rating using using Table 1-1: Heat Ratings. At the beginning of an encounter, a character

TABLE 1-1: HEAT RATINGS

RATING	DESCRIPTION
1-2	A typical hot midday in open Dustland. Can cause heat cramps. 98° - 105°F (36° - 40°C)
3-5	A very hot midday in open Dustland. Can cause heat exhaustion. 105° - 115°F (40° - 46°C)
6-8	A heatwave midday in open Dustland. Can cause serious heat exhaustion. 115° - 130°F (46° - 54°C)
9-10	A severe heatwave midday in open Dustland. Can often cause heatstroke. Above 130°F (above 54°C)

TABLE 1-2: SANDSTORM RATING

RATING	DICE ADDED	EXAMPLES
1-2	+1	A constant, rough blowing wind.
3-5	+2	A strong gale through which it's very hard to see. Larger objects can just be made out.
6-8	+3	A severe storm in which you cannot see your hand in front of your face.
9-10	-	Hurricane strength winds. The force of the sand can rip through nearly any material.

subjected to this heat suffers strain equal to its rating. A character suffers strain equal to the heat rating for each hour they are exposed. Characters can make a **Hard** (◆◆◆) **Resilience Check** to reduce strain suffered by 1 for each ☆.

SANDSTORMS

Sandstorms are common. They roll across the desert like a solid wall or pop up suddenly and viciously. They provide concealment and cause harm. The GM should assign the sandstorm a rating using Table 1-2: Sandstorm Ratings.

A character caught in a sandstorm suffers wounds equal to the storm's rating at the start of each turn, and also adds ■ and ■ per the rules for concealment on page 110 of the **Genesys** Core Rulebook. Dust gear can negate some of these negative effects (see Salvage Gear on page 41).

LIMITED WATER

Drinkable water is scarce and precious! Surface water is filled with deadly parasites and must be treated heavily. Hydrobores drill deep for clean water and long-haul truckers bring back melted ice from the polar glaciers. Each organic citizen of the colony is issued a two-liter canteen and a device that tests water for parasites. Treating the water involves an expensive chemical the average colonist cannot afford.

DEHYDRATION - ADDITIONAL RULES

The *Dehydration Rules* found on page 31 of the **Genesys Expanded Player's Guide** are in effect: characters cannot heal strain at the end of encounters or through resting unless they are able to have a drink of water. Inside the colony, players do not have to keep track of water, but the GM may spend ☹☹☹ or ☹ to cause the players to run out of water.

EXTREME DEHYDRATION

On trips out of the colony, characters must account for water. If a character has not consumed at least 1 liter of water in 24 hours, they become *Disoriented* (add ■ to all checks). On the third day without water, the character also suffers the Critical Injury: **At the Brink**; suffer 2 strain each time they perform an action (**Genesys** Core Rulebook Page 115). On the fourth day without water, the character gains strain equal to their strain threshold plus one, passing out. On the fifth day without water, a character dies! If a character consumes at least one liter of water, dehydration effects are reset. This includes the removal of the Critical Injury gained as the result of dehydration.

NEW STATUS EFFECT: VULNERABLE

While *Vulnerable*; any time a character would suffer any amount of strain or wounds, increase that number by one.

PARASITIC EFFECTS

The Omega Parasite weakens the body's defenses. Consuming parasite-infected water causes the character to become *Vulnerable* (see callout below). Attempting to treat a character suffering from a parasitic infection requires a **Daunting** (◆◆◆◆) **Medicine Check** and cannot be done without a Medic Kit.

CHAINLINK ECONOMY

Federated Credits are still used as a general currency. Credits can buy you food or a piece of equipment. But there is something worth a lot more and that's reputation. Associations with certain groups could help (or hurt) in a pinch. These associations are known as Links.

CHAINS

The word *Chain* is a metaphor used to describe the method one uses to hold and display Links. These are as varied as individuals are in the colony. Sometimes this is a literal chain worn around the neck. Links can be woven into clothing, braided into hair, or dangled from a belt. The most typical *Chain* seen in the colony is a series of bracelets with Links woven in and tied on.

LINKS

Having a *Link* to a specific group can help or sometimes harm you. Links are permanently added to a person's *Chain* with a lock-circuit. A Link can be removed, but a link that has been tampered with or removed is considered a *broken link* and wearing them is highly frowned upon. Full details about Chains and Links and their in-game benefits can be found on page 34.



THE RIFT

If extreme heat, acid rain and rogue killer robots weren't enough to challenge humans in their new home, the unpredictable and volatile Fracture Storms could easily be the nail in their collective coffin.

With no warning, a searing bolt of electricity can rip through the sky, forming a fracture. Lightning-like fingers of electricity spark and fly in all directions from the growing tear.

What lies inside that rupture is a dark swirling void that humans have named the Rift. No one is sure what causes these fractures, how to stop them, or what lies on the other side of one. Some have disappeared through a fracture, only to return days or weeks later with no memory of where they've been.

Most fracture storms happen closer to Onai ruins than to the colony, but they are happening with more frequency and less predictability as each day passes. Lately they have been seen closer, with one recent storm happening in the Sprawl!

GAMEPLAY

A Fracture in the Rift has multiple stages that tend to happen in relatively quick succession as follows.

FORMATION

When a Fracture Storm begins near a character, they are likely to notice a line of scorching-white light hanging in midair. Perhaps the hair on character's arms or head stands on end as the atmosphere charges. Children in the colony are taught to run from these light cracks. A fracture storm can form in less than two minutes.

IGNITION

Next, the crack of light in the air ignites, fracturing the sky and sending out bolts of electricity. All characters within short range of the Fracture when it ignites immediately suffers eight damage. Characters may make a successful **Hard (◆◆◆) Athletics Check** as an out-of-turn incidental to dodge the attack; if successful, they do not suffer any damage. Esso characters ignore this effect, instead recovering five strain.

EMERGENCE

After the fracture has fully formed, strange semi-solid, semi-corporeal beings have been witnessed emerging from the Rift. These terrifying liquid-black beings have been called Oilers for their dark, viscous appearance. They are vicious and will attack any life form near them. Some Oilers have been seen escaping a Fracture and wondering off into the Dustlands! See page 64 for more information on Oilers.

PROTRACTION

Once the Fracture has opened and the Rift is visible swirling inside, the GM may want to begin a structured encounter. This stage of a Fracture can last any number of rounds.

Time seems to act differently close to a Fracture. Any character within short range of it during this stage gains an additional free maneuver per round (still with a maximum of two maneuvers per round). Additionally, characters within short range of the Fracture who have taken the Psychic Discovery Talent at least once, suffer two strain at the start of every turn and add ■ to all Psychic skill checks.

Once per round (between any two character's initiative slots) the Fracture may "attack," sending a single electricity bolt at a single target, who immediately suffers eight damage (this may be dodged as mentioned in "Ignition").

Scientists have theorized that people could travel into the Rift during this stage of a Fracture Storm. No true scientific research has been done. Colonists have accidentally fallen into a Rift, and not all have returned. Those that do remember nothing from their time inside.

Any character who crosses the threshold of the fracture (voluntarily or not) disappears into the Rift. *If or when* they return is up to the GM.

IMPLOSION

The fracture closes in on itself in a burst of bright light. Any character (including Oilers) within short range of the Fracture when this happens is pulled into the Rift, and disappears.



PSYCHIC DISCOVERY

Not long after their arrival on this strange planet, odd abilities began to emerge among the humans living there. In the Salvage setting, characters can gain access to new Psychic skills. Unlike other skills, however, each Psychic skill must be unlocked with the Psychic Discovery talent.

The Psychic abilities introduced in the Salvage setting are **Astral Projection**, **Empathy**, **Precognition**, **Reiki**, **Telekinesis**, and **Telepathy**. More detailed information about the Psychic skills and using psychic powers can be found on page 53.

UNLOCKING PSYCHIC POWERS

The psychic skills are unavailable for any character to use until unlocked. To unlock a psychic skill, a character must take the Psychic Discovery talent (see page 28). When a player takes this talent, they choose one Psychic Skill to unlock and gains that skill as a career skill.

PSYCHIC STRAIN

In a world where Psychic abilities exist, so does an increased mental vulnerability. Psychic Strain represents a direct mental stress, and it is harder to prevent. The distinction of Psychic Strain only matters when receiving the strain. It is added to your normal strain total and does not need to be tracked separately. When receiving Psychic Strain, no game effect can ever reduce it below one. Psychic strain can be suffered by any organic creature, even non-psychic characters.

Psychic Strain is typically caused by Psychic Abilities or psionic weapons. Full details on using Psychic Skills and their various effects and abilities can be found on page 53.

PSYCHIC SOAK

Psychic Soak is a new (and rare) kind of soak that is tracked separately from normal soak. Psychic Soak reduces Psychic Strain received from any source, but does not reduce regular strain. Psychic Strain can still never be reduced below 1 for any reason. A character can gain Psychic Soak through talents and rare equipment.

OPTIONAL RULE - INNATE ABILITY

The GM may decide that characters may only ever take the Psychic Discovery talent once. This would represent the idea that each character has the potential to tap into a single special power within themselves.

NEW STATUS EFFECTS

DETERMINED

When a character becomes determined, their wound and strain thresholds increase by one for the rest of this session. The character gains one *Boon* which they can activate once during the session at any time to add ■■■ to a single check they perform. This may even be done after the results have been determined.

SOFTENED

When a character becomes softened, their wound and strain thresholds are decreased by one for the rest of this session. Whenever a softened character suffers a Critical Injury, increase the result rolled on the Critical Injury Result table by 10.

METTLE

Mettle is a character's ability to endure despite the difficult circumstances around them. Every time a character fails at an attempted skill check, they gain one point of Mettle. Mettle has the following effects:

At the start of the session, place one Story Point in the GM's available pool. Then, for each Player Character (PC) with at least **10 Mettle**, put one Story Point into the players' pool. For each PC that has **less than 10 Mettle**, place one Story Point in the GM's pool.

Also, at the start of any session, if a PC has **less than 5 Mettle**, they automatically become *softened* for the rest of that session (see sidebar).

If a character starts a session with **10 or more Mettle**, they must spend 10 Mettle and become *determined* for the rest of that session (see sidebar). Mettle points may have other uses as well, in conjunction with Salvage-specific Talents.

SALVAGING AND SCRAP

With a planet covered in wreckage, salvaging those sites can often mean hitting pay dirt (pun intended). Even bits and pieces of scrap metal are worth something here. This setting introduces a new Salvaging skill that allows a character to pull parts and bits from the wreckage strewn across the planet. The particularly skilled scrapper can sometimes even pull full slices of working tech! More details about Salvaging, Modding, Scrap and Tech can be found on pages 45-52.

*Post-Humanity? I prefer to call our evolution
a continually improving definition of Humanity.
-Captain Prabal Locke*

CHAPTER 2

CHARACTER CREATION

In this section, we will discuss the steps needed to create a character for the Salvage setting. These largely mirror the steps found in the **Genesys** Core Rulebook, with a few additions and changes.

STEP 1: DETERMINE BACKGROUND

Where is your character from? Is your character from a powerful family in the Hold, raised in relative comfort and blissfully unaware of the terrible world around her? Is he an orphan who grew up fending for himself in the Warrens, making his way on petty crime and selling scrap? Maybe they were raised in an Onai-worshipping cult commune out in the Dustlands and needed to get away to the colony to escape the fanatics. The character's background can determine a lot about them, and can be as detailed or simplistic as you wish. More information about possible backgrounds can be found on pages 15.

STEP 2: SELECT A CHARACTER ARCHETYPE

With time comes evolution. Science has given birth to three new divisions of humanity. From mechanical enhancements to genetic manipulation, technology has allowed for significant changes to the human species.

Actuals closely resemble their forefathers. **Deckers** enhance their bodies continually with mechanical parts and biomechatronics. **Nomes** have tinkered with genetics for centuries, significantly altering their form in unique ways. **Essos** are a major (and rather mysterious) breakthrough; sentient life that has emerged inside synthetic forms.

These four new archetypes are the tapestry of people that make up the colony of Petra and “human” life on Omega. These new options replace the archetype options found in the **Genesys** Core Rulebook. More information about them can be found on page 17.

ONLY HUMAN

Note: Use of the term *human* throughout this document is a catch-all term that refers to all sentient beings descended from the spacefarers that landed on Omega including Actuals, Deckers, Nomes, and even Essos. Use of the term *colonist* throughout this document refers specifically to those living in Petra and/or Valkyrie Rock.

STEP 3: CHOOSE A CAREER

The wild and unpredictable nature of life on Omega means that characters need to be flexible and adaptable. To represent this, in the Salvage setting each career has four assigned career skills and players can choose the last four skills to count as career skills. There are many new careers to choose from, and these replace the careers available in the **Genesys** Core Rulebook. Players should choose one of the Salvage Careers or Psychic Careers listed in more detail on page 21.

After choosing a career, but before investing experience points, each player should choose four of their career skills. They gain one rank in each of these four skills.

STEP 4: INVEST EXPERIENCE POINTS

With your character nearly fully realized, the next step is to invest experience points (XP). Your chosen archetype determines how many experience points you have to spend. With this XP you can increase characteristics and skills and/or gain talents.

Information on how to spend starting experience points can be found on page 44 of the **Genesys** Core Rulebook. New Salvage-specific skills and talents can be found on page 26.

STEP 5: DETERMINE DERIVED ATTRIBUTES

With the previous steps complete, you can now work out your derived attributes. These are wound threshold, strain threshold, defense, and soak value (Psychic Soak starts at 0 unless increased by talents or gear).

Information on how to determine these derived attributes and how they function in the game can be found on page 45 of the **Genesys** Core Rulebook.

STEP 6: DETERMINE FACTION AND MOTIVATION

Determining what your character wants in the world will help you figure out how your character will respond to any given situation. How Motivations work and the list of Motivations to choose from can be found on page 46 of the **Genesys** Core Rulebook.

While there aren't Salvage-specific motivations, the Salvage setting introduces Factions. These factions do come with a vague mindset that could be interpreted as a motivation. You may choose to belong to a faction, with the benefits described, or gain additional XP to spend. Details on Factions can be found on page 33.

STEP 7: SPEND CREDITS ON GEAR

Each character has 500 credits (plus any additional credits granted to them during character creation) to spend on starting gear. You can find information about Salvage Weapons and Equipment on page 36.

Your character may keep any credits they don't spend. In addition, after you've finished purchasing starting gear, roll 1d100 (see page 11 in the **Genesys** Core Rulebook). Add the value of the dice roll to any remaining starting funds. This represents "pocket money" that your character has on hand at the start of the first session.

Now that you've finished these steps, your character is ready to venture into the unknown and brave whatever this rough little planet can throw at them. Let the dusty adventure begin!

STEP 1: BACKGROUND

The world humans have built since crash-landing a few generations ago isn't a massive sprawling society, but there are still a variety of backgrounds to choose from in the Salvage setting. Whether through class division, tribal self-preservation, or ideological differences, humanity always finds a way to split itself up. This section includes the possible backgrounds a player might choose for their character (and suggested character-building choices that may be closely associated with those background choices).

HOLDER

A *Holder* lives in the Hold, the inner-most sanctuary of Petra walled away from the rest of the colony. Holders are wealthy or powerful (or both), owning Hydracorps, leading Firewall (Petra's law enforcement), or members of the Commission. Their families often never leave the safety of the walled compound. With access to power and water, why would they? The dirt and the rust still invade their lives like everyone else, but they live in relative comfort.

Most Holders are Actuals and very few Nomes make their homes here. Wealth and power is handed down from generation to generation, but every now and then, an outsider works their way into this golden circle.

The prevailing mindset inside the walls of the Hold reflects the ideology of the Wayfarer faction (see Factions on page 33). Many inside the Hold proudly flash their Links to Firewall, the Commission, Quinn Hydracorp, and the Federated Credit Union, among others.

PETTRAN

The bulk of humans on this planet find their home amongst the welded walkways and stacked metallic containers of the Warrens. The massive intertwining structures makes up most of Petra and those who call it home refer to themselves simply as Petrans.

In these winding pathways and cramped quarters, the hustle and bustle of everyday life brings all types together. While the wealthiest and most powerful hide behind their metal wall, real life takes place in the Warrens.

Most Petrans are Actuals, Deckers and Essos, but some Nomes call this area home as well. Petrans strive to make a life and a living (some not quite legally). It's no Utopia. Gangs take control of large colony blocks and pick-pockets snag what they can, but legitimate business can thrive here as well.

The Warrens host nearly every ideology that has taken hold in human culture.. A good majority favor the Terranaught thoughts and beliefs, but quite a few Petrans think of themselves as Wayfarers or Maelstrom as well.

You'll see Links of all kinds in the Warrens. These range from a token representing the pub a character frequents, to the unmistakable bead of the local crime syndicate.

DUSTER

Whether living only a short distance outside the tightly stacked homes of the Warrens in Petra, or in a commune at the original Grounding site, those who live outside the protection of the colony are mostly known as Dusters.

Living in the dry, sandy lands away from the packed and metal-plated ground of Petra leaves clothes and shoes covered in dust. Some wear it as a badge of honor, others wear it with shame. Either way, there's no mistaking one of these outsiders.

There are many reasons people live in the Dustlands. Maybe someone landed on the wrong side of the Mod-Fathers Gang and was no longer safe living in Petra. Or perhaps a person was so spellbound by the lure of mystery surrounding the Onai that the Storm Shepherds Temple

easily recruited them to their "movement." Or perhaps they simply desired a solitary life on their own land.

The Dustborn and the Maelstrom factions have the strongest foothold in the Dustlands. To live in the wild here, one must either fully embrace their new home planet, or embrace the chaos of life itself.

Dusters can brandish an extremely large variety of Links. Many of them travel far more than most Petrans or Holders and meet a larger assortment of people. Some have befriended the Nomes of Valkyrie Rock and wear their badge. Any number of trader, merchant, or trucker Links adorn a large number of Duster chains.

VALKYRIE

A large majority of Nomes live in their own small colony in a giant cave just outside Petra called Valkyrie Rock. Their appearance still intimidates some of the colonists, and the centuries alone in space bonded them. Because of this, they tend to prefer to stay among their own kind. Here they have built a tribal society where children are scientifically conceived and raised by the village.

While uncommon, it is not unheard of for a select few of the other archetypes to find their home at Valkyrie Rock, and visitors are usually welcome. The prevailing mindset here is Dustborn. Healer and Scientist Society Links are commonplace here.

STEP 2: ARCHETYPE

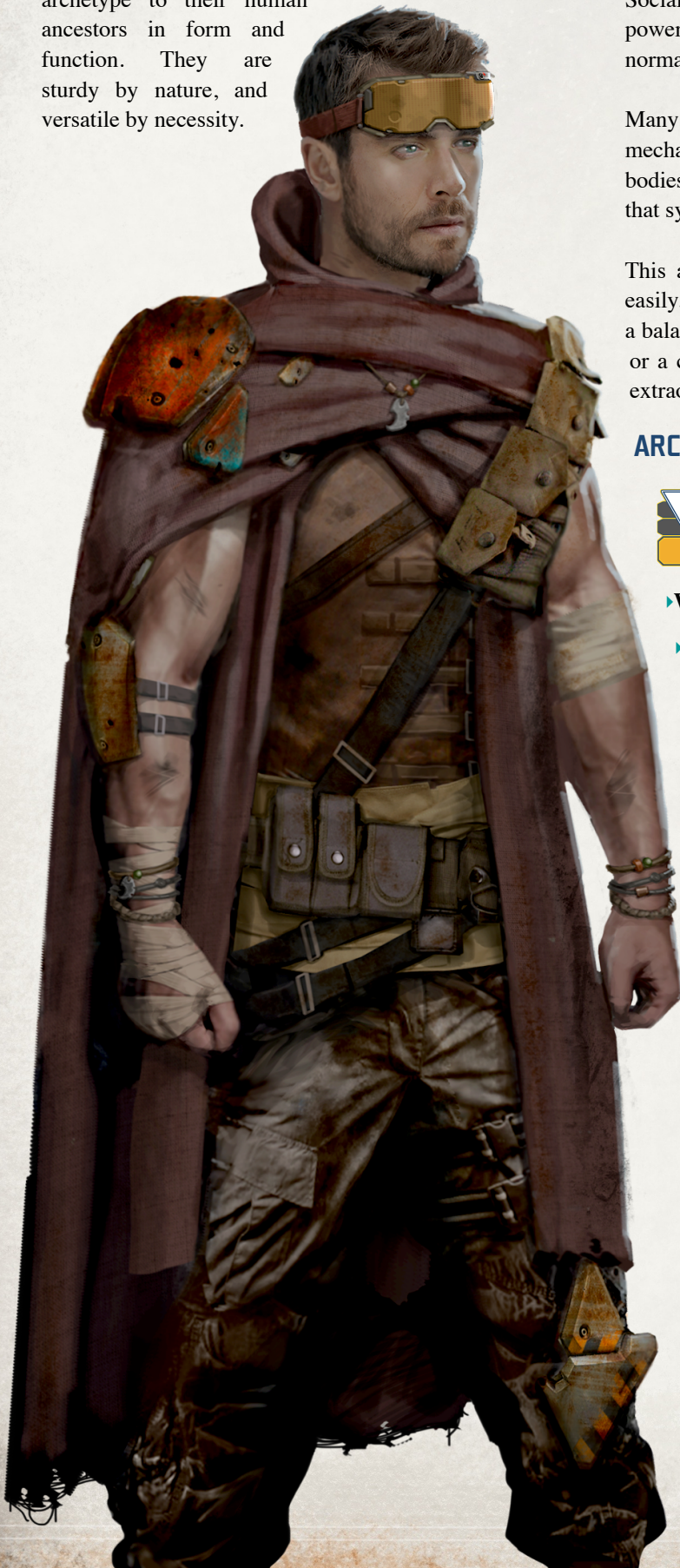
Was your character born clinging to what remains of their humanity? Have they only known life from the moment they booted up, granted existence by the synthetic parents that programmed them? Have they spent life on the catwalks of the Warrens, drilling new tech into their arm every night and testing the limits of their post-humanity every day? Do they get stares when they visit Petra to buy Coffa Leaves, astonished gasps at their dark grey skin and curling horns?

In this step, you choose the most important identifying feature of your character, their archetype (Actual, Decker, Esso, or Nome). In some senses, you can think of this as the character's race. An archetype comes with a variety of important distinctions.

In the next few pages, we look at the four new archetypes that are available for the **Salvage** setting. These replace the archetypes from the **Genesys** Core Rulebook.

ACTUAL

Still claiming their superiority over life and the world around them, Actuals remain the most similar archetype to their human ancestors in form and function. They are sturdy by nature, and versatile by necessity.



Actuals look very similar to their ancestors from Earth, and make up a majority of the humans living on the planet. Socially, Actuals still retain the lion's share of political power and wealth in the colony. With chaos as the new normal, however, that is certainly in flux.

Many Actuals don't look kindly on all the genetic and mechatronic manipulation others are using to change their bodies and some struggle to give up their long-held belief that synthetic lifeforms are meant to serve them.

This archetype works for most careers and backgrounds easily. It offers a nice starting place for a player who wants a balanced character. If you want to play the reluctant hero or a character pushed from obscurity and forced into the extraordinary, an Actual may be the right choice.

ARCHETYPE ABILITIES



► **Wound Threshold:** 10 + Brawn

► **Strain Threshold:** 10 + Willpower

► **Starting XP:** 110 XP

► **Starting Skills:** Actuals start the game with one rank in three different non-career skills of their choice. They obtain this rank before spending starting XP and still may not train any skill above rank 2 at character creation. These cannot be psychic skills.

► **Human Privilege:** Actuals start the game with one of the following conditions, paying the XP cost.

- **Charmed Life** (0 XP): Add ■ to all Charm, Leadership and Negotiation checks.
- **Aggressive** (0 XP): Add ■ to all Coercion, Deception and Leadership checks.
- **Legacy** (5 XP): Choose two career skills, Add ▲ to all checks made using these skills.
- **Inheritance** (5 XP): Start the game with an additional 500 credits.

DECKER

Nicknamed for their affinity to “deck” themselves out with biomechatronic mods, Deckers aren’t shy about experimenting on their own bodies. Their choice to replace parts of their body doesn’t come from a medical need, but more from a desire to stick a mechanical middle finger to the mundane and polite past of humanity. Deckers are aware that the world has changed and fully embrace that new world order.



Genetically, Deckers are identical to Actuals, but the extensive body modifications have set them apart in society. Their no-holds-barred approach to body modification has lead others in the colony to question and mistrust Deckers. Much of the technology they use is home-made and the result can still be visually jarring.

Their bulky modifications can get in the way sometimes, but that can be fixed too, right? Deckers are rebellious and have figured out how to make the most of this rough situation. If you like the idea of being part machine and can’t be bothered with politeness, then a Decker might be right for you.

ARCHETYPE ABILITIES

2	1	2	3	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

► **Wound Threshold:** 10 + Brawn

► **Strain Threshold:** 9 + Willpower

► **Starting XP:** 110 XP

► **Starting Skills:** Deckers start the game with one rank in Streetwise or Mechanics. They gain this rank before spending any starting XP and still may not train this skill above rank 2 at character creation.

► **Decked Out:** Deckers may start the game with any number of modifications in appearance that have no game effect and do not effect a character’s stats.

► **Modded:** Deckers may start the game with one mechatronic mod (page 50) that costs a total of 1,000 credits or two mods that cost a total of 800 credits. They do not need to make a skill check to install these. They do not decrease their strain threshold for the first mod (but will decrease their strain threshold as normal for a second and any future mechatronic modifications).

► **Hardwired:** Once per session, a Decker may spend a Story Point and any number of Mettle to heal strain equal to the amount of Mettle spent.

ESSO

The word Esso comes from the abbreviation S.O. for Synthetic Organism. Essos started as robotic crew for the starships. Shortly after arriving on Omega, however, some of the Essos that survived the crash started to show signs of conscious thought.

Nobody knows whether they had evolved in space during the human's 400 year slumber, or if their evolution had something to do with this planet. It quickly became undeniable, though, that they had gained sentience and needed to be treated as fully self-aware, intelligent beings.

Commission Member Dr. Chanceweather passed an addendum to the Principles of Petra in 47 AG (After Grounding), establishing Essos as citizens. Robotic beings must pass the Chanceweather Test to be given citizen status. Non-sentient robots are referred to simply as *Bots*.

Esso's lithe frames and pneumatic muscles give them great agility. The rest of their characteristics start at one, but they have plenty of starting XP to customize as they need. This means an Esso is perfect for specializing. If the idea of ditching human emotion for efficiency and focus appeals to you, then this might be the right choice.

ARCHETYPE ABILITIES



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 8 + Willpower
- **Starting XP:** 170 XP
- **Inorganic:** Essos do not need to eat, drink water or breathe. They are not affected by poisons or toxins and may not benefit from any chemicals. Essos do not gain the benefit of healing wounds with painkillers or a Medicine check. Essos can be healed by using the Mechanics skill instead of the Medicine skill, but otherwise following the guidelines detailed on page 116 of the **Genesys** Core Rulebook. They may make Mechanics checks to heal themselves without penalty.
- **Mechanical Mind:** Essos may not train or use psychic abilities. Essos do not suffer Psychic Strain.
- **Dedicated Programing:** When adding any number of

to a skill check using a career skill, this character may choose the result of one of the added.

- **Machine:** Essos have access to certain Mechatronic Modifications (page 50). An Esso does not reduce their Strain Threshold when installing a mod. An Esso character starts the game with one mechatronic mod costing 600 credits or less.



NOME

Nomes are named for their excessive experimentation with the human genome. 400 years on a scientific space vessel provides ample opportunity for trial and error. After generations of focused genetic tinkering, Nomes barely resemble their human kin.

Their isolation and mutations bonded the Nomes together, and they tend to keep to themselves. After the crash, they built their own colony from the remains of their ship, the *Valkyrie*. Most Nomes live as a tribal society in this smaller colony called Valkyrie Rock. Nome Children are conceived through a careful scientific fertilization process and are typically raised by the whole tribe.

Most people view Nomes with semi-respectful curiosity and awe. Everyone knows that it was the crew of the *Valkyrie* that saved the fleet, and yet they're still a little strange to see.

Nomes are tall and bulky, with thick skin typically in a shade of blue or gray. They have mutations that range from vestigial tails to distinctive horns on their heads. They are (un)naturally much stronger and heartier than any of the other archetypes. If you like the idea of “bigger, stronger, better” as a mantra and don't mind looking a little *wild*, then Nomes may be right for you.

ARCHETYPE ABILITIES

3	1	2	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- ▶ **Wound Threshold:** 11 + Brawn
- ▶ **Strain Threshold:** 11 + Willpower
- ▶ **Starting XP:** 90 XP
- ▶ **Thick Skinned:** Nomes have +1 soak.
- ▶ **Genetic Mutation:** Nomes begin the game with any number of the following mutations, paying the XP cost or adding the bonus to their starting XP.
 - **Horns** (Gain 5 XP): Add ■ to all social skill checks this character makes.
 - **Color-Changing Skin** (5 XP): Add ■ to all Stealth and Survival checks. Adversaries add ■ to Perception checks to spot this character when they are hiding.
 - **Vestigial Tail** (15 XP): Increase your starting agility from 1 to 2. Add ■ to all social skill checks.
 - **Gendermorph** (5 XP): This character can swap their gender at will once per day. The narrative effects of this and how the character chooses to identify are up to you and the GM.



STEP 3: CAREER

The next step is to think about what your character has chosen to do with their life on Omega. In the **Salvage** Setting, each career comes with four (4) predetermined career skills. Once you have selected a career (but before spending any XP) your character gains one rank in each of these four skills

You can choose the remaining four skills to take as career skills. This represents the diverse experience that can come from living on a brutal planet like Omega. Each Salvage Career and Psychic Career also comes with a free Tier One talent. Your character obtains this talent before spending experience during character creation. Record it in one of the slots of the Tier One row of your talent pyramid.

BASTION

The Bastian are strong and robust and carry within their value system an unending need to protect the weak. Started as a volunteer peacekeeping force, a Bastian can be very stubborn about following where their moral compass leads.

A Bastian counts the following as career skills: **Leadership, Melee, Ranged (Heavy), and Resilience.** Before spending experience during character creation, a Bastian gains one rank in each of these four career skills, then chooses four additional skills to count as career skills.

A Bastian automatically gains Tier One talent **Toughened:** *Each rank of Toughened increases your wound threshold by two.*

BREAKER

Adroit with tech, coding, and computers, a Breaker can tear down digital security walls or physical security locks. They're also not so bad with a hot-wire or rigging an engine to over-perform. Breaking may be a devious solo past-time to some, or a full-time job for others.

A Breaker counts the following as career skills: **Computers, Mechanics, Perception, and Skulduggery.** Before spending experience during character creation, a Firewall gains one rank in each of these four career skills, then chooses four additional skills to count as career skills.

A Breaker automatically gains Tier One talent: **Knack for It:** *When gaining this talent, select one skill. Your character removes ■■ from any checks they make using this skill (this cannot be a Psychic Skill).*

FIREWALL

The Firewall are the closest thing the colony has to law enforcement and they have embraced their own special melee fighting techniques. Only the very elite earn the coveted special weapon, an Inferno Blade.

A Firewall counts the following as career skills: **Athletics, Coercion, Discipline, and Melee.** Before spending experience during character creation, a Firewall gains one rank in each of these four career skills, then chooses four additional skills to count as career skills.

A Firewall automatically gains the Tier One talent **Parry:** *Suffer three strain to reduce incoming damage of a melee hit by 2 plus your rank in Parry. You must be wielding a melee weapon.*

HAULER

Drive a big truck and carry a big gun. With a massive, barreling transport, a Hauler can earn a nice living moving people, cargo, or contraband. A Hauler is never surprised to find themselves speeding headfirst into a massive sand storm to make their delivery on time.

A Hauler counts the following as career skills: **Driving, Knowledge (Geography), Mechanics, and Ranged (Heavy).** Before spending experience during character creation, a Hauler gains one rank in each of these four career skills, then chooses four additional skills to count as career skills.

A Hauler automatically gains Tier One talent **Let's Ride:** *Mount or dismount a vehicle, or move to another position inside a vehicle as an incidental. If you suffer a short-range fall from a vehicle, suffer no damage.*

HAZARD

Step into the cage, throw some punches, and collect your Hazard Pay. Hazard Fights are one of the colony's guiltiest pleasures, a no-holds-barred cage match. Hazard training has some obvious benefits outside the cage as well.

A Hazard counts the following as career skills: **Athletics, Brawl, Cool, and Coordination.** Before spending experience during character creation, a Hazard gains one rank in each of these four career skills, then chooses four additional skills to count as career skills.

A Hazard automatically gains Tier One talent **Jump Up:** *Stand from a prone or seated position as an incidental.*

MUCKRAKER

Muckrakers began as an attempt at legitimate journalism in the fleet and the colony. Bribes, seedy dealings, and the desire to titillate quickly overtook the desire to provide the truth. Muckrakers have their fingers on society's pulse and know how to use information to their advantage. A little petty crime here and there couldn't hurt either, right?

A Muckraker counts the following as career skills: **Charm**, **Computers**, **Deception**, and **Streetwise**. Before spending experience during character creation, a Muckraker gains one rank in each of these four career skills, then chooses four additional skills to count as career skills.

A Muckraker automatically gains Tier One talent **Bought Info**: *During a knowledge skill check, spend credits equal to fifty times the difficulty to automatically succeed.*

SAWBONES

There may be no doctoral degrees available in Petra, but medical help is always in demand. The Sawbones Society is the closest thing to an organized medical group on the planet. More of a talented medic than a doctor, a Sawbones is still someone you want next to you in an emergency (and there's always an emergency).

A Sawbones counts the following as career skills: **Knowledge (Human History)**, **Medicine**, **Survival**, and **Vigilance**. Before spending experience during character creation, a Sawbones gains one rank in each of these four career skills, then chooses four additional skills to count as career skills.

A Sawbones automatically gains Tier One talent **Surgeon**: *When making a Medicine check to heal wounds, heal one additional wound per rank of Surgeon.*

SCRAPPER

Scrapers are in heaven among the wreckage of humanity's failed mission and the ruins of the mysterious Onai. These folks are skilled at making something out of nothing, turning junk into treasure... and sometimes turning treasure into junk.

A Scrapper counts the following as career skills: **Mechanics**, **Knowledge (Onai Lore)**, **Salvaging**, and **Survival**. Before spending experience during character creation, a Scrapper gains one rank in each of these four career skills, then chooses four additional skills to count as career skills.

A Scrapper automatically gains Tier One talent **One with Nature**: *When in the wilderness, you can make a Simple (-) Survival check to recover strain at the end of an encounter (instead of Discipline or Cool).*

SHADOW

Shadows tend to take advantage of the chaos of humanity's current predicament. They are more interested in their own gain than the fate of mankind. Cunning con-artist or common sneak-thief, Shadows operate outside the rules of government and the rules of society.

A Shadow counts the following as career skills: **Deception**, **Melee**, **Skulduggery**, and **Stealth**. Before spending experience during character creation, a Shadow gains one rank in each of these four career skills, then chooses four additional skills to count as career skills.

A Shadow automatically gains Tier One talent **Unremarkable**: *Other characters add ✕ to any check made to find or identify your character in a crowd.*

TRIGGER

Why run in swinging when you can take out the target from afar with the squeeze of a finger? Steady, focused and with a keen eye, a Trigger never met a gun they didn't love like their own child.

A Trigger counts the following as career skills: **Perception**, **Ranged (Heavy)**, **Ranged (Light)**, and **Vigilance**. Before spending experience during character creation, a Trigger gains one rank in each of these four career skills, then chooses four additional skills to count as career skills.

A Trigger automatically gains Tier One talent **Quick Strike**: *Add ■ per rank in Quick Strike to any combat check that you make against any target that hasn't yet acted in the current encounter.*

PSYCHIC CAREERS

The following Psychic Careers come with the Psychic Discovery Talent for the listed psychic skill. This skill is marked as a career skill and does not count toward the four additional career skills a player picks after choosing a career. Essos cannot choose the following careers.

COUNSELOR

Providing an extremely necessary service, Counselors help locals feel better about their lives and their bleak futures.

Tapping into their power of Empathy, they can sense the true emotions of individuals and even sometimes manipulate them with extraordinary results.

A Counselor counts the following as career skills: **Charm, Cool, Knowledge (Human History), and Perception.** Before spending experience during character creation, a Counselor gains one rank in each of these four career skills, then chooses four additional skills to count as career skills.

A Counselor automatically gains Tier One talent **Psychic Discovery (Empathy)**: *Gain access to the Empathy skill, marking it as a career skill.*

ECHO

An Echo can observe the world without being *in* the world. Leaving one's body behind requires safety and trust, but the benefits outweigh the risk. Spying, patrolling, or scouting ahead in unknown terrain, Echos move as quickly as a thought with no physical restraints to get in their way.

An Echo counts the following as career skills: **Brawl, Coordination, Stealth, and Vigilance.** Before spending experience during character creation, an Echo gains one rank in each of these four career skills, then chooses four additional skills to count as career skills.

An Echo automatically gains Tier One talent **Psychic Discovery (Astral Projection)**: *Gain access to the Astral Projection skill, marking it as a career skill.*

LIFE WEAVER

Life Weavers are typically focused, calm individuals. Although healing through the manipulation of energy was once thought of as a myth, Reiki (or energy healing) is now respected and almost revered as divine.

A Life Weaver counts the following as career skills: **Cool, Medicine, Resilience, and Survival.** Before spending experience during character creation, a Life Weaver gains one rank in each of these four career skills, then chooses four additional skills to count as career skills.

A Life Weaver automatically gains Tier One talent **Psychic Discovery (Reiki)**: *Gain access to the Reiki skill, marking it as a career skill.*

LINK

Communication is key. Communicating covertly with a thought is game-changing. Links can cut through the

clutter to send telepathic communications to allies and even distract weak-minded enemies. Links consider themselves connected, both to people and to the network. They want to know everything, and be everywhere with just a thought.

A Link counts the following as career skills: **Coercion, Computers, Discipline, and Negotiation.** Before spending experience during character creation, a Link gains one rank in each of these four career skills, then chooses four additional skills to count as career skills.

A Link automatically gains Tier One talent **Psychic Discovery (Telepathy)**: *Gain access to the Telepathy skill, marking it as a career skill.*

SCOUT

In a wild and desolate landscape, the ability to foresee dangerous surprises before they can overtake you is an impossibly valuable skill. A Scout reaches forward with their mind, assessing possible futures and preparing to take them on.

A Scout counts the following as career skills: **Cool, Leadership, Perception, and Vigilance.** Before spending experience during character creation, a Scout gains one rank in each of these four career skills, then chooses four additional skills to count as career skills.

A Scout automatically gains Tier One talent **Psychic Discovery (Precognition)**: *Gain access to the Precognition skill, marking it as a career skill.*

TINKER

Tinkers are often showmen or tricksters, charming small audiences with their ability to juggle without hands or pull a wallet from a nearby pocket. But most put their abilities to a more practical use; pulling scrap from wreckage is much easier when you don't have to use your hands. You'll find most Tinkers with a bag of small scrap always attached to their hip, ready to use as projectile weapons.

A Tinker counts the following as career skills: **Charm, Mechanics, Salvaging, and Streetwise.** Before spending experience during character creation, a Tinker gains one rank in each of these four career skills, then chooses four additional skills to count as career skills.

A Tinker automatically gains Tier One talent **Psychic Discovery (Telekinesis)**: *Gain access to the Telekinesis skill, marking it as a career skill.*

TABLE 2-1: SKILLS FOR THE SALVAGE SETTING

SKILL	CHAR	TYPE	SOURCE
Astral Projection	WIL	Psychic	Salvage (page 25)
Athletics	BR	General	Core Rulebook (page 58)
Brawl	BR	Combat	Core Rulebook (page 67)
Charm	PR	Social	Core Rulebook (page 54)
Coercion	WIL	Social	Core Rulebook (page 55)
Computers	INT	General	Core Rulebook (page?)
Cool	PR	General	Core Rulebook (page 59)
Coordination	AG	General	Core Rulebook (page 59)
Deception	CUN	Social	Core Rulebook (page 56)
Discipline	WIL	General	Core Rulebook (page 60)
Driving	AG	General	Core Rulebook (page 60)
Empathy	PR	Psychic	Salvage (page 25)
Human History	INT	Knowledge	Salvage (page 24)
Leadership	PR	Social	Core Rulebook (page 56)
Mechanics	INT	General	Core Rulebook (page 60)
Medicine	INT	General	Core Rulebook (page 61)
Melee	BR	Combat	Core Rulebook (page 67)
Negotiation	PR	Social	Core Rulebook (page 56)
Onai Lore	INT	Knowledge	Salvage (page 24)
Perception	CUN	General	Core Rulebook (page 62)
Planet Geography	INT	Knowledge	Salvage (page 24)
Precognition	CUN	Psychic	Salvage (page 25)
Ranged Hv	AG	Combat	Core Rulebook (page 69)
Ranged Lt	AG	Combat	Core Rulebook (page 68)
Reiki	WILL	Psychic	Salvage (page 25)
Resilience	BR	General	Core Rulebook (page 63)
Salvaging	CUN	General	Salvage (page 24)
Skulduggery	CUN	General	Core Rulebook (page 64)
Stealth	AG	General	Core Rulebook (page 64)
Streetwise	CUN	General	Core Rulebook (page 65)
Survival	CUN	General	Core Rulebook (page 65)
Telekinesis	WIL	Psychic	Salvage (page 25)
Telepathy	PR	Psychic	Salvage (page 25)
Vigilance	WIL	General	Core Rulebook (page 65)

NEW SKILLS

This section covers all of the new skills specific to the Salvage setting. **Table 2-1** provides a full list of the Skills used in the **Salvage** setting and whether they are found in this document or the **Genesys** Core Rulebook (and the page on which they are located).

NEW GENERAL SKILLS

SALVAGING (CUNNING)

The planet is covered in wreckage and ruins, potentially filled with valuable materials and technology. Salvaging represents the ability to search, find, dismantle and gather those valuable pieces and parts. Full details on Salvaging, scrap, tech and modding can be found on page 45.

NEW KNOWLEDGE SKILLS

HUMAN HISTORY (INTELLECT)

From the launch of the Odyssey Mission, to the building of Petra, a lot has happened to humans in recent history. However, the 400 year sleep leaves a blind spot for most. Knowledge (Human History) represents an understanding of the people and events of humanity's recent history before their trek through the stars up to the building of a home on this distant rock. Some rare characters (especially Nomes) may also possess knowledge of the years the Odyssey Mission spent in space.

ONAI LORE (INTELLECT)

Not much is known about the Original Native Inhabitants (Onai). Database entries are filled with an abundance of speculation and theories. Few have come back from Onai sites with real facts or knowledge. Knowledge (Onai Lore) represents an understanding of the rumors and conjectures surrounding the aliens as well as some understanding of what little factual information actually exists, including a very vague understanding of their language.

PLANETARY GEOGRAPHY (INTELLECT)

Omega is a terrible new home, full of challenging landscapes and dangerous conditions. Knowledge (Planetary Geography) represents an understanding of the planet's physical features, terrains/biomes and atmospheres. It also represents a general understanding of locations and how humans interact with them. This skill can be used in conjunction with some **Salvage** talents to specialize further in planetary botany or zoology.

PSYCHIC SKILLS

No one knows how or why these strange new abilities began to emerge in a select few not long after landing on Omega. Reactions varied from wonder to fear. Not everyone was pleased, and some are still extremely fearful of the origin of the powers and what they mean. A small group of very vocal opponents even call for banning the use of mental powers and imprisonment of those who manifest them!

This section covers the new Psychic Skills available in the **Salvage** setting that are unlocked by taking the Psychic Discovery Talent, and how they are used narratively. More detailed information about gaining Psychic Skills and using them in encounters can be found on page 53.

ASTRAL PROJECTION (WILLPOWER)

Astral Projection is the ability to temporarily relocate one's consciousness outside of one's body to experience places and events without being physically present. Typically the psychic energy manifests in the form of a shimmering psionic ghost, but some very talented Astral Projectors can do so without any visible trace.

EMPATHY (PRESENCE)

While many people can read body language of others around them, Psychic Empaths are able to truly sense the emotions of other beings in a very real way... and affect them. They can detect fear, joy, love, sincerity, and deceit, in fact, they can sense nearly every emotion. A particularly powerful empath can wield emotions like a weapon, crippling opponents or emboldening allies.

PRECOGNITION (CUNNING)

Precognitive characters can gain a vague glimpse of their near future. While they can't see it in its entirety, their slight peek can still be quite beneficial. A Precognitive can gain advantage in a fight or in a social debate. One thing they know for certain is that the future is never certain. However, powerful Precognitives can use their foresight to bend the future in their favor.

REIKI (WILLPOWER)

Reiki practitioners can draw on their own energy and the energy of their patient to heal injuries. While outwardly it may appear mystical, Reikis believe it is the psychic manipulation of real energies that does the healing. While being able to heal wounds by channeling energy can be extremely helpful in a battle or emergency, Reikis can sometimes pay a high price from their own bodies.

TELEKINESIS (WILLPOWER)

The ability to move objects "with one's mind" may have once been a parlor trick done with invisible wires, but a Telekinetic character's ability to move objects is far more real, and more useful. From causing an object to float through the air, to hurling an object with their mind, telekinetics can find limitless use for their abilities.

TELEPATHY (PRESENCE)

Communicating without words or radios. Untraceable. Undetectable. A skill like that can change the tides of battle quickly! If a team can coordinate, especially without the enemy hearing, they gain the upper hand. A telepath can hear thoughts and send their own, and all without ever saying a word.



NEW TALENTS

This section introduces the new talents specific to the **Salvage** setting. These new talents, as well as the talents listed from the **Genesys** Core Rulebook in **Table 2-2** may be used in any game set in the Salvage setting.

Additionally, many of the Tier 1 Talents will grant your character their first Links to various groups in and around the colony. The Chainlink reputation system is explained in further detail on page 34.

TIER 1

BOTANIST

Tier: 1

Activation: Passive

Ranked: Yes

Your character adds ■ per rank of Botanist to any Knowledge (Planetary Geography) skill check they make to identify, gain information about, or make use of plant-life on the planet (including the creation of food, poison, medicine, etc.). The first time you take this talent, your character gains a Link from the Botanist Association.

DIRTY DEALER

Tier: 1

Activation: Active (Incidental)

Ranked: No

When making any social skill check while in the Warrens of Petra, your character may use Streetwise instead of the normal social skill required. When you take this talent, all Links your character possesses from any merchant inside the Warrens (shop, restaurant, trade group, etc), are immediately broken. Your character may not gain Links to any such group as long as they have this talent.

DUST DWELLER

Tier: 1

Activation: Passive

Ranked: Yes

This talent may only be chosen by characters with a Duster background (see page 15 for details on Salvage backgrounds). Reduce the amount of Strain suffered from heat effects by one per rank in Dust Dweller and remove one ■ added to a skill check due to dehydration per rank in Dust Dweller. In addition, gain the Link: Mark of the Dust Dweller.

TABLE 2-2: TALENTS FOR THE SALVAGE SETTING

TALENT	RANKED	SOURCE
Tier 1		
Botonist	Yes	Salvage (Page 26)
Bought Info	No	Core Rulebook (page 72)
Clever Retort	No	Core Rulebook (page 73)
Defensive Sysops	No	Core Rulebook (page 73)
Desperate Recovery	No	Core Rulebook (page 73)
Dirty Dealer	No	Salvage (Page 26)
Duelist	No	Core Rulebook (page 73)
Durable	Yes	Core Rulebook (page 73)
Dust Dweller	Yes	Salvage (Page 26)
Dust Walker	Yes	Salvage (Page 28)
Grit	Yes	Core Rulebook (page 73)
Hamstring Shot	No	Core Rulebook (page 73)
Hardened	No	Salvage (Page 28)
Hoarder	No	Salvage (Page 28)
Hot Wire	No	Salvage (Page 28)
Jump Up	No	Core Rulebook (page 73)
Knack For It	Yes	Core Rulebook (page 73)
Know Somebody	Yes	Core Rulebook (page 74)
Let's Ride	No	Core Rulebook (page 74)
One With Nature	No	Core Rulebook (page 74)
Parry	Yes	Core Rulebook (page 74)
Patcher	Yes	Salvage (Page 28)
Popular	No	Salvage (Page 28)
Proper Upbringing	Yes	Core Rulebook (page 74)
Psychic Clarity	Yes	Salvage (Page 28)
Psychic Discovery	Yes	Salvage (Page 28)
Psychic Serenity	Yes	Salvage (Page 28)
Psychic Superiority	Yes	Salvage (Page 29)
Quick Draw	No	Core Rulebook (page 74)
Quick Fixer	No	Salvage (Page 29)
Quick Learner	Yes	Salvage (Page 29)
Quick Strike	Yes	Core Rulebook (page 74)
Rapid Reaction	Yes	Core Rulebook (page 74)
Reclamation	Yes	Salvage (Page 29)
Scavenger Instinct	Yes	Salvage (Page 29)
Second Wind	Yes	Core Rulebook (page 74)
Surgeon	Yes	Core Rulebook (page 74)
Swift	No	Core Rulebook (page 75)
Tinker	No	Salvage (Page 29)

TALENT	RANKED	SOURCE
Toughened	Yes	Core Rulebook (page 75)
Unremarkable	No	Core Rulebook (page 75)
Zoologist	Yes	Salvage (Page 29)
Tier 2		
Another Man's Treasure	Yes	Salvage (Page 29)
Coordinated Assault	Yes	Core Rulebook (page 75)
Counteroffer	No	Core Rulebook (page 75)
Daring Aviator	Yes	Core Rulebook (page 75)
Defensive Stance	Yes	Core Rulebook (page 75)
Defensive Sysops (Improved)	No	Core Rulebook (page 76)
Dual Wielder	No	Core Rulebook (page 76)
Dust Guide	Yes	Salvage (Page 29)
Fan the Hammer	No	Core Rulebook (page 76)
Hard Hitter	Yes	Salvage (Page 29)
Heightened Awareness	No	Core Rulebook (page 76)
Hoarder (Improved)	No	Salvage (Page 30)
Hot Wire (Improved)	No	Salvage (Page 30)
Inspiring Rhetoric	No	Core Rulebook (page 76)
Inventor	Yes	Core Rulebook (page 76)
Lucky Strike	No	Core Rulebook (page 76)
MacGyver	No	Salvage (Page 30)
Mad Tinker	Yes	Salvage (Page 30)
One Man's Junk	No	Salvage (Page 30)
Psychic Balance	No	Salvage (Page 30)
Psychic Boost	No	Salvage (Page 30)
Psychic Strength	No	Salvage (Page 30)
Scathing Tirade	No	Core Rulebook (page 77)
Scavenger Intuition	Yes	Salvage (Page 31)
Schadenfreude	Yes	Salvage (Page 31)
Side Step	Yes	Core Rulebook (page 77)
Uranga Technique	No	Salvage (Page 31)
Tier 3		
Animal Companion	Yes	Core Rulebook (page 77)
Check Again	No	Salvage (Page 31)
Dodge	Yes	Core Rulebook (page 78)
Duct Tape It	No	Salvage (Page 31)
Dust Demon	No	Salvage (Page 31)
Eagle Eyes	No	Core Rulebook (page 78)
Field Commander	No	Core Rulebook (page 78)
Forgot to Count?	No	Core Rulebook (page 78)

TALENT	RANKED	SOURCE
Full Throttle	No	Core Rulebook (page 78)
Grenadier	Yes	Core Rulebook (page 78)
Heroic Will	No	Core Rulebook (page 79)
I'll Be Your Shield	Yes	Salvage (Page 31)
Inspiring Rhetoric (Improved)	No	Core Rulebook (page 78)
Natural	No	Core Rulebook (page 79)
Painkiller Specialization	Yes	Core Rulebook (page 79)
Parry (Improved)	No	Core Rulebook (page 79)
Psychic Elation	No	Salvage (Page 31)
Psychic Shield	Yes	Salvage (Page 31)
Scathing Tirade (Improved)	No	Core Rulebook (page 79)
Tinker (Improved)	No	Salvage (Page 31)
Tier 4		
Bound and Determined	No	Salvage (Page 32)
Can't We Talk About This?	No	Core Rulebook (page 79)
Deadeye	No	Core Rulebook (page 79)
Defensive	Yes	Core Rulebook (page 80)
Defensive Driving	Yes	Core Rulebook (page 80)
Dust Devil	No	Salvage (Page 32)
Eduring	Yes	Core Rulebook (page 80)
Elusive	No	Salvage (Page 32)
Fullmetal Hack	No	Salvage (Page 32)
Field Commander (Improved)	No	Core Rulebook (page 80)
How Convenient!	No	Core Rulebook (page 80)
Inspiring Rhetoric (Supreme)	No	Core Rulebook (page 80)
Keen Eye	No	Salvage (Page 32)
Mad Inventor	No	Core Rulebook (page 80)
Overcharge	No	Core Rulebook (page 80)
Psychic Momentum	No	Salvage (Page 32)
Quick Grab	Yes	Salvage (Page 32)
Scathing Tirade (Supreme)	No	Core Rulebook (page 81)
Tier 5		
Dedication	Yes	Core Rulebook (page 81)
Dust Ghost	Yes	Salvage (Page 32)
Indomitable	No	Core Rulebook (page 81)
Master	No	Core Rulebook (page 81)
Mod God	No	Salvage (Page 32)
Overcharge (Improved)	No	Core Rulebook (page 81)
Psychic Mastery	Yes	Salvage (Page 32)
Ruinous Repartee	No	Core Rulebook (page 81)

DUSTLANDS?

Many item or game effects only trigger “in the Dustlands.” To clarify, there are three basic zones that exist in world of Salvage: the Colonies (Petra and Valkyrie Rock), the Dustlands, and the Tangle. All Waterways are in the Tangle. All Onai ruins are considered to be in the Dustlands.

If a character is not in the Tangle or Colony, they are considered to be in the Dustlands.

DUST WALKER

Tier: 1

Activation: Passive

Ranked: Yes

Your character adds ■ for each rank of Dust Walker to any Perception or Survival checks they make in the Dustlands.

HARDENED

Tier: 1

Activation: Active (Incidental)

Ranked: No

Once per turn, your character may use this talent to spend a number of Mettle after making a skill check. Your character reduces the strain they suffered as a result of that check by one for each Mettle spent. This talent cannot be used to reduce Psychic Strain.

HOARDER

Tier: 1

Activation: Passive

Ranked: No

When your character makes a Salvage skill check (page 45), they always gain a minimum of 5 scrap. Additionally, your character may carry up to 50 scrap without any encumbrance. When you take this talent, your character gains a Link from the Scrapper's Union.

HOT WIRE

Tier: 1

Activation: Active (Maneuver)

Ranked: No

Once per turn, your character may use this talent to make a mechanics check to attempt to start a working vehicle without a key. Your character adds ■ equal to their ranks

in Skulduggery to this check. If they suffer any strain as a result of this check, they suffer additional strain equal to the ■ added.

PATCHER

Tier: 1

Activation: Active (Incidental)

Ranked: Yes

Before making a Mechanics Skill Check to repair a device, gear, vehicle, or robot (including an Esso), your character may use this talent to spend an amount of scrap no greater than 5 times their ranks of Patcher. For every 5 scrap they spend, add ✨ to the results of the check. If the check still fails, the scrap spent is lost and your character gains an equal amount of inferior scrap.

POPULAR

Tier: 1

Activation: Passive

Ranked: No

When you take this talent, choose four groups within the colony that are not in conflict with each other. Your character gains a Link from each group chosen. If your character is a Holder, choose five groups instead of four, but one group must come from inside the Hold.

PSYCHIC CLARITY

Tier: 1

Activation: Passive

Ranked: Yes

When your character makes a psychic skill check, they remove ■ equal to their ranks in Psychic Clarity. The first time you take this talent, your character gains a Link from the Stranger's Society.

PSYCHIC DISCOVERY

Tier: 1

Activation: Passive

Ranked: Yes

When you take this talent, your character gains one psychic skill of your choice as a career skill. Your character may now use the associated psychic abilities. See page 53 for details on psychic abilities.

PSYCHIC SERENITY

Tier: 1

Activation: Passive

Ranked: Yes

Gain +1 Psychic Soak. The first time you take this talent, your character gains a Link from the Stranger's Society.

PSYCHIC SUPERIORITY

Tier: 1

Activation: Passive

Ranked: Yes

When your character makes a psychic skill check that targets a character with no psychic skills, add ■ equal to your character's rank in Psychic Superiority. When you take this talent, all Links from the Stranger's Society that your character has are immediately broken. Your character may not gain Links to the Stranger's Society as long as they have this talent.

QUICK FIXER

Tier: 1

Activation: Active (Incidental)

Ranked: No

Once per encounter, your character may use this talent to repair one mod that broke during the current encounter. The mod functions until the end of the encounter, then becomes unusable until it has been repaired. When you take this talent, your character gains a Link from the Mechanic's Union.

QUICK LEARNER

Tier: 1

Activation: Passive

Ranked: Yes

When your character makes a check to use a Complex item (see New Item Qualities on page 36), reduce the difficulty of the check once per rank of Quick Learner, to a minimum difficulty of Easy (◆).

RECLAMATION

Tier: 1

Activation: Active (Incidental)

Ranked: Yes

After making a Salvage check, your character may use this talent to suffer strain no greater than their ranks in Reclamation. For each strain they suffer, they remove ▲ from the results of their check and add ✨. The first time you take this talent, your character gains a link from the Scrapper's Union.

SCAVENGER INSTINCT

Tier: 1

Activation: Active (Incidental)

Ranked: Yes

When you take this talent, your character gains Salvaging as a career skill. Before making a Salvaging skill check, your character may convert one ■ in the dice pool into ◆ per rank in Scavenger instinct.

TINKER

Tier: 1

Activation: Active (Incidental)

Ranked: No

When making a Mechanics skill check to mod gear or weapons with scrap, your character may spend triple the amount of scrap normally required in order to mod the gear or weapon to use this talent. If they do, they automatically succeed on that check with ✨.

ZOOLOGIST

Tier: 1

Activation: Passive

Ranked: Yes

Your character adds ■ per rank of Zoologist to any Knowledge (Planetary Geography) skill check they make to identify, gain information about, or make use of animal-life on the planet. The first time you take this talent, your character gains a Link from the Zoologist Association.

TIER 2

ANOTHER MAN'S TREASURE

Tier: 2

Activation: Passive

Ranked: No

Each piece of scrap your character sells is worth one additional credit (your character still cannot normally sell inferior scrap). When you take this talent, your character gains a Link from the Market Union.

DUST GUIDE

Tier: 2

Activation: Passive

Ranked: Yes

Your character must have purchased the Dust Dweller or Dust Walker talent to benefit from this talent. Allies within medium range of your character add ▲ equal to your character's rank in Dust Guide to the results of Perception or Survival checks they make while in the Dustlands.

HARD HITTER

Tier: 2

Activation: Passive

Ranked: Yes

When your character makes a Brawl combat check with a Brawl weapon (including Mechatronic arms and fists), reduce the Critical Rating of the weapon a number of times

equal to your character's ranks in Hard Hitter to a minimum Critical Rating of 1. When you take this talent, your character gains a Link from the Hazard Club.

HOARDER (IMPROVED)

Tier: 2

Activation: Passive

Ranked: No

Your character must have purchased the Hoarder talent to benefit from this talent. Pieces of tech do not count against your encumbrance limit.

HOT WIRE (IMPROVED)

Tier: 2

Activation: Active (Maneuver)

Ranked: No

Your character must have purchased the Hot Wire talent to benefit from this talent. When using the Hot Wire talent, your character may add ♦ instead of ■. If your character suffers any strain during this check, they suffer additional strain equal to the ♦ added.

MACGYVER

Tier: 2

Activation: Passive

Ranked: No

When your character makes a Mechanics skill check to modify gear or weapons, they do not increase the difficulty of the check for not having a Mod Kit.

MAD TINKER

Tier: 2

Activation: Active (Incidental)

Ranked: Yes

Before your character makes a Mechanics check, they may use this talent to add ⚙ equal to their ranks in Mad Tinker to the results. They then add an equal number of ⚙ to the results of that check.

MEDDLE

Tier: 2

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

When another character within short range makes a check, your character may spend three Mettle to use this talent to add ■ or ■ to that check. Your character may use this talent a number of times per encounter equal to their ranks in Meddle.

ONE MAN'S JUNK

Tier: 2

Activation: Passive

Ranked: No

If carrying at least 50 scrap, gain +1 defense. If carrying at least 100 scrap, also gain +1 soak.

PSYCHIC BALANCE

Tier: 2

Activation: Passive

Ranked: No

When your character makes a check to recover strain at the end of an encounter, they add ■ equal to the number of psychic skills they have marked as career skills. You may not select this talent if your GM is using the Innate Ability optional rule (see page 13).

PSYCHIC BOOST

Tier: 2

Activation: Active (Maneuver)

Ranked: No

Once per turn, your character may use this talent to add ▲ equal to ranks in any one psychic skill they possess to the next psychic skill check another character present in the current encounter makes before the end of the round.

PSYCHIC STRENGTH

Tier: 2

Activation: Active (Incidental)

Ranked: No



When your character makes a psychic skills check, they may use this talent to increase the range of the power once, without upgrading the difficulty of the check (see page 53).

SCAVENGER INTUITION

Tier: 2

Activation: Active (Incidental)

Ranked: Yes

After your character makes a successful check to recover scrap, they may use this talent to upgrade an amount of scrap that they found no greater than ten times their ranks in Scavenger Intuition to superior scrap.

SCHADENFREUDE

Tier: 2

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

Once per round, when an enemy suffers any amount of wounds, your character may immediately recover strain equal to their ranks in Schadenfreude.

URANGA TECHNIQUE

Tier: 2

Activation: Passive

Ranked: No

The first time during an encounter that your character draws a ranged weapon, increase the weapon's damage by 2 for the remainder of that turn.

TIER 3

CHECK AGAIN

Tier: 3

Activation: Active (Incidental)

Ranked: No

Once per session, your character may use this talent to reroll a Salvage check they make. When they do so, reduce the difficulty of that check by one, to a minimum of Simple (-).

DUCT TAPE IT

Tier: 3

Activation: Active (Incidental)

Ranked: No

Once per session, after your character fails a Mechanics check to attach a mod, they may spend a Story Point to use this talent. If they do so, they ignore all results of the check, and instead successfully attach the mod with ★.

DUST DEMON

Tier: 3

Activation: Passive

Ranked: No

Your character must have purchased the Dust Dweller or Dust Walker talent to benefit from this talent. When your character makes a check to determine initiative order while in the Dustlands, they add ★★★★★ to the results.

I'LL BE YOUR SHIELD

Tier: 3

Activation: Active (Maneuver)

Ranked: Yes

Once per encounter, your character may spend Mettle no greater than their ranks in I'll Be Your Shield to use this talent to increase their soak by the amount of Mettle spent until the start of their next turn. Until the start of their next turn, any combat check targeting an engaged ally targets your character instead.

PSYCHIC ELATION

Tier: 3

Activation: Passive

Ranked: No

After your character makes a successful psychic skill check, they may spend ▲▲▲ from the results to activate Psychic Elation. Until the end of your character's next turn, all friendly characters who begin their turn within short range of your character gain a second free maneuver during their turn.

PSYCHIC SHIELD

Tier: 3

Activation: Active (Maneuver)

Ranked: Yes

Your character must have purchased the Psychic Discovery talent to benefit from this talent. Once per turn, your character may use this talent to upgrade the difficulty of all psychic skill checks that target your character or allies within short range once until the end of your character's next turn.

TINKER (IMPROVED)

Tier: 3

Activation: Passive

Ranked: No

Your character must have purchased the Tinker talent to benefit from this talent. When using the Tinker talent, your character may spend double the amount of scrap normally required to modify the gear or weapon, instead of triple the amount.

TIER 4

BOUND AND DETERMINED

Tier: 4

Activation: Active (Incidental)

Ranked: No

Once per session, before making a skill check, your character may spend 10 Mettle to use this talent to roll the skill check twice. Choose which set of results to use.

DUST DEVIL

Tier: 4

Activation: Active (Incidental)

Ranked: No

Your character must have purchased the Dust Dweller or Dust Walker talent to benefit from this talent. One per encounter, after your character has performed an action that involved making a skill check, they may spend **AA** and a Story Point to use this talent to immediately perform one additional action.

ELUSIVE

Tier: 4

Activation: Active (Incidental, Out of Turn)

Ranked: No

Once per session, after an adversary makes a successful combat check targeting your character, your character may spend a Story Point and suffer 4 strain to use this talent to cause the combat check to fail instead. Ignore all dice results in the pool.

FULLMETAL HACK

Tier: 4

Activation: Active (Action)

Ranked: No

While engaged with an enemy Ruster or Bot adversary, your character may make a **Hard (◆◆◆) Computers check** to use this talent to take control of the adversary for until the end of your character's next turn. While controlling the adversary, on their turn, your character may spend a maneuver to have the adversary perform an action and a maneuver of their choice. Your character may spend **AAA** from the results to maintain control for one additional round, or spend **⚙** to maintain control for the remainder of the encounter.

KEEN EYE

Tier: 4

Activation: Active (Incidental)

Ranked: No

After making a successful Salvaging skill check, your character may spend a Story Point to use this talent to remove **★** from the results, and add **⚙**.

PSYCHIC MOMENTUM

Tier: 4

Activation: Active (Maneuver)

Ranked: No

Once per encounter, your character may use this talent to perform a psychic action as a maneuver.

QUICK GRAB

Tier: 4

Activation: Active (Maneuver)

Ranked: Yes

During a structured encounter, your character may use this talent to perform a Salvage skill check as a maneuver, adding **■** per rank in Quick Grab.

TIER 5

DUST GHOST

Tier: 5

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

While in the Dustlands, your character may spend 5 Mettle to use this talent to upgrade the difficulty of a skill check targeting them once per rank in Dust Ghost.

MOD GOD

Tier: 5

Activation: Active (Incidental)

Ranked: No

After your character makes a successful Mechanics check to mod gear or weapons (but before adding the mod), they may spend **AA** to use this talent to give the item one additional Hard Point. Your character may use this talent multiple times on a single check, spending **AA** each time.

PSYCHIC MASTERY

Tier: 5

Activation: Active (Incidental)

Ranked: Yes

When you take this talent, choose one psychic skill. When your character makes a check using that psychic skill, they may suffer 2 strain to use this talent to downgrade the difficulty of the check once per rank of Psychic Mastery.

STEP 6: FACTIONS

Belonging to a group of like-minded people can provide a person with protection, resources, and relationships. Players can choose to belong to one of the following ideological factions, gaining the associated bonuses.

If a player decides not to associate with any faction, their character receives 15 additional XP after character creation is complete (this means they cannot spend it on increasing characteristic or other options during character creation).



THE DUSTBORN

Whether growing up in the Sprawl at the edge of the colony or in a settlement in the wild, Dustborn feel they belong on this planet and that the planet belongs to them. They often refuse to call it Omega, preferring to refer to it as Dustland or simply Domus (meaning *home* in Latin). They believe it was destiny that brought them here.

The founding member of this sect felt that they all shared a connection to the planet itself. Whether or not that connection truly exists, the Dustborn credit it as the reason there are a higher percentage of psychic power wielders amongst their ranks.

Sand Blasted: Once per session, after suffering a critical injury, a Dustborn can spend a Story Point to reduce the result of the roll by an amount equal to 10 times their ranks in Survival, to a minimum of 01. If the Dustborn has no ranks in survival they reduce the result by 10.



THE MAELSTROM

There is no meaning or destiny for the Maelstrom. They have accepted their fate, knowing there is nothing more to do but make the most of each moment. The Onai and humanity will soon share this grave of a planet.

This desperate nihilist viewpoint can be found across the entire colony. Some hold these views secretly, others shout them from rooftops.

Embrace the Chaos: Once per session during a structured encounter, a Maelstrom may spend a Story Point at the start of a round to rearrange the order of all Initiative slots into an order of their choosing. They cannot remove or add slots when doing so.



TERRANAUGHTS

Pack up and go home. The mission failed and it's time to admit it, so let's put energy into rebuilding and repairing the ships and point them towards Earth.

The pragmatic Terranaughts are often the hard working middle class of the colony. Heading back to Earth is a known variable, and the least risky option. They work hard to improve their skills and pass them on, knowing one day those skills will be needed to return home.

Logical Thinker: Once per session, while making a Computers, Mechanics, or Salvaging check, a Terranaught may decrease the difficulty of the check by an amount equal to their ranks in Intellect or Cunning.



THE WAYFARERS

The general viewpoint of most members of the Commission is that the mission will continue... someday. And this is, therefore, the outwardly prevailing thought across the colony. But truly dreaming of a future back amongst the stars, is a luxury left mostly to those living inside the Hold. It's a delusion many with power or influence can enjoy freely.

Wayfarers still often wear the rank insignias of their ancestors from the fleet before the Grounding. They retell the tales their grandparents told them of life on the star ships. They know if they were to return to the stars, they'd be in the positions of power.

Influential and Inspirational: Once per session after a Wayfarer or an ally within short range makes a social skill check, they may choose to reroll a number of dice from the results of that check equal to their ranks in Leadership.



CHAIN LINKS

This section covers the new Salvage-specific rules regarding the Chainlink Economy. Links can come from groups as small as some local pub owners or as powerful as the Commission. Typically Links are gained narratively and granted at the GM's discretion. The rules benefits to having a Link are listed again below, but any additional narrative benefit is up to the GM.

CHAINS

Each character may choose the method with which they display their Links. There are endless ways to do this. Each link is typically the size of a charm. Choosing not to display one's Chain publicly usually invites extreme suspicion from other colonists.

The most typical Chain seen in the colony is a series of bracelets with Links woven in, tied on, and dangling from the various loops.

LINKS

Links can offer a benefit when the bearer interacts with the Link's associated group. However, since they display allegiances publicly, they can also cause problems for the bearer if someone doesn't like their allies.

GAME MECHANICS

When making a Charm, Leadership or Negotiation check with a member of a group from which you wear a Link (or a Coercion check with a member of a known enemy group) add ✨ to the results.

When making a Charm, Leadership, or Negotiation check targeting a member of a group that is hostile towards any of the groups that are represented on your character's Links, add ✖ to the results.

BROKEN LINKS

Wearing a Broken Link (a Link that has been removed and then put back on) will add ✖✖ to all social skill checks targeting members of the associated group. Removing the Link permanently resets a relationship to neutral with no benefit or detriment.

It is highly unlikely, but a character may be granted a full replacement Link by the issuing group under extraordinary circumstances.

EXAMPLE LINKS

This section introduces some of the many, many groups in the colony and beyond that might give a Link to a character. This is not an exhaustive list, but simply covers some of the more widely known groups and gives some examples of the narrative benefits that may be associated with those groups.

BOTANIST ASSOCIATION

Location: The Hold

Allied Groups: Zoologist Association

Hostile Groups: None

Details: Sometimes a little on the snobby side, this Association maintains a database and research facility inside the Hold. Given the odd flora growing in the harsh conditions here, it's no surprise that rumors abound comparing these botanists to potion-making witches.

Additional Benefits: The Association can answer many of the questions about the plant life on Omega. A Link from the Botanist Association can gain you easy access to the Hold to visit their facility. Members don't typically leave empty-handed either, often spotted with the strangest little vials of this or that.

HAZARD CLUB

Location: Warrens / The Sprawl / Valkyrie Rock

Allied Groups: Medic's Association

Hostile Groups: Firewall / Commission

Details: Hazard fights are a guilty pleasure in the colony. The clubs offer some of the few sources of entertainment. Belonging to the Hazard Club usually requires you to win at least one fight.

Additional Benefits: Someone wearing the Hazard Link can usually find a bed and a meal at one of the Hazard Clubs, and maybe even some medical attention (away from prying eyes).

MARK OF THE DUST WALKER

Location: No set location.

Allied Groups: ?

Hostile Groups: The Commission

Details: They aren't fond of regular meetings or get-togethers. You'll rarely find two in the same place at once. However, they bond through their shared experiences of spending time in the wilderness of the Dustlands.

Additional Benefits: One must be marked by another Dust Walker to gain this Link. Those bearing this mark on their Chain show nearly instant trust for each other and are keen to help one another, especially when in the Dustlands. One Dust Walker is unlikely to turn down a request for help from another.

MECHANIC'S UNION

Location: Warrens

Allied Groups: Scrapper's Union / Petra Merchants

Hostile Groups: None

Details: The Mechanic's Union has no formal negotiating powers like the unions of ancient Earth. But in the scrap-filled land of this world, a Mechanic's skills can be in extremely high demand. The Union makes sure their members get first dibs on any jobs. They are probably one of the most powerful associations in the colony.

Additional Benefits: Boasting an official Link from the Mechanic's Union will probably get you a discount at any local pub or general store in the colony. And you'll always have a place to store your Rig.

SCRAPPER'S UNION

Location: "The Factory" in the Sprawl

Allied Groups: Mechanic's Union

Hostile Groups: Non-Union Scrapers

Details: Lone scrapers or salvagers can sometimes find themselves the target of the territorial Scrapper's Union. Beware of their bright orange flag flying near wreckage if you plan to dive in without a Scrapper's Link.

Additional Benefits: Member's of the Scrapper's Union will always find a good price for their scrap at the Factory. Someone flashing their Scrapper's Link can also find a place to rest or hide from the sun out in the Dustlands at Scrapper Outposts.

SHADOW CONGRESS

Location: Changes Regularly

Allied Groups: Individual Crime Groups / Hazard Club

Hostile Groups: Commission / Firewall

Details: A meeting of great minds, or great thieves, the Shadow Congress is a gathering of representatives from all the major crime organizations and families. With a mutual understanding and respect, members split up districts and draw lines in the sand.

Additional Benefits: Honor among thieves. Members of the Shadow Congress can help procure rare or black market items and can help move illicit and stolen goods for other members. Members can often help find or pry much-needed secret information from a reluctant source.

STRANGER'S SOCIETY

Location: Unknown

Allied Groups: None

Hostile Groups: None

Details: Known only to other "Strangers," this group is a myth to most. One doesn't seek out the Society, the Society finds those demonstrating powers beyond the normal and recruits them. This group of psychics mainly exists to ensure the safety and proper training of other psychics, encouraging restraint above all else.

Additional Benefits: The Society has met with almost every psychic in the colony, helping them nurture their budding powers. But not much interaction is had after that. If they need you, they'll call. If you need them, think twice before calling.

ZOOLOGIST ASSOCIATION

Location: The Sprawl

Allied Groups: Botanist Association

Hostile Groups: None

Details: The Zoologist Association consists of animal enthusiasts who find the planet full of fascinating new species to study. They've set up a facility on the outskirts of the colony and aren't afraid to encounter a new beast or bug.

Additional Benefits: They can help identify species, treat bites and stings (for a price) and may even pay for new little friends to study. They may even have a healthy Dust Strider or two available for a treacherous journey.

When you have nothing, then the smallest something becomes everything.
-Captain Prabal Locke

CHAPTER 3

EQUIPMENT

In a world covered with junk, a good weapon is a precious gem, a solid pack to carry necessities is a lifeline, and your canteen of water is the best friend you protect with all your strength. In this section we cover examples of weapons, armor and items that exist in the world of **Salvage** and introduce a few new item qualities designed for this world.

NEW ITEM QUALITIES

COMPLEX [X] (PASSIVE)

A Complex item is particularly difficult for an unskilled individual to use. The Complex quality always has an associated skill and rating. When making a check to use a Complex item, a character must have a number of ranks in that skill equal to the Complex rating. For each rank the character is deficient, they increase the difficulty of that check by one. For example: If a certain item has the Complex (Computers) 3 item quality, then a player must have at least 3 ranks in Computers to use the item. If, however, the player using device has only 1 rank in the Computers skill, they will increase the difficulty of the check by 2.

FEEDBACK (PASSIVE)

Some weapons are too powerful for their own worn casing, have exposed wiring, or access large amounts of electric energy. Using these types of weapons can cause damage to the wielder. When a character uses an item with the Feedback item quality, they immediately suffer strain equal to the Feedback rating, even if the check was unsuccessful.

INTIMIDATING (PASSIVE)

While carrying or wearing an item with the Intimidating quality, the character adds a number of ★ to the results of Coercion or Negotiation checks they make equal to the item's Intimidating rating, and a number of ✕ to the results of Charm or Leadership checks equal to the item's Intimidating rating.

OVERHEAT (PASSIVE)

When making a check to use this item, add ⚡ to the results of the roll for each prior consecutive round during which the item has been used. In addition, after making a check to use this item, the GM may spend ⚡⚡⚡ or ⚡ to cause it to overheat. An overheated item must cool down, meaning it cannot be used for a number of rounds equal to its Overheat rating.

PSIONIC (ACTIVE)

A weapon with Psionic item quality can deal Psychic Strain to the target. When the Psionic quality is activated, it inflicts Psychic Strain equal to the weapon's Psionic rating. Psychic Strain Damage is not reduced by normal soak. It can be reduced by Psychic Soak, but can never, for any reason, be reduced below 1. Psychic Strain can be suffered by any organic being, including non-psychic characters. Items with *Psionic Only* can only deal Psychic Strain Damage, and no regular wounds.

REINFORCED (PASSIVE)

This is an update to the Reinforced quality on page 88 of the **Genesys** Core Rulebook. Items with the Reinforced quality are also immune to Salvage skill checks.

SCRAP (PASSIVE)

An item with the Scrap item quality has been assembled from pieces of scrap found in the wreckage strewn throughout the planet. Typically these items or weapons are prone to falling apart easily. An item with the Scrap item quality can only become damaged two steps (to moderate damage). If it is damaged a third time (major damage), it is destroyed instead. Additionally, the GM may spend ⚡⚡ or ⚡ from any check made to use this item to cause it to become damaged one step.



SALVAGE BRAWL WEAPONS

SCRAP CLAWS

A somewhat barbaric weapon, scrap claws have been outlawed in all recreational fighting. This weapon is made of shards of scrap metal that have been sharpened to fearsome points and attached to rings that fit on the end of individual fingers.

SCRAP KNUCKLES

These crude weapons are scrap metal molded into a series of four consecutive rings with protruding blunt barbs. This set of “knuckles” fits on the four fingers of a fist, increasing the effectiveness of a punch.

VOLTERS

Volters are a glove-like device worn on the hands. A small kinetic battery inside charges the circuitry, allowing for the Volters to discharge an electric shock. Volters are a favorite among Hazard fighters.

SALVAGE MELEE WEAPONS

ARCKNIFE

An Arcknife is made of an extremely rare and unique black stone called arc stone. This stone is malleable and able to be hewn into shape easily. However, its unique properties make it a superconductor. When an electric current is introduced, the stone becomes extremely solid. Legend says the stone has ionic memory, tuning into the owner’s ionic frequency over time.

If the wielder of this weapon has owned it for longer than 6 months, they ignore its Feedback quality.

BOW STAFF

Long pieces of metal piping pulled from ships and filled in with melted metal or quickcrete, Bow Staffs are a very common weapon seen throughout the colony and Dustlands. They’re inexpensive and very effective for making a your point without dealing much lethal damage.

INFERNO BLADE

This specialized weapon is given to the elite of the Firewall force. It is fierce, dangerous, and awkward to use. If mastered, however, it can be brutal in combat. The sword has a superheated edge that can slice through most enemies like butter. However, the heating core has a tendency to overheat quite easily. The heat function requires a canister of Ignium and is typically paired to its owner with a biometric computerized lock.

An Inferno Blade can be used without heat, losing the special item qualities, but keeping its damage and crit stats.

SCRAP KNIFE

Simple, yet effective. A scrap knife is a single piece of scrap metal, typically torn from the hull of a ship. The edge has been honed and sharpened, and tape or cloth wrapping form a crude handle.

SCRAP SWORD

Long pieces of scrap metal welded together and sharpened to form a rough but dangerous weapon. Similar to the scrap knife, the handle is tape or cloth wrapping. While typically quite clunky, you still wouldn’t want to meet its rough (often rusty), pointy end.

TRITHIUM SWORD

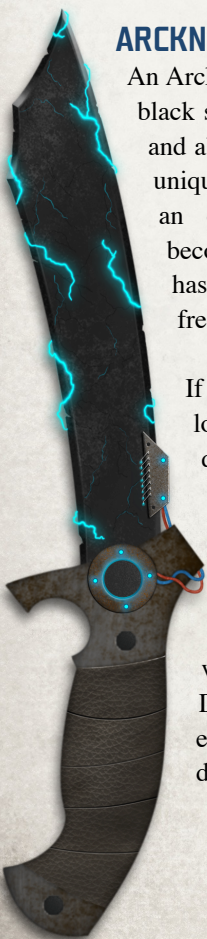
Trithium is an alloy of three metals found on the planet and has an incredible combination of toughness and strength and is thought to be one of the most durable materials known. This makes trithium a tremendous material for weapons and armor, however, it is extremely hard to work with. Trithium can only be utilized in special high pressure, extreme heat kilns. Therefore, objects made of Trithium are particularly hard to Salvage or destroy.

MICROLATTICE KNIFE

This is the standard utility knife in the colony. The material of this knife is surprisingly light and flexible, so the knife is easy to use and carry for most needs. The microlattice structure also makes the weapon quite durable.

SCRAP CLUB

Grab a blunt object and keep it nearby. In the early days after the grounding, this was common practice. Many have graduated to more brutal weapons for self protection (even if they’re still made of scrap). Some still opt for this less lethal club.



SLAMMER

A Slam Hammer (aka Slammer) is a tool that was created to help with two important tanks of colonization; mining and terraforming rocky and mountainous terrain. Once the supply of Slammers was broken into after the Grounding, there was no putting that genie back in the bottle. Most no longer have their hypersonic charge in working order, but they still pack one hell of a punch.

TORCHETTE

A miniature, self-contained plasma torch. This small device is typically carried by scrappers, but the plasma flame can cause some serious damage if wielded as a weapon.

Beyond its combat stats, it is very useful for scavenging. A Torchette adds a ■ to any Salvaging skill check.

3-1: SALVAGE WEAPONS

NAME	SKILL	DAM	CRIT	RANGE	ENCUM	\$	RAR	HP	SPECIAL
BRAWL WEAPONS									
Scrap Claws	Brawl	+3	3	Engaged	1	225	1	1	Pierce 1, Scrap, Unwieldy 3
Scrap Knuckles	Brawl	+1	4	Engaged	1	150	1	1	Disorient 2, Scrap
Volters	Brawl	+2	4	Engaged	1	475	2	1	Disorient 2, Ensnare 1, Feedback 1, Stun 3
MELEE WEAPONS									
Arcknife	Melee	+2	2	Engaged	1	750	5	1	Feedback 2, Pierce 3, Stun 2, Vicious 1
Bow Staff	Melee	+2	4	Engaged	2	100	1	2	Defensive 1, Stun Damage
Inferno Blade	Melee	+5	2	Engaged	4	1375	7	2	Pierce 4, Burn 2, Overheat 1, Unwieldy 3
Microlattice Knife	Melee	+3	2	Engaged	0	700	3	0	Defensive 1, Reinforced
Scrap Club	Melee	+2	5	Engaged	2	125	1	1	Disorient 2, Scrap
Scrap Knife	Melee	+1	4	Engaged	1	75	1	1	Scrap
Scrap Sword	Melee	+2	4	Engaged	3	125	2	2	Defensive 1, Scrap
Slammer	Melee	+5	3	Engaged	3	900	3	2	Cumbersome 3, Knockdown
Slammer (Hyper)	Melle	+5	3	Engaged	3	1,900	5	1	Concussive 1, Cumbersome 3, Knockdown
Trithium Sword	Melee	+4	3	Engaged	3	1,000	4	2	Defensive 2, Reinforced
Torchette	Melee	+3	3	Engaged	1	725	3	0	Burn 2, Prepare 1
RANGED WEAPONS									
Boltslinger	Ranged Lt	6	3	Medium	1	550	2	1	Pierce 2, Accurate 1
Flame Lobber	Ranged Hv	7	4	Medium	3	800	3	1	Burn 3, Inaccurate 1, Overheat 1
Lash Pistol	Ranged Lt	5	5	Medium	2	625	2	1	Inaccurate 1, Inferior, Linked 3
Lash Rifle	Ranged Hv	5	5	Long	2	825	2	1	Inaccurate 1, Inferior, Linked 3
Molten Rifle	Ranged Hv	9	3	Medium	5	1,125	4	3	Pierce 3, Prepare 1, Vicious 1, Overheat 2
Scrap Rifle	Ranged Hv	5	4	Long	3	375	1	1	Blast 2, Limited Ammo 1, Scrap
Scrap Shooter	Ranged Lt	5	4	Short	2	275	1	1	Blast 2, Limited Ammo 1, Scrap
Sonic Grenade	Ranged Lt	8	5	Short	1	80	4	0	Blast 8, Disorient 3, Limited Amo 1, Stun Damage
Sona-Cannon	Ranged Lt	8	3	Medium	2	425	4	1	Disorient 3, Feedback 2, Stun Damage

SALVAGE RANGED WEAPONS

BOLTSLINGER

This weapon's name is quite literal as its ammunition are small rods of metal accelerated through the barrel with multiple coils of electromagnetic filament.

Fierce and accurate, a boltslinger in the right hands is a killer combo.

FLAME LOBBER

This Ignium-fueled weapon is extremely similar to a flame thrower. Instead of creating a constant stream of flame, however, this two-handed weapon spits out a small ball of flame. This allows it to be used at range instead of close-up like a flamethrower.

LASH WEAPONS

By lashing together multiple weapon parts and muzzles, this odd new weapon type can do some serious damage, but is extraordinarily inaccurate and fragile.

When making a combat check with this weapon, the GM can spend  or  to have a piece of the weapon fall off, reducing its Linked rating by 1. An **Average** (◆◆) **Mechanics Check** can be used to restore the part and the weapon's Linked quality to its original rating, as long as the part was retrieved.

MOLTEN RIFLE

Molten guns take scrap pellets, quickly melt them using the same super-heating technology used on the Inferno Blade, and then fire the hot molten metal to devastating effect. These weapons can do serious damage, but do take a moment to melt the loaded pellet. Molten weapons have the same propensity for overheating as their melee cousin.

SCRAP SHOOTER & RIFLE

Sometimes you gotta use what's around you, so you throw some small bits of scrap into the muzzle of a gun and fire. This gun has a wide blast and can therefore hit multiple enemies, but does require it be loaded before each shot.

SONIC GRENADE

Sonic Grenades were designed as an effective means of crowd control on board a starship. Smoke bombs could contaminate the closed atmosphere system, and shock bombs could disrupt the electrical systems. Sonic grenades could non-lethally effect a large group without damage.



SONA-CANNON

This sonic hand cannon was a go-to weapon on Earth's starships for non-lethal damage. Most have been retooled and can deal serious real damage if needed. The intense and focused sonic signal can severely disorient the target.

SALVAGE ARMOR

COMBAT ARMOR

Combat armor offers very nice protection on its own, but one of its greatest assets is that it comes mod-ready. The strong plating has been pre-ported to handle the addition of mods easily, with four hard points.

When making a mechanics check to modify this armor, decrease the difficulty to Simple (-).

DUST GEAR

This cloak and thick protective clothing are extremely useful in the wild heat and sand storms of the Dustlands. A character wearing this gear suffers two less strain anytime they would gain strain from Heat, and one less wound any time they would gain wounds from a Sandstorm. A character wearing Dust Gear adds +1 to the "dice added" level of concealment at all times while in the Dustlands (see concealment rules on page 110 of the **Genesys** Core Rulebook).

HEAVY SCRAP ARMOR

Bulky and a little messy, but it does the job. Scrap armor is made from materials found and collected around the colony and from wreckage.

Once per session, a character can make an **Average** (◆◆) **Mechanics Check** to spend 200 scrap to increase the armor's ranged or melee defense by one. For every level of defense added to this armor, add one ■ to any Agility-based checks while wearing it.

3-2: SALVAGE ARMOR

NAME	DEFENSE	SOAK	ENCUM	HP	\$	RARITY	SPECIAL
Combat Armor	0	+2	2	4	600	5	
Dust Gear	2	+0	1	1	500	4	
Scraptooth Armor	1	+1	3	1	250	4	Intimidating 2
Heavy Scrap Armor	0	+2	2	1	500	1	
Scrap Suit	0	+1	1	1	50	1	Scrap
Microlattice Armor	1	+1	0	1	320	6	
Reclamat Suit	0	+1	1	1	680	7	

MICROLATTICE ARMOR

This extremely light, and extremely effective armor was once printed by 3D printers on board the starships. Microlattice plating has made its way into the colony's markets, but it's rare. Full Microlattice armor is typically only found in the hands of the wealthy inside the Hold. It can easily be worn under clothing without being noticed.

RECLAMAT SUIT

A reclamat suit can reduce the need to carry water, recycling the body's moisture and filtering it.

A reclamat suit can produce 1/2 liter of drinkable water per day when worn. Additionally, wearing a reclamat suit gives the wearer 48 hours before dehydration effects begin. This suit can be worn under other armor.

SCRAP SUIT

Solid plates of scrap metal welded together can be surprisingly effective. Some have sewn the plates into leather jackets or vests. Some are even molded to fit the body nicely to look like fashionable sleeves and legs. Of course, some value function over fashion, and just string the plates over top of everything, walking around as if wearing a giant gong around their neck.

SCRAPTOOTH ARMOR

Scraptooth armor is made of collected scrap. Here, all the edges are bent outward to create a spiked skin effect across the entirety of the armor. This armor has the Intimating 2 item quality.

Sharp edges: when the wearer makes a Brawl combat check, they increase the damage of their attack by 2. When the wearer makes an Agility-based skill check, the GM may spend ♠♠ or ⚔ to cause them to suffer 1 wound.

SALVAGE CHEMICALS

AMPER

Amper is a not-uncommon drug that can be found throughout the colony. This semi-legal stimulant is used to help someone really get things done, but not without some side-effects.

Once per encounter, as a maneuver, a character may inject a dose of Amper. The character adds ■■ to the next two skill checks they make, and then ■■ to the following two. At the end of an encounter in which a character used Amper, increase the difficulty of any Discipline or Cool check used to recover strain by one.

IGNUM

Also known as Black Sand, Ignium is the fuel of Omega. Deposits of Ignium look like black sand and stand out in the middle of the Dustland's pervasive beige color scheme. Raw ignium is gritty like sand (although much courser) and is extremely flammable. Ignium is measured in "bricks" the size of a large hand.

PATCH

Patch is a bio-repair chemical administered through a vacuum aided laser injector. Using an injection of Patch heals 5 wounds. Each use of Patch after the first in a single day heals one less wound. Every use of Patch after the fifth use in a single day does nothing. This is the **Salvage** equivalent of painkillers from the **Genesys** Core Rule Book, page 94 and 116.

PSYK

This strange orange liquid found its way into the black markets rather recently. Even though no one seems to know who makes it, demand for it grows by the day. Those with psychic abilities say they can reach new heights of

their talent while using the substance. Those without psychic powers take it hoping to unlock latent abilities in their mind, but the euphoria they experience while on it doesn't hurt either.

If a character with the Psychic Discovery talent ingests a vial of Psyk, they add ■ to Psychic skill checks they make and suffer one additional Psychic Strain after making a Psychic skill check for the duration of that encounter. During an encounter while using Psyk, Psychic Strain may not be lowered below 2.

A non-psychic character who ingests a vial of Psyk feels a sense of euphoria and increases their strain threshold by 5 for the remainder of the encounter, but also adds ■ to every check they make during that encounter. When the encounter ends, their strain threshold is immediately lowered back to normal.

ZERO

This rare inhalant was created aboard the *Valkyrie* to help ease mental stress and help dull physical strain. It is hard to come by in the colony and expensive, but this tiny miracle vial can be worth the cost.

Once per session, a character may inhale a dose of Zero to heal 5 strain. On any additional use of Zero in one session, a character heals one less strain and then rolls one ◆ per use after the first, suffering a wound for each ✕ result generated (ignore ♀ results).

SALVAGE GEAR

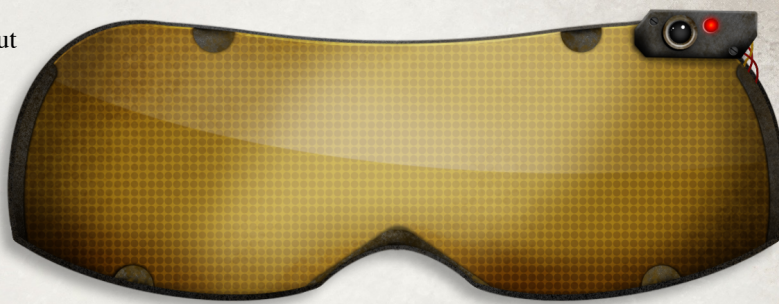
BLASTPICK

This device can be inserted into any mechanical or electronic lock, emitting a small electric blast to disable the mechanism or circuitry.

A Lock Blastpick allows a character to attempt to open a lock. When using Mechanics or Skullduggery with a Blastpick, the character adds ⚡⚡ to the result.

CROSPEC

A CROSPEC (Cross Spectrum Scanner) is a sensitive portable device that can scan a variety of spectrums. The device's coils can be retuned once per day. It can be tuned to scan for one of the following: Life Signs, Heat, Working Technology, or Sound. A character must make an **Average** (◆◆) **Computers Check** to successfully use this device.



DUST BREATHER

With the regular occurrence of sandstorms, a filtered breathing device can make all the difference.

A character wearing a Dust Breather suffers one less wound any time they would gain wounds from a Sandstorm (this effect can be stacked with the effect of Dust Gear if wearing both). Dust breathers have the added benefit of filtering gasses and poisons in the air as well. A character wearing a Dust Breather ignores the effects of gasses and airborne poisons.

DUST BOMB

Leave it to humans to weaponize their environment in any way they can. A Dust Bomb is a canister filled with pressurized air and sand. When used, it creates a cloud of sand, effectively a level 1 sandstorm (page 11) within short range of the point where it detonated. When using, a character may spend a Story Point cause it to temporarily blind a single target within range, adding ■■■ to the target's next check.

DUST GOGGLES

Dust goggles are specially tuned to filter bright sun glare, heat distortion, and sand particulate. They make it easier to see in a variety of desert conditions.

Add ■ to any perception checks made while in the Dustlands. Remove one ■ added to any skill checks due to Sandstorms. A character wearing Dust Goggles cannot be blinded by Dust Bombs.

HIFI RADIO CUFF

This personal communication device can be used to communicate with another Hifi Radio or Hifi Radio Cuff within long range. The high-fidelity signal can pass through walls and obstacles with no problem. The kinetic battery keeps the radio charged, but exposure to extreme heat or a roll in the sand can cause it to go on the fritz.

3-3: CHEMICALS & GEAR

NAME	ENCUM	PRICE	RARITY
Chemicals			
Amper	0	15	1
Ignium	1	40	3
Patch	0	25	2
Psyk	0	100	7
Zero	0	50	4
Gear			
Blastpick	1	200	5
CROSPEC	2	750	5
Dust Bomb	1	200	3
Dust Breather	0	300	3
Dust Goggles	1	300	3
HiFi Radio Cuff	0	250	4
Junker's Pack	0	100	1
MagnaShield	0	700	7
Mech Kit	2	300	3
Rope	1	5	1
Rucksack	+5	100	3
Scramkit	1	150	2
Scrap Saw	4	500	3
Spark	0	50	4
Torch	0	10	1
Utility Belt	+2	40	1

JUNKER'S PACK

Carrying around scrap on this junkyard planet can be quite cumbersome. Throw this satchel over your shoulder and stock up on all the scrap your heart desires. Every 50 scrap inside the Junker's Pack is 1 encumbrance (instead of the normal 20) and it can hold up to 300 scrap.

MANGA-SHIELD

Worn on the forearm of a character's non-dominant arm, a manga-shield cuff can be activated with a maneuver to provide temporary cover, giving the character +2 defense. The used arm must be free and available to block, and taking any other maneuver deactivates the shield.

MECH KIT

A Mech Kit is a handy set of tools to help with a variety of mechanical tasks. Reduce the difficulty of a Mechanics skill check made using this kit by one.

ROPE

An often-overlooked tool, a length of cord can often be extremely useful in many circumstances. Keeping a coil of extremely durable woven micro-nylon rope nearby can get a character out of a pinch.

RUCKSACK

This versatile pack can hold all your gear, redistributing the load and making it easier to carry. A character with a rucksack gain +5 to their encumbrance threshold.

SCRAMKIT

This emergency on-the-go medicine kit contains the bare minimum of supplies needed to treat injuries without a proper clinic facility. A Scramkit allows a character to heal wounds or critical wounds without penalty (see Medical Care rules on page 116 of the **Genesys** Core Rulebook). If a Medicine check generates 🎲🎲🎲 or 🎲, the materials inside the kit are all used up and it may no longer be used.

SCRAP SAW

This handheld device uses an electromagnetic motor to spin a filament of tritium metal at an incredibly fast speed, making it the perfect tool for dismantling wreckage. When using a Scrap Saw, reduce the difficulty of any Salvaging skill check by one and remove ■ added for particularly durable or difficult wreckage.

SPARK

A spark is a pellet of compressed Ignium roughly the size of a large marble with a micro ignitor in the middle used to start small fires. Twisting the two sides of the pellet will ignite the core, giving the user 10 seconds to toss it into a pile of wood before it bursts into flame. This tool allows a character to start a fire with very little effort.

TORCH

Also known as a flashlight, a Torch is a handheld electrical light source. It provides light within medium range and removes ■ added to checks due to darkness.

UTILITY BELT

One of the most common fashion/utility items seen throughout the colony is a utility belt. Being prepared for any number of challenges can be the difference between life and death. This belt hosts a large variety of pouches and holsters to keep small important items close at hand. While wearing a utility belt, your character increases their encumbrance threshold by 2.

VEHICLES

On Omega, venturing out into the wild without a vehicle is almost certain death. Those who never leave the safety of the colony have little need for a truck, but might have a Dust Bike for recreation or short trips to Valkyrie Rock. Scrappers or Haulers, however, need something safe and sturdy to make it back alive. This is just the a small sample of the vehicles that may exist, given the abundance of parts laying around. The GM and the players may choose to invent some awesome junk-punk additions to this list.

ATLAS EXPLORATION TRUCK

The Atlas Armored Trucks were designed to support colony teams across rough terrains and inhospitable atmospheres. They were originally meant to carry gear, tools, and colonists in the course of their colonial duties. Now, most have been retrofitted with heavy weapons for more hostile purposes. Some even still have their vacuum seals and oxygen scrubbers intact, making their cabins a safe haven in wild sandstorms and acid rains.

2	4	0	DEFENSE 1	ARMOR 1
SILHOUETTE	MAX SPEED	HANDLING	HT THRESHOLD 12	SS THRESHOLD 10

Control Skill: Driving

Compliment: 1 Driver, 1 Gunner, 1 CROSPEC-Op.

Passenger Capacity: 5

Consumables: 3 Days

Encumbrance Capacity: 70

Price/Rarity: 14,000/8

IGNUM

Ignum is the fuel on the planet of Omega. The “Consumables” listed in a vehicle description represent how many days a vehicle can go without needing to refuel with Ignum (and without needing to restock food and water).

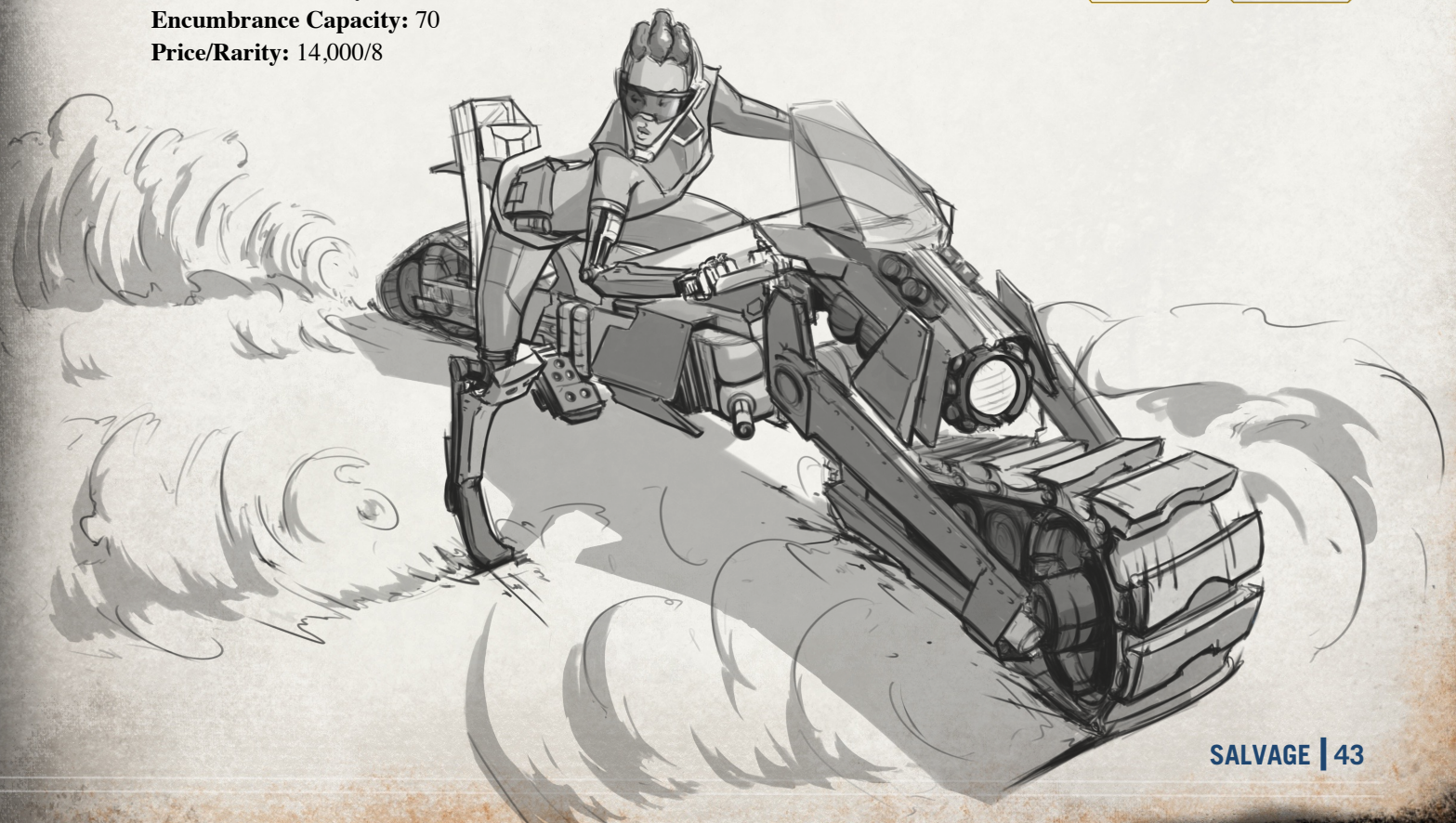
Weapons: Heavy Machine Gun (Fire Arc All; Ranged [Heavy]; Damage 12; Critical 3; Range [Long]; Auto-fire, Personal Scale, Pierce 2, Vicious 2).

All-Terrain: When making a Driving check to direct this vehicle, your character may remove ■■ added to this check due to terrain.

DUST BIKE

Dust Bike construction has become a common hobby in the colony. These powerful motorcycles are everywhere, and each is as unique as its owner. The one commonality are the tank-style sand treads on the front and back of the bike. They’re fast, efficient, and easy to drive.

1	4	+2	DEFENSE 0	ARMOR 0
SILHOUETTE	MAX SPEED	HANDLING	HT THRESHOLD 4	SS THRESHOLD 4



Control Skill: Driving
Compliment: 1 Driver
Passenger Capacity: 0 (1 uncomfortably)
Consumables: 12 Hours
Encumbrance Capacity: 20
Price/Rarity: 3,800/3
Weapons: None. Characters add ■ to any Ranged combat skill check made while driving a Dust Bike.

HAULER RIG

A Hauler Rig is a vital piece of equipment on Omega-Tessera. Haulers bring back much-needed Berg water or transport mounds of salvaged goodies for a prolific scavenger. Some Hauler crews have even become full-time nomads, living on their rig together in a small, tight-knit roving commune.

3 SILHOUETTE	3 MAX SPEED	-1 HANDLING	DEFENSE 1	ARMOR 2
			HT THRESHOLD 15	SS THRESHOLD 13

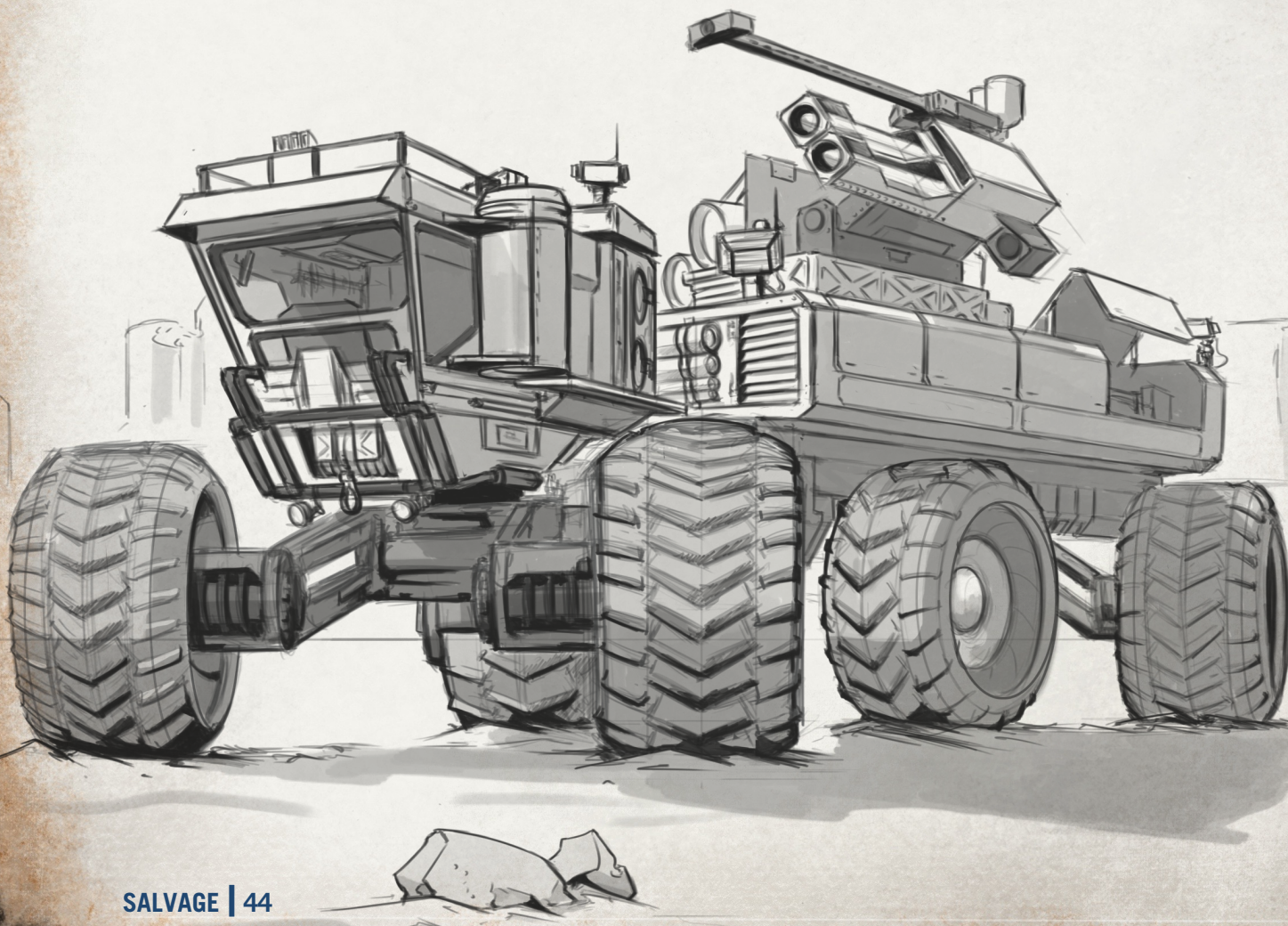
Control Skill: Driving
Compliment: 1 Driver, 2 Gunners, 1 CROSPEC-Operator, 1 Mechanic.

Passenger Capacity: 10
Consumables: 2 Weeks
Encumbrance Capacity: 100
Price/Rarity: 19,000/8

Weapons: 1 scrap-shooter cannon (Fire Arch: Forward, Left, and Right; Ranged [Heavy]: Damage 3; Critical 4; Range [Medium]; Inaccurate 1, Vicious 2), 1 harpoon launcher (Fire Arc Rear, Left, and Right; Ranged [Heavy]; Damage 1; Critical 2; Range [Medium]; Ensnare 2; if target is silhouette 3 or less, gunner may spend ^^ or ☘ from combat checks made with this weapon to move target one range band closer to the Hauler).

Resilient: When the Hauler Rig suffers a Critical Hit and your character is driving it, you may spend a Story Point to roll a second result and choose the result you prefer.

Spiked Hull: When a Hauler Rig is involved in a collision (see page 222 of the **Genesys** Core Rulebook), all other vehicles and characters involved in the collision add +30 to the results of the Critical Hit or Critical Injury they suffer.



SALVAGING

In the world of Salvage, the abundant wreckage provides bountiful opportunity for those willing to work for it. Hunting through the destroyed remains of spaceships can yield some interesting finds, or at least a pretty nice payday with vendors back in the colony. Some more daring scavengers even risk their lives to rummage through the Onai ruins. They may find some extraordinary Onai Tech, but it's never long before the Ruster's gun fire is driving them out with whatever they can grab on their way.

Salvaging is a new skill that a character may possess in this setting. This skill is used to hunt and find resources from any wreckage or ruin. These resources are called **scrap** and **tech**.

USING THE SALVAGING SKILL

A character can make a Salvaging skill check to attempt to gain resources from wreckage. For each ★, they gain five (5) Scrap. A character can salvage a max of 20 scrap per

hour or a maximum determined by the size of the item they are salvaging, whichever is lower (see Table 3-5: Salvage Limits on page 46).

The difficulty of the check is determined by how much time the character can dedicate to searching (see Table 3-6: Salvage Difficulty on page 46). Additional ■ may be assessed by the GM for particularly decayed, difficult, or durable wreckage. Wreckage can be Salvaged a total number of times equal to its silhouette (for example, a silhouette 1 item can only be Salvaged one, ever).

When making a Salvage skill check, AAA or ☸ results can be used to discover a piece of working Tech (see Table 3-9: Tech Mods on page 49). These pieces come in two levels and can be used directly to mod weapons and gear without the use of scrap (see *Modding* on page 47).

3-4: SPENDING DICE RESULTS ON SALVAGING SKILL CHECKS

COST	RESULT
A or ☸	Reduce the time to Salvage by 1 hour to a minimum of 1 hour. (You can select this option multiple times). Upgrade 5 scrap found to Superior Scrap. (You can select this option multiple times). Add ■ to your next Salvage check.
AA or ☸	Scrap found as a result of this check does not count towards your encumbrance limit. Reduce the encumbrance of tech found this check by 1 (minimum of 0).
AAA or ☸	Automatically gain the max scrap per hour (20). If successful, find a piece of Level 1 tech. (You can select this option multiple times, limited by silhouette). Decrease the difficulty of the next Salvage check on this item or wreckage by one to a minimum of Easy (◆).
☸	Gain the max scrap for the item's silhouette, ignoring the max scrap per hour limit. One piece of tech found during this check gains an additional item quality. Upgrade all scrap gained from this check to Superior Scrap. Find a piece of Level 2 Tech (you can select this option multiple times limited by silhouette).
☹ or ☹	Increase the time to Salvage by 1 hour. (This option may be selected multiple times.) Downgrade 5 scrap found to Inferior Scrap. (This option may be selected multiple times.) Add ■ to the next Salvage check you make.
☹☹ or ☹	Scrap gained from this action causes 1 additional encumbrance. Reduce the amount of scrap found by 5.
☹☹☹ or ☹	Reduce the amount of scrap found by half of the total. Increase the difficulty of all future Salvage checks on this wreckage by one to a maximum of Formidable (◆◆◆◆).
☹	Lower the level of any Tech found as a result of this check by one to a minimum of level 1. Your character suffers 2 wounds. Downgrade all scrap found from this check to Inferior Scrap.
☹☹	There is a terrible incident and your character suffers a Critical Injury. This wreckage is completely rusted and decayed and you can find absolutely no scrap from it.

3-5: SALVAGE LIMITATIONS

SIZE	MAX SCRAP	MAX TECH
1 - Robot	20	2
2 - Large Robot	30	3
3 - Car	50	4
4 - Large Truck	70	5
5 - Small Ship	130	6
6 - Large Ship	∞	∞
7 - Ruins	∞	∞

3-6: SALVAGE DIFFICULTY

TYPE OF SEARCH	DIFFICULTY	TIME REQUIRED
In-depth Inspection	◆	8 Hours
Deep Dive	◆◆	4 Hours
Decent Delve	◆◆◆	1 Hour
Casual Check	◆◆◆◆	10 Minutes
Onai Location	+◆	

SCRAP

Scrap is a generic term given to material a character can gain from salvaging wreckage and use to modify items. To keep things simple, everything from a bolt to a hunk of metal is considered scrap. The exact pieces found can be left to narrative gameplay, or simply spoken about generically. Scrap may be used as ammunition for certain weapons, to modify or fix weapons or armor, etc.

SUPERIOR SCRAP

Not all scrap is created equal. Some scrap is better quality and is considered *Superior Scrap*. During a Salvage check, a player may spend **A** to make 5 scrap gained during that test *Superior*. When modifying with superior scrap, add **A** to that check's result. If modifying with **only** superior scrap, the item you are modifying also gains the Superior quality.

INFERIOR SCRAP

Some scrap is much worse quality and is considered *Inferior Scrap*. During a Salvaging check, the GM may spend **B** to make 5 scrap collected during that check *Inferior*. When modifying using inferior scrap, add **B** to the check's results. If modifying with **any** inferior scrap, the item automatically gains the Inferior quality.

SELLING SCRAP

Scrap can be sold to a Scrap Trader. In the colony, the going rate is 1 Scrap for 2 credits. Superior scrap can be sold for 4 credits. Inferior scrap cannot typically be sold.

ENCUMBRANCE

Every 20 scrap have an encumbrance value of 1. A *Junker's Pack* changes that rate to 50 scrap having an encumbrance value of 1. Every five (5) pieces of unattached tech has an encumbrance value of 1.

TECH

Tech is the term for a solid, working piece of technology pulled from the wreckage and is much more rare. These modules will usually have a distinct function or benefit that they provide when added to weapons or gear. Examples of the Tech Mods can be found in 3-9 on page 49.

CRAFTING ITEMS (OPTIONAL RULE)

Simple items can be crafted from scrap, such as a ladder, a blunt weapon, or any small item of silhouette 0 or 1 with a narrative use. Ultimately it is up to the GM if an item can be crafted. The amount of scrap required to craft an item should be approximately double the amount of scrap that can be Salvaged from an item of the same silhouette. It is also up to the GM if an item should require superior scrap.

It typically should take 1-2 hours to craft an item and the GM may require the character have tools in order to do so. Additionally, the GM may determine that a character can use a Story Point and the required scrap to build the item they need without tools.

EXAMPLE: Mae the Tinker needs to craft a ladder to escape a pit. Luckily, her backpack full of scrap fell in with her. A silhouette 1 item can yield a max of 20 scrap, so to craft an item of that size, it should cost around 40 scrap. Because much of a ladder is empty space, the GM determines the cost to be 30 scrap. However, as it needs to hold her weight, the GM decides it must be Superior scrap.



MODDING

Characters can make an **Average (◆◆) Mechanics Skill Check** (Genesys core rulebook pg. 206) to attempt to modify an item using the required scrap or to attach a piece of tech they have found. See Tables 3-8 and 3-9 for lists of available Scrap and Tech mods. The amount of time required to modify an item or attach a piece of Tech is roughly one hour.

The item being modded must have the required hard points (HP) needed for the mod. See Table 3-7 on this page for possible ways to spend dice results on a Mechanics skill check made when modding.

SUPERIOR/INFERIOR SCRAP

If a modification requires Superior Scrap, at least 50% of the scrap cost must be paid with Superior Scrap (and none can be Inferior). If the entirety of its scrap cost is paid using **ONLY** Superior Scrap, the item gains the *Superior Quality*. If a modification is made using **any** Inferior Scrap, it gains the Inferior quality.

DAMAGED MODS

Modifications in the world of Salvage are extremely unreliable, and therefore extremely temporary. After making a skill check with a modded item, the GM may use ☠☠☠☠ or ☠ to permanently destroy a mod that has been placed on that item. The mod cannot be Salvaged for scrap. The item on which the mod was attached does gain the hard points back that were being used by the mod.

SCRAP MODS

Table 3-8 is a list of example mods that can be crafted using Scrap. Characters can make an **Average (◆◆) Mechanics Check** (Genesys core rulebook pg. 206) to attempt to modify an item using the required scrap listed in its cost. An item can only have one copy of a given mod. This is not an exhaustive list, the players and the GM may come up with additional creative scrap mods that can be used in this setting.

The GM may use ☠☠☠ in a failed roll result to cause the scrap used in the attempt to become Inferior scrap or Inferior scrap to become unusable in any further modding attempts. This scrap typically cannot be sold.

3-7: SPENDING DICE RESULTS ON MODDING SKILL CHECKS

COST	RESULT
A or ☠	Reduce the time it takes to craft this item. Reduce the cost to craft this item by 5 scrap.
AA or ☠☠	Reduce the cost to craft this item by 10 scrap or 5 superior scrap. Decrease the item's encumbrance by one, to a minimum of 0. If the item is a single use item, craft one identical item (you may select this option multiple times).
AAA or ☠☠☠	Increase the item's hard points by one. Reduce the difficulty of future checks to craft this item by one (to a minimum of Easy (◆)). The item gains the Reinforced quality.
☠☠☠	Increase the item's damage, critical rating, soak, defense, or other numerical benefit by one. Add a new narrative effect to the item, as approved by your GM.
☠ or ☠☠	Increase the time to craft this item. Add ■ to the next crafting check you make.
☠☠ or ☠☠☠	Increase the crafted item's encumbrance by one. Your character must purchase additional materials (equal to 1/4 the item's cost).
☠☠☠ or ☠☠☠☠	If the item is a weapon, it gains the Inaccurate 1 quality. Decrease the item's hard points by 1, to a minimum of 0. Any tools you are using to craft are ruined and must be replaced.
☠☠☠☠	Whenever this item is damaged, it is damaged one additional step. Your character suffers 2 wounds.
☠☠☠☠☠	There is a terrible incident, your character suffers a Critical Injury. The components you are using to craft this item are destroyed, if you can still afford to pay the cost and have succeeded this check, you can pay that additional component cost to finish crafting the item.

3-8: SCRAP MODS

NAME	COST	USED ON	HP	EFFECT
SCRAP MODS				
Arc Generator	100 S	Weapon	1	Add Stun 2 to this weapon.
Balanced Hilt	200 S	Melee Weapon	1	Weapon gains Accurate +1.
Blunt End	200 S	Melee Weapon	1	This weapon gains Disorient +1.
Deflective Plating	150 S	Armor	1	Add +1 ranged defense to this armor.
Dust Plating	75 S	Armor	1	Add +1 to concealment while in the Dustlands.
Electro Charge Battery	200 S	Ranged Weapon	1	This weapon gains Disorient +1.
Enhanced Parts	100 S	Weapon	1	Weapon gains + 1 damage. (Cannot be combined with Honed Parts).
Grounding Wires	90 S	Weapon	1	Reduce the Feedback quality on this weapon by 1.
Honed Sight	200 S	Ranged Weapon	1	Weapon gains Accurate +1.
Jagged Spikes	50 S	Weapon	1	The weapon gains Intimidating 1 and increases its encumbrance by 1.
Refractive Plating	100 S	Armor	1	When suffering strain from extreme heat, suffer one less strain.
Scrap Feeder	70 S	Weapon	1	If this weapon uses scrap ammunition, reduce the Prepare quality on it by 1.
Scrap Plating	250 S	Weapon	1	Weapon gains Deflection +1. (Cannot be combined with Superior Plating).
Scrap Shielding	250 S	Weapon	1	Weapon gains Defensive +1. (Cannot be combined with Superior Shielding).
Scraptooth Spikes	50 S	Armor	1	The armor gains Intimidating +1 and gains +1 encumbrance when not worn.
Upgraded Hilt	50 S	Melee Weapon	1	Add A to the results of combat checks made using this weapon.
Upgraded Sight	50 S	Ranged Weapon	1	Add A to the results of combat checks made using this weapon.
Welded Panels	250 S	Armor	1	This armor increases its soak by 1.
SUPERIOR SCRAP MODS				
Cooling Coils	400 Ss	Armor	2	Do not suffer any negative effects from extreme heat.
Extended Barrel	200 Ss	Ranged Weapon	1	Increase range by one range band (maximum long range). It gains +1 encum.
Grounding Coils	250 Ss	Armor	1	When suffering wounds or strain from electricity, reduce the amount by half.
Grounding Encasement	70 Ss	Weapon or Item	1	Remove the Feedback item quality from this weapon/item.
Heat Vents	150 Ss	Weapon	1	Do not add B to the results of checks with this weapon due to Overheat.
Honed Parts	100 Ss	Weapon	1	Increase base damage by 2. (Cannot be combined with Enhanced Parts).
Lightweight Materials	100 Ss	Any	0	Reduce this item's encumbrance by 1, to a minimum of 0.
Plasma Torch	300 Ss	Any	2	Add Burn +1 to Brawl or Melee combat checks made while using this item.
Prime Machining	90 Ss	Weapon	1	After making a combat check with this weapon, spend A to add S .
Prime Welding	20 Ss	Any	1	Remove the Scrap item quality from this item.
Reflective Plating	150 Ss	Armor	1	When suffering strain from extreme heat, suffer two less strain.
Solid Scrap Panels	250 Ss	Armor	1	This armor increases its soak by 2.
Superior Plating	250 Ss	Weapon	1	The weapon gains Deflection +2. (Cannot be combined with Scrap Plating).
Superior Shielding	250 Ss	Weapon	1	The weapon gains Defensive +2. (Cannot be combined with Scrap Shielding).
Vacuum Sealing	150 Ss	Armor	1	Ignore corrosive environments (acid rain) for up to 1 hour.

TECH MODS

Table 3-9 is a list of example Tech pieces that can be found when Salvaging and added to weapons, armor, or gear. Characters can make an **Average (◆◆) Mechanics Skill Check** (**Genesys** core rulebook pg. 206) to attempt to modify an item using one of these Tech pieces. An item can only have one copy of a given mod and the item must have the required amount of hard points (HP) available.

This is not an exhaustive list; the players and the GM may come up with additional creative Tech mods that can be used in this setting.

ONAI TECH

Items with (O) following the title are considered Onai Tech. These may be special pieces of technology found when Salvaging Onai wreckage or in ancient Onai buildings under mounds of sand.

Any item that has been modded with Onai Tech gains **Complex (Knowledge [Onai Lore]) 2** (see page 36) in addition to the listed benefit. Before making a skill check with the item or weapon, the character may choose to ignore the Complex status and not gain the benefit of the Onai Tech for that check.

3-9: TECH MODS

NAME	USED ON	HP	EFFECT
TECH 1			
Electro Emitter	Weapon	1	This weapon gains Disorient +2 and Stun +2 to this melee weapon.
Flame Lobber	Ranged Weapon	2	At short range, this weapon gains the Burn 2 item quality.
Hyperpulse Module	Weapon	1	This weapon gains Pierce +2.
Kinetic Plating	Armor	1	Wounds suffered when wearing this armor may be taken as strain.
Kinetic Reclamator	Melee Weapon	1	When at least 1 damage is dealt with this weapon, recover 1 strain.
Magna Emitter	Weapon	1	Add the Sunder item quality to this weapon.
Plasma Ammunition	Ranged Weapon	1	The weapon gains Vicious +1.
Shift Disruptor (O)	Armor	1	Attacks targeting this armor cannot gain  from aiming or Accurate quality.
Shift Node (O)	Weapon	1	The weapon gains Linked +1.
Shift Plating (O)	Armor	1	Add 1 Soak and 1 Defense. Add  to any stealth check.
Targeting Laser	Ranged Weapon	2	The weapon gains the Accurate item quality and does +1 damage.
TECH 2			
Auto Trigger	Ranged Weapon	1	This weapon gains Auto-fire.
HyperShift Module (O)	Weapon	3	This weapon gains Breach 1.
HyperShift Plating (O)	Armor	1	This armor increases its soak by 3 and gains Disorient +2 during a brawl attack.
Inferno Module	Weapon	2	This weapon increases its base damage by 2 and gains Burn +2 and Overheat +2.
Kinetic Cyclor (O)	Armor	2	After suffering damage, add  to the next Melee or Brawl check your character makes.
Mirco Coils (O)	Armor	1	Add Ensnare +1 to Brawl or Melee combat checks made while wearing this armor.
Mirco Guidance System	Ranged Weapon	1	This weapon gains Guided +2.
Nanomite Distributor	Any	1	This item gains 3 hard points.
Nanomite Plating	Any	1	The item gains the Reinforced item quality.
Scatter Ammunition	Ranged Weapon	1	This weapon gains Blast +1.
Sonic Reflector (O)	Armor	2	When suffering damage from a Brawl or Melee attack, the attacker suffers 2 damage.
Sonic Module	Melee Weapon	2	This weapon gains Concussive +1.

MECHATRONIC MODS

Mechatronic Modifications (mechatronics) are mods that can be installed on and in the bodies of characters that have chosen the Decker or Esso Archetype (with the exception of replacement limbs and organs, as noted below). Deckers choose to modify their bodies, not out of necessity, but because they can. Essos see no harm in adjusting and enhancing their already mechanical parts.

Mechatronics are similar to Cybernetic Modifications from page 177 of the **Genesys** Core Rulebook, however, many mechatronics also leave room for improvement in the form of additional hard points, allowing the mods to be modded. Scrap or Tech mods from this chapter can be attached to mechatronics as appropriate and approved by the GM.

INSTALLING MECHATRONICS

Installing these special pieces of gear on a Decker must be done using an **Average (◆◆) Medicine Check** and on an Esso using an **Average (◆◆) Mechanics Check**. Increase the difficulty by two if a character performs the procedure on themselves. For Deckers, mechatronics cannot be removed without surgery, requiring an additional **Average (◆◆) Medicine Check**.

For each *type* of mechatronic modification installed, a Decker reduces their strain threshold by 1 (Essos do not reduce their strain threshold for installing mechatronics). Any given stat, skill, or characteristic cannot be increased more than +1 by mechatronics. See page 177 in the **Genesys** Core Rulebook for more information on the related rules of Cybernetics.

LIMB REPLACEMENT

Actuals and Nomes can use cybernetic replacements to replace a lost limb. They are extremely expensive and hard to come by, however. Typically this will require a visit to a surgeon inside the Hold or at Valkyrie Rock.

A replacement limb costs 2000 credits. However, they function as a normal human limb in all respects.

An Actual or Nome character may choose to visit a Mod-Clinic instead, gaining a robotic replacement limb for 1000 credits. This limb also functions as a normal human limb in all respects. However, an Actual or Nome with such a replacement limb also suffer a ■ to all social checks they make going forward. An Esso can visit a robotic engineer or mechanic for a replacement limb for 1000 credits.

MECHATRONICS

Here is list of mechatronic modifications that are available to Deckers in the World of Salvage, some of which are available to Essos as well. See Table 3-10 for their cost and who can use the mod. This is not an exhaustive list of available mods. A player may work with a GM to discuss other thematically appropriate mechatronics to be used.

AUTO-INJECTOR

This device is attached to a character's neck and contains a small vial of Patch, Zero, or Amper. The player should keep track of which chemical is loaded. Once per encounter, the character may activate the auto-injector as an incidental; gaining the effects of the chemical. the auto-injector cannot be activated again until the character has reloaded the device.

BIOMECHATRONIC LIMB

A biomech limb can replace a limb that has been lost. In addition, when installing a Biomech arm or leg, the character chooses either Brawn or Agility, and increase the chosen characteristic by 1. A character can never gain more than one rank in the same characteristic from Biomech Mods.

BIOMECHATRONIC PORTS

A Decker who prepares is a Decker who survives. Biomechatronic Ports reduce the difficulty of all future checks to install mechatronics by one, to a minimum of **Easy (◆)**. Additionally, next 4 mechatronics installed do not reduce the character's strain threshold.

CLAWS

Playful or deadly? A character with claws adds +2 damage to any Brawl combat checks they make, and their unarmed attacks have a Critical Rating of 3.

COM IMPLANT

A character with a Com Implant can communicate with other characters who also have a com implant, any Esso character, or a character with a radio.

EXTRA ARM

A Decker who chooses to add an additional arm to their body gains an additional free maneuver each turn. They still cannot spend more than 2 maneuvers per turn. This hand can be used to fight with two weapons, or even with three weapons.

When attempting to fight with three weapons, follow the rules for Two Weapon combat in the **Genesys** Core Rulebook (page 108) assessing all three weapons instead of two. If two weapons hit, the character may spend an additional **A** or **☉** to hit with the third weapon as well. If all three weapons hit, the character may spend an additional **A** or **☉** to activate item qualities from any weapon. As with Two-Weapon combat, each hit deals its weapon's base damage plus one point of damage per uncanceled **★**. The Dual-Wielder Talent (**Genesys** Core Rulebook, page 76) can be applied to this combined combat as well.

GAUNTLETS

Why replace your hands with something *normal*, when you can replace them with giant mechanical gauntlets? These massive fists feature strong hydraulic fingers and heavy plating. Gauntlets increase a character's Brawn by 1, and increase their ranks in Brawl by 1. The character's unarmed attacks gain the Disorient 3 quality.

Unfortunately these massive mitts aren't great for delicate maneuvers. A character with Gauntlets adds ■■ to any Agility-based skill check.

HALO

Drilling and hardwiring directly into the brain can be dangerous, but the benefits can be plentiful. A Halo is a computerized mod that is integrated directly into the brain. A Halo increases a character's Intellect by 1, and their Psychic soak by 1.

HEAT INSULATION

This Thermo-insulation material helps protect machine parts against extreme heat. A Decker must have at least one other Mechatronic to install this mod. Any time a character with this mod would suffer strain from extreme heat, they reduce the strain suffered by 4.

HEAT SCANNER

This device can scan for biological lifeforms, heat sources, or other temperature information within medium range. It is ineffective on some creatures of the Dustlands who's bodies reflect the heat. In most places, however, it can spot a living being, even through walls or other objects. This mod can be added on an arm with a readout display or implanted directly into an eye socket.

IMPLANTED ARMOR

Plates of microlattice material can be implanted under the skin and fused onto metal limbs. This implanted armor increases a character's soak by 1.

INTEGRATED WEAPON

Always be prepared... by installing your weapon directly into your arm! An integrated weapon gives the character a permanently attached weapon with the following profile: (Ranged [Light], Damage 6, Critical 3, Range [Medium], Accurate 1). This weapon can be drawn as an incidental.

INTIMIDATING FACIAL MODS

Modding the face with strange looking parts, plates of metal, or wires can have an intimidating effect on others, even other Deckers. Intimidating Facial Mods increase a character's ranks in Intimidating by 1 (they add **★** to the results when making a Coercion or Negotiation check and **✕** to the results when making a Charm or Leadership check per rank of Intimidating).

MAGNA COIL

This device is integrated into a character's chosen hand. As long as this hand is free and able to be pointed in the correct direction, the character may recall a dropped weapon or piece of gear within short range to their hand as an incidental.

MAGNA SHIELD

This mod is installed on a character's non-dominant arm. As an incidental (if the arm is free) a character with a Magna Shield mod can activate a shield. While activated, the character increases their ranged defense by 2.

MERCURY JETS

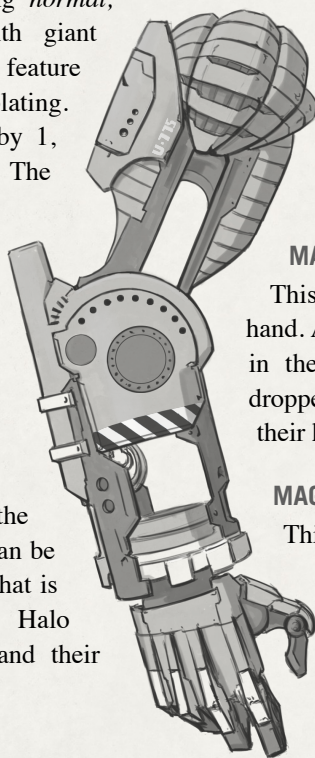
These small, low-powered jets are installed on the character's lower leg and heel. As a maneuver, a character with Mercury Jets installed can fly any direction within short range (including vertically). See more about flying on page 100 of the Genesys Core Rulebook.

MULTI-TOOL

This treasure trove of multiple tools is installed in the forearm and increases the character's Mechanics and Salvaging skills by 1.

OCULAR IMPLANT

A character with an Ocular Implant increases their Perception by 1 and can remove ■ added due to smoke, dust, or darkness.



RUNNING BLADES

A character who replaces their lower legs with running blades becomes very agile and quick. Running Blades increase a character's Agility by 1, and grant the character one additional free Move maneuver during their turn (they still cannot take more than 2 maneuvers during their turn).

SONIC IMPLANT

This simple device filters ambient noise and amplifies other sounds as desired and can give the user a keen sense of awareness. A Sonic Implant increases a character's Vigilance by 1, and adds  to the results of any Vigilance checks they make when determining Initiative.

TARGETING EYE

This device can be installed on the brow of the eye or inside the eye socket itself. A Targeting Eye increases a character's Ranged (Light) and Ranged (Heavy) by 1. When a character with a Targeting Eye performs an Aim maneuver, instead of adding  to the check, they may add   or   to the results of the check instead.

TORCH FINGER

It's a great trick to pull out at a party, or when the group desperately needs to start a fire on a frigid night. A torch finger can start a fire with no effort. It can also help deconstruct wreckage. A character with a Torch Finger adds  to all Salvaging skill checks they make.

3-10: MECHATRONICS

NAME	ARCHETYPE	PRICE	TYPE	HARD POINTS	RARITY
Auto Injector	Decker Only	2500	Neck	0	4
Biomechatronic Limb	Decker Only	2000	Arm or Leg	2	4
Biomechatronic Ports	Decker Only	900	Body	0	4
Claws	Decker and Esso	400	Hand	1	5
Com Implant	Decker and Esso	500	Ear	0	4
Extra Arm	Decker and Esso	2000	Arm	2	6
Gauntlets	Decker and Esso	1500	Hands	2	5
Halo	Decker Only	1500	Brain	0	8
Heat Insulation	Decker and Esso	1000	Body	0	
Heat Scanner	Decker and Esso	300	Arm or Eye	0	4
Implanted Armor	Decker Only	1000	Skin	1	5
Integrated Weapon	Decker and Esso	1500	Arm	2	6
Intimidating Facial Mods	Decker Only	200	Face	0	6
Magna Coil	Decker and Esso	500	Hand	0	5
Magna Shield	Decker and Esso	1000	Arm	0	6
Mercury Jets	Decker and Esso	600	Leg	0	7
Multi-Tool	Decker and Esso	400	Arm	2	5
Ocular Implant	Decker and Esso	800	Eye	1	4
Running Blades	Decker Only	1650	Feet	2	6
Sonic Implant	Decker and Esso	600	Ear	0	5
Targeting Eye	Decker and Esso	1500	Eye	1	4
Torch Finger	Decker and Esso	300	Hand	0	4

Maybe our minds were trapped in their own mediocrity for so long, we can't help but fear greatness.

-Captain Prabal Locke

CHAPTER 4

POWERS OF THE MIND

ChNo one knows where these abilities came from or what caused their emergence. One thing is for sure, however: they didn't exist in humans before landing on Omega-Tessera.

Typically psychic abilities begin to show during puberty with wild unpredictable outbursts of psychic energy. They can manifest unexpectedly much later in some, however. In the world of Salvage, the gaining of a new Psychic skill is called Psychic Discovery. This is the moment an individual discovers their newfound power.

RULES FOR PSYCHIC SKILLS

GAINING A PSYCHIC SKILL

Psychic skills cannot be trained, upgraded or used in any way unless the player has purchased the Psychic Discovery talent. When purchasing this talent, the player chooses one Psychic skill which becomes a career skill for their character and can now be used as described in this chapter.

Unless otherwise decided by the GM, players can the Psychic Discovery talent multiple times (following normal ranked talent rules) accessing a new psychic ability each time the talent is taken. There is no benefit to taking the Psychic Discovery Talent in the same Psychic skill more than once.

USING PSYCHIC SKILLS

Each Psychic skill has a narrative ability and a mechanical ability. A character can use a Psychic skill by spending a maneuver and performing an **Easy (♦) Psychic skill check**, during a combat or social encounter. A player can attempt to add additional effects to a given Psychic skill by increasing the difficulty of the check by the associated difficulty as outlined on that Psychic skill's table.

Some additional effects require the skill to be used as an action instead of a maneuver. After deciding which modifiers a character would like to apply to the skill check, if any of those modifiers say "action," the character must spend an action instead of a maneuver to use the skill.

PSYCHIC STRAIN (PS)

Psychic abilities take their toll on the mind of the person using them. *Every* attempt to use a Psychic skill (even narratively) causes the character to suffer two strain after the ability has resolved, regardless of the outcome. If any *Additional Effects* of that psychic ability cause strain (see the +PS column), that strain is in addition to the two strain automatically suffered.

This collective strain is called *psychic strain* (PS). **No game effect can ever reduce Psychic strain suffered from a single source below one.**

4-1: NEGATIVE EFFECTS OF PSYCHIC CHECKS

COST	RESULT
⚡ or ⚡	Psychic efforts exhaust the character; they suffer 2 strain or 1 wound (player's choice). Psychic backlash causes all allies in the encounter to add ■ to psychic checks for one round. The character suffers 2 additional Psychic strain.
⚡⚡ or ⚡	Psychic wavelengths damage a nearby item or weapon one step. The ability stalls, triggering at the start of the character's next turn.
⚡⚡⚡ or ⚡	The ability is more powerful than expected, effecting additional unintended targets (not in the player's favor). Other psychic beings in the area may sense the use of psychic powers. Enemy psychic beings may be invigorated by the glut of psychic energy, adding ■ to their next check.
⚡⚡⚡⚡ or ⚡	The character overexerts themselves and cannot use psychic abilities for the remainder of the encounter. The target of the ability suddenly changes, chosen by the GM (or the players if rolled by an NPC). The character gains one level of madness.
⚡⚡	The character is completely overwhelmed by psychic energies, suffering a Critical Injury. The character goes into a psychic coma for a length of time determined by the GM. Other strange unintended consequences (unending nose bleed causing continual strain, confusing voices in their head, etc).

CONCENTRATE

In some cases, psychic abilities can be extended over multiple rounds by *Concentrating*. A character may take the Concentrate maneuver to continue an effect triggered by a successful Psychic skill check, without an additional skill check. After taking this maneuver, the character suffers strain equal to half the strain originally required to activate the ability, rounding down.

CONSEQUENCES

Using psychic abilities can have more serious consequences than typical skills. Players should be aware how dangerous it can be to tap into these powers. Table 4-1 shows some of the ways the GM may choose to spend negative results from a Psychic skill check. It is easy to become overwhelmed with psychic strain and psychic abilities shouldn't be a catchall replacement for doing things the "old-fashioned way."

MADNESS

The use of psychic abilities requires, by its very nature, the opening of one's mind. This frees the mind to go beyond the physical limits of the body, but can also weaken the mind's hold on reality. During a Psychic skill check, the GM may spend ⚡⚡⚡⚡ or ⚡ rolled by the character to add one level of madness to that character.

For each level of madness, the character's minimum psychic strain increases by one. If a character reaches madness level 5, their brain is no longer able to handle the pandemonium and ceases to function, killing the character.

While in a safe and familiar place, a character may make an **Average (◆◆) Discipline check**. A ⚡ result can be used to heal one level of madness.

Alternatively, the mind is resilient and will heal itself over time. If a character goes an entire session without using any Psychic skills, they automatically heal one level of madness at the end of that session.

WALLS UP?

Friendly or Guarded? These terms will be used throughout the descriptions of Psychic Abilities.

Friendly characters tend to have some level of rapport with the player character. Whether they are friends or co-workers, travel companions or family, friendly characters have at least a small level of trust.

Guarded characters can be strangers or even acquaintances who have a reason not to trust the player character. These individuals have mental and emotional barriers up.

The players and GM can decide together if a target character is Friendly or Guarded, but ultimately the GM gets final say.

ASTRAL PROJECTION (WILLPOWER)

This power allows a character's mental essence to leave the physical body in the form of a psionic ghost and can travel within short range unrestricted by physical restraints or walls. It is invulnerable to physical attacks. This psionic presence can be seen by other player characters and NPCs and cannot interact with any physical objects in any way.

BASIC ABILITY

As a maneuver, a character may make an **Easy (◆) Astral Projection check** to send their psychic essence anywhere within short range for one round. This effect may be extended through the Concentrate maneuver (page 54). While in Psionic Ghost form, the character gains 1 level of Concealment (**Genesys Core Rulebook Page 110**).

4-2: ASTRAL PROJECTION ADDITIONAL EFFECTS

EFFECT	+PS	MODIFIER
Range: Increase the range of the ability by one range band. This effect can be stacked to a maximum of long range.		+◆
Fade: When in psionic ghost form, gain an additional level of concealment, raising it to +2.		+◆
Invisible (Action): When in psionic ghost form, become fully invisible. This cannot be extended through concentrate.	+2	+◆◆
Corporeal Touch (Action): When in psionic ghost form you may interact with solid objects.	+2	+◆◆
Protective Aura (Action): When in psionic ghost form, friendly characters in short range increase their defense by 2.		+◆◆
Reverse Projection (Action): When the ability would end, instead of returning to the body, the character's body teleports to the location of the psionic ghost.	+4	+◆◆◆
Embody (Action): This check becomes an opposed Astral Projection versus Discipline check targeting a character within range. If successful, your psionic ghost may travel into the mind of the target, controlling it until the start of your next turn. Use your own skills for any skill checks made while embodying another character, adding ■■ to the check. If attempting against a guarded character upgrade the difficulty of the opposed check twice. This effect cannot be extended through the Concentrate maneuver.	+4	+?

EMPATHY (PRESENCE)

An Empath can use this ability to sense the general emotions of people nearby, but typically cannot pinpoint those emotions to a single person unless they are alone with them. When around a group of people, the prevailing emotion may be the only emotion an empath can sense. An empath can also sense sudden dramatic changes in emotion.

BASIC ABILITY

As a maneuver, a character with the Empathy Skill can make an **Easy (◆) Empathy check** to sense the exact emotional state, motivations, or fears of another engaged friendly character they are touching. If successful, the character adds ✨ on all social checks they make targeting that character until the end of the encounter.

4-3: EMPATHY ADDITIONAL EFFECTS

EFFECT	+PS	MODIFIER
Range: Increase the range of the ability by one range band. This effect can be stacked to a maximum of long range.		+◆
Piercing Emotion: The target may be a guarded character. This check becomes an opposed Empathy versus Discipline check targeting one guarded character in range, upgrading the difficulty twice.	+2	+?
Enervate (Action): The target suffers strain equal to your ranks in Empathy plus ✨ generated by the Empathy check.	+2	+◆◆
Calm (Action): Target heals strain equal to your ranks in Empathy plus ✨ generated by the Empathy check.		+◆◆
Encourage: If successful, add ▲ equal to your ranks in Empathy plus ✨ generated by this Empathy check to the target's next skill check.		+◆◆
False Emotion: (Action) This check becomes an opposed Empathy versus Discipline check targeting a character within range. If successful, temporarily change the emotional state of that character. If the target is a guarded character, upgrade the difficulty twice.	+4	+?
Paralyze with Fear: (Action) The target is staggered until the end of your next turn.	+2	+◆◆◆

PRECOGNITION (CUNNING)

Seeing into the future is not an exact science and no outcome is inevitable. With Precognition, a character can catch glimpses of possible futures, vague flashes and symbols of what may be (sometimes even when they aren't looking).

BASIC ABILITY

As a maneuver, a character with the Precognition Skill can make an **Easy (◆) Precognition check** on an engaged target they are touching to allow that target to immediately take a free maneuver as an out-of-turn incidental.

4-4: PRECOGNITION ADDITIONAL EFFECTS

EFFECT	+PS	MODIFIER
Range: Increase the range of the ability by one range band. This effect can be stacked to a maximum of long range.		+◆
Clarity: In addition to the normal effects, during the target's next skill check, you may choose one die and force the target to re-roll it. This effect may be added multiple times, affecting one additional die in the same skill check each time.		+◆
Portent: (Action) Instead of the normal effects of Precognition, all friendly characters within range increase their ranged and melee defense by one per rank in Precognition until they take their next action.	+2	+◆
Time Jump: Instead of taking a free maneuver, the target may take a free action as an out of turn incidental.	+2	+◆◆
Affect the Future: (Action) If this check is successful, in addition to the normal effects, during the target's next skill check, they may re-roll their entire die pool.	+2	+◆◆
Boon or Doom: (Action) If successful, during the target's next skill check, you may suffer 2 strain to change any one die in the pool not displaying ☉ or ☿ to a different face of your choice. This can be repeated up to a number of times equal to your ranks in Precognition. This may only be added to a Precognition skill check once per encounter, and may not be combined with any other additional effects.	+?	+◆◆◆
Divergence: (Action) If successful, the target ally may roll their next skill check twice, deciding which set of results to keep from the two. This may only be added to a Precognition skill check once per session.	+4	+◆◆◆

REIKI (WILLPOWER)

Healing through the transfer of energy can be a dangerous feat. Almost all uses of Reiki to heal wounds or strain require a skill check. However, once per session, a character with Reiki may use the skill to automatically transfer all wounds and strain from a friendly character they are touching onto themselves (this does not require a skill check).

BASIC ABILITY

As a maneuver a character with the Reiki Skill may make an Easy Reiki Check to heal one engaged friendly character they are touching, who is not incapacitated. The target heals wounds equal to the character's ranks in Reiki plus uncanceled ☼, and strain equal to the character's ranks in Reiki plus uncanceled ♠.

4-5: REIKI ADDITIONAL EFFECTS

EFFECT	+PS	MODIFIER
Range: Increase the range of the ability by one range band. This effect can be stacked to a maximum of long range.		+◆
Healing Blast: (Action) The ability affects one additional target within range. Additionally, if successful, you may spend any number of ♠ to affect a number of additional targets equal to ♠ spent.	+2	+◆
Restoration: (Action) Select one ongoing status effect the target is suffering. This status effect immediately ends.		+◆
Heal Critical: (Action) Select one Critical Injury the target is suffering. If the check is successful, the Critical Injury is also healed.	+4	+◆◆
Revive Incapacitated: (Action) You may target an incapacitated character.	+2	+◆◆
Drain: (Action) Instead of healing the target, the target suffers wounds equal to your character's ranks in Reiki plus uncanceled ☼.	+2	+◆◆◆
Resurrection: (Action) The target may be someone who has died during this encounter. If successful, the target is restored to life with wounds equal to their wound threshold. If the check fails, no characters may attempt to resurrect the target again. This may only be added to a Reiki skill check once per session.	+6	+◆◆◆◆

TELEKINESIS (WILLPOWER)

Some may call them parlor tricks, causing bolts to dance in the air, or picking up a tool without leaving your chair. Moving around small and light items outside of high-pressure moments is no sweat for a telekinetic.

BASIC ABILITY

As a maneuver, a character with the Telekinesis Skill may make an **Easy (◆) Telekinesis check** to move one inanimate silhouette 0 object within short range without touching it. The character must have one free hand to focus this power at the intended object.

4-6: TELEKINESIS ADDITIONAL EFFECTS

EFFECT	+PS	MODIFIER
Range: Increase the range of the ability by one range band. This effect can be stacked to a maximum of long range.		+◆
Summon: Pull the object directly into your hand.		+◆
Strength 1: (Action) Increase the silhouette of the object to silhouette 1.	+2	+◆
Strength 2: (Action) Increase the silhouette of the object to silhouette 2. (You must have at least 2 ranks in Willpower).	+4	+◆◆
Strength 3: (Action) Increase the silhouette of the object to silhouette 3. (You must have at least 3 ranks in Willpower).	+6	+◆◆◆
Projectile: (Action) Push the object at a target as a ranged attack: Range: Short, Damage 10 x Silhouette (min 5), Crit 4.		+◆◆◆
Float: (Action) Use this ability to lift yourself off the ground and move within short range in any direction.		+◆◆◆◆

TELEPATHY (PRESENCE)

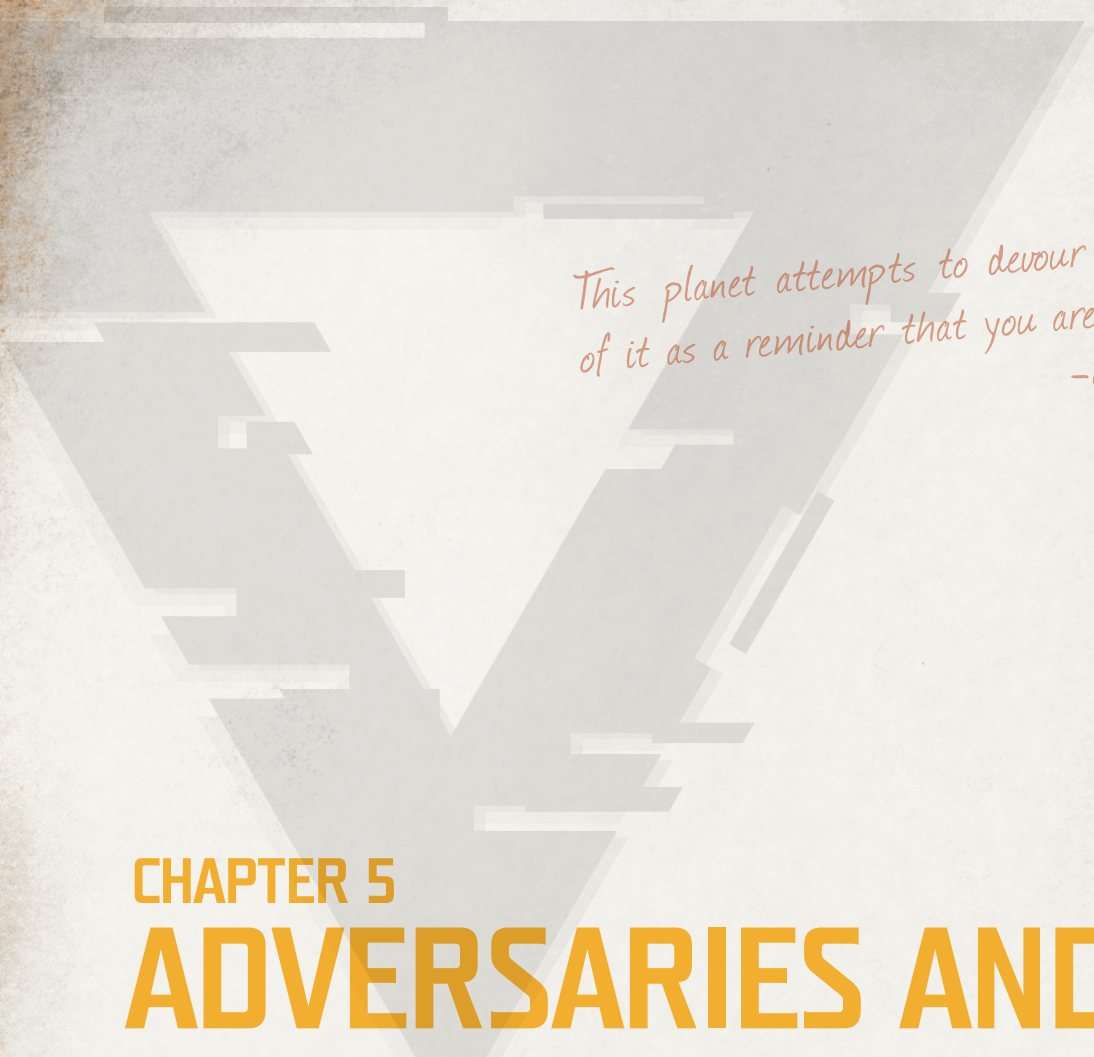
A telepath can send their thoughts out to nearby friendly characters, easily enough. Listening into the thoughts of others, on the other hand, always requires a skill check. One exception may be if a friendly character's mind is shouting out for help!

BASIC ABILITY

As a maneuver, a character with the Telepathy Skill may make an **Easy (◆) Telepathy check** to secretly communicate through thought with one friendly character within medium range until the end of the telepath's next turn. Characters involved in telepathic communication are also considered to be assisting each other (**Genesys Core Rulebook** page 26) until the end of the telepath's next turn.

4-7: TELEPATHY ADDITIONAL EFFECTS

EFFECT	+PS	MODIFIER
Range: Increase the range of the ability by one range band. This effect can be stacked to a maximum of extreme range.		+◆
Call Out: The ability effects one additional target within range. Additionally, if successful, you may spend any number of ▲ to affect additional targets equal to ▲ spent.	+2	+◆
Distract: (Action) Target enemy within range adds ■■ to their skill checks. The concentrate maneuver can be used to maintain this effect.		+◆
Collaborative Thought: (Action) Instead of the normal benefits of assistance gained from telepathic communication, characters involved in the telepathic communication add ✨▲ or ▲▲ to the results of their skill checks.	+2	+◆◆
Sense Intent: Target guarded character. If successful, upgrade the difficulty of the target's next attack against you once.		+◆◆
Hive Mind: (Action) If successful, during the next round of combat, move all friendly initiative slots to the top of the round.	+4	+◆◆◆
Read Thoughts: (Action) This check becomes an opposed Telepathy versus Discipline check targeting one guarded character in range. If successful, read the target's thoughts briefly; the information gained is up to the GM. The target must add ■ to all combat checks they make targeting you for the remainder of the encounter.	+2	+?



This planet attempts to devour us every day. Think of it as a reminder that you are always desired.
-Captain Prabal Locke

CHAPTER 5

ADVERSARIES AND LOCATIONS

The planet of Omega is vast and filled with sand and strife. Even the small corner that humanity has carved out for itself is full of infinite characters and conflicts. Because so many of the adversaries the characters encounter here are so linked to various parts of the planet, we will present these important elements (people and places) together in this chapter.

The following is a list of adversaries the GM can use in adventures set in the Salvage world. For many of these, unless specified, they can be any of the four archetypes, any gender (including non-binary), any race, any sexual orientation, and any belief faction (as long as the faction make sense for their career). These can profiles can be adapted by the GM as they see fit. And, as always, this is not an exhaustive list, with thousands of humans living in the colony and beyond.

ADVERSARY RATINGS

We have utilized the adversary challenge rating system introduced in the **Genesys Expanded Players Guide**. This gives each adversary a combat power rating (⚔), a social power rating (🗨), and a general power rating (🔮). The combat power level is a measure of how dangerous an enemy is in a fight. The social power level is a measure of how skilled an adversary is at winning a social encounter. The general power level is a measure of how useful an adversary is at supporting other characters or performing tasks that don't involve social or combat skills. If you do not have the **Genesys Expanded Player's Guide**, you can use these as a general guideline for the threat an adversary may pose. Otherwise, for more information on how to utilize these statistics to build a balanced encounter, see page 84 in the **Genesys Expanded Player's Guide**.

COLONY ADVERSARIES

Inside the colony, the people are diverse in form, function, and belief systems. One thing that brings them all together is their unified struggle to survive. Even so, that hasn't bridged all gaps. Conflict, crime, and competition still exist aplenty. Surviving among your own kind in the colony may be just as hard as surviving the dust and heat.

COMMISSIONER [RIVAL]

Political control of the colony lies in the hands of the members of the Commission. These council members make up the ruling class of Petra.



Skills: Charm 4, Coercion 2, Cool 2, Leadership 3, Negotiation 5, Vigilance 1.

Talents: Clever Retort (once per encounter, may add ♀♀ to another character's social skill check).

Abilities: None.

Equipment: Microlattice Knife (Melee; Damage +3; Critical 2; Range [Engaged]; Defensive 1; Reinforced). Fancy Clothes (adds ♀ to any social skill check this character makes). Commission Link (adds ♀ to any social skill check this character makes when interacting with someone of lesser social standing).

LEADER FRIDAY BARRIS [NEMESIS]

Friday Barris has been the head of the Commission for nearly seven years. Under her leadership, the colony is doing... fine, and who can ask for more than that? With no major catastrophes (and her fiercely formidable demeanor) her command has not been challenged.



Skills: Charm 4, Coercion 2, Empathy 2, Cool 2, Leadership 3, Negotiation 5, Vigilance 1.

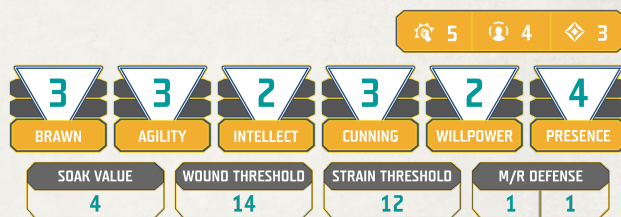
Talents: Scathing Tirade (use this talent to make an **Average** (♦♦) **Coercion** Check; for each ♀, one opponent within short range suffers 1 strain; for each ♀, an affected opponent suffers one additional strain). Adversary 2 (upgrade difficulty of all combat checks against this target twice).

Abilities: Emotional Intrusion (this character suffers no penalty when making Empathy checks against *guarded* characters).

Equipment: Microlattice Knife (Melee; Damage 5; Critical 2; Range [Engaged]; Defensive 1, Reinforced). Fancy Clothes (adds ♀ to any social skill check this character makes). Commission Link (adds ♀ to any social skill check this character makes when interacting with someone of lesser social standing).

EMBER SLADE [NEMESIS]

Ember is one of the top scrap-dealers and scavengers in the entire colony. Ember's Emporium is an almost magical wonderland of scrap, tech and perhaps some Onai artifacts. With the right words, you may get to check out her black market items. Ember is charming and a shrewd negotiator. She's also a wonderful Decker Surgeon, with a decking-shop through a door in the rear of the shop.



Skills: Charm 3, Cool 2, Mechanics 2, Medicine 4, Melee 2, Negotiation 3, Salvage 3

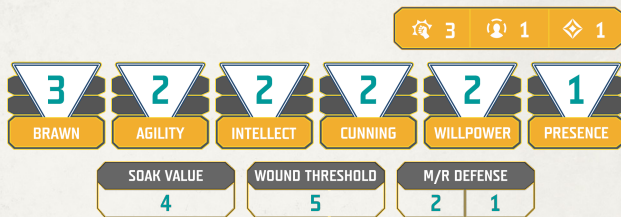
Talents: One Man's Junk (if this character is carrying at least 50 scrap, they gain +1 defense. If carrying at least 100 scrap, they also gain +1 soak (already added above)).

Abilities: Modder (when making a Medicine check to install mechatronics, lower the difficulty by one).

Equipment: Slammer (Melee; Damage 10; Critical 3; Range [Engaged]; Cumbersome 3, Disorient 2, Knockdown). Mechatronic Arm (+1 Brawn, included in profile). Mechatronic Legs (+1 Agility, included in profile). 100 Scrap. Decker Multitool (add ■ to any Medicine checks made to install mechatronics).

FIREWALL OFFICER [MINION]

Firewall was the military arm of the Odyssey Fleet, a combination of trained military and fleet-wide police force. After the Grounding, those officers were charged with creating a security force to protect the colony. Firewall officers are tasked with the safety of Petra from forces both inside and out.



Skills (Group Only): Athletics, Discipline, Melee, Ranged [Light], Resilience, Vigilance.

Talents: None.

Abilities: None.

Equipment: Boltslinger (Ranged [Light]; Damage 5; Critical 3; Range [Medium]; Pierce 1). Microlattice Knife (Melee; Damage 6; Critical 2; Range [Engaged]; Defensive 1, Reinforced). Plated Suit (+1 Defense, +1 Soak).

FIREWALL ELITE [RIVAL]

The top fighters of the Firewall force, these elite officers are extremely skilled. As the very best of the best, these soldiers are given a highly specialized and extremely coveted weapon, an Inferno Blade.



Skills: Athletics 1, Discipline 2, Leadership 3, Melee 4, Resilience 2, Vigilance 2.

Talents: Parry 3 (when this character suffers a hit from a melee combat check, after damage is calculated [but before soak is applied], they may suffer 3 strain to reduce damage suffered by 5).

Abilities: None.

Equipment: Inferno Blade (Melee; Damage 8; Critical 2; Range [Engaged]; Pierce 4, Burn 2, Overheat 1, Unwieldy 3). Plated Suit (+1 Defense, +1 Soak).

MOD-FATHER GOON [MINION]

The Mod-Fathers are a notorious crime mob of Deckers, and probably the largest organized crime syndicate on the planet. Their run-of-the-mill goons enforce their position in the colony with enormous iron fists (literally).



Skills (Group Only): Athletics, Brawl, Resilience

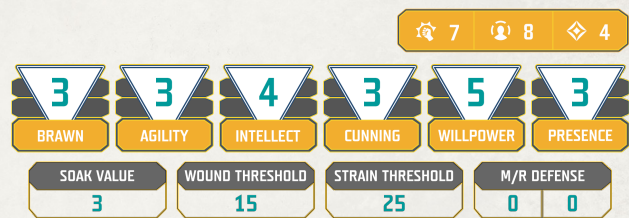
Talents: None

Abilities: Mechanical Punch (after making a combat check, may spend AA to knock target prone and have them suffer 4 strain).

Equipment: Mechatronic Gauntlets (Brawl; Damage 8; Critical 3; Range [Engaged]; Disorient 3, add ■■ to all Agility based checks). Amper Injector (once per encounter as an incidental, activate to add ■■ to the next two checks and ■■ to the following two).

PROXY FOXTROT [NEMESIS]

The owner of Proxyfire Pub, Proxy is the sweetest Esso you ever did meet. She's also the fiercest robo-assassin and the head of the Bounty Hunter League. She'll greet you with the warmest hello at her pub, and with the coldest bullet if you're on her list.



Skills: Charm 3, Coercion 5, Discipline 2, Leadership 2, Ranged [Light] 4, Streetwise 4

Talents: Dual Wielder (decrease the difficulty of combined combat checks by one (see Two-Weapon Combat, Genesys Core Rulebook page 108). Adversary 2 (upgrade difficulty of all combat checks against this target twice).

Abilities: One Step Ahead (once per round, after an opponent performs an action or maneuver, this character may spend one Story Point to perform an action or maneuver as an out-of-turn incidental).

Equipment: Dual Modded Boltslingers (Ranged [Light]; Damage 5; Critical 3; Range [Medium]; Pierce 2, Accurate 1).

PUNCH STEELE [NEMESIS]

The Mod-Father's top enforcer, you know you're in trouble if he's sent looking for you. And it won't take long to realize it. All metal and scars, this massive brute sends people scattering just by entering the room.



Skills: Brawl 4, Coercion 5, Resilience 3, Skullduggery 3, Streetwise 4

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice).

Abilities: Rocket Pounce (once per encounter, as a maneuver, Punch may activate the rockets in this fists to travel from medium range into engaged range of a target and may then immediately perform a Brawl attack as a second maneuver, suffering the required 2 strain).

Sonic Smash (this character may make an **Easy** (◆) **Brawl Check**; if successful, every character within short range is knocked prone, suffering strain equal to the number of ★).

Equipment: Enhanced Mechatronic Gauntlets (Brawl; Damage 9; Critical 2; Range [Engaged]; Disorient 3, Defensive 1, Deflective 1, +1 Brawn). Implanted Armor (+1 soak). Amper Injector (once per encounter as an incidental, may activate to add

■■■ to their next two checks and ■■■ to the following two).



HAZARD PITS

The Hazard Pits are fight clubs where a skilled combatant can make a quick credit if they're willing to take the risk. They can be found in Petra, Valkyrie Rock, and any place humans have gathered, if you look hard enough.

A character can choose to visit a Hazard club and engage in a fight. If they win, they limp away with a prize purse of up to 2000 credits. If they lose, they might get wheeled away on a gurney with much more than that in medical bills... or they might be carried out in a body bag.

A character who does not have a Hazard Link may fight a rookie fighter for a prize of 700 credits and gain a Hazard Link. A character with a Hazard Link may fight an fighter and win 1300 credits and an additional Hazard Link. A character with at least two Hazard Links may fight a veteran fighter and win 2000 credits. And if you're not fighting, you can always see the bookie to place a bet.

A Hazard fight ends if someone hits the ground or after 10 rounds. If ending to rounds, the winner is the character furthest away from reaching their wound threshold. Losing a fight doesn't cause a character to lose any Links they may have gained in the past.

ROOKIE HAZARD FIGHTER [RIVAL]

Don't worry, they're just as new to this "fighting for sport" thing as you are. A Rookie fighter is eager to prove themselves and gain a solid rep... and even more eager to walk away with the cash prize.



Skills: Athletics 3, Brawl 2, Resilience 3

Talents: Jump Up (as an incidental, this character can stand from a prone or seated position).

Abilities: None

Equipment: Scrap Knuckles (Brawl; Damage 5; Critical 4; Range [Engaged]; Disorient 2, Scrap).

AVERAGE HAZARD FIGHTER [RIVAL]

They've been here before. It's not new, but it's not something they're used to yet either. An average fighter has learned a thing or two, and is ready to teach those lessons to you.



Skills: Athletics 3, Brawl 2, Resilience 3

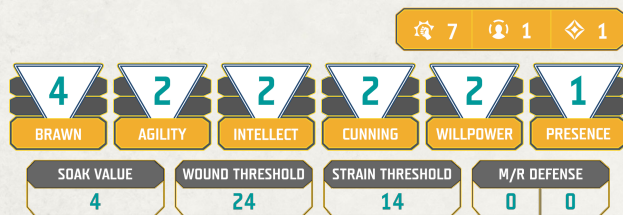
Talents: Jump Up (as an incidental, this character can stand from a prone or seated position). Indomitable (Once per encounter, when this character would be incapacitated due to exceeding their wound or strain threshold, spend a Story Point to use this talent. Then, this character is not incapacitated until the end of their next turn. If this character reduces their strain or wounds to below their threshold before the end of their next turn, they are not incapacitated).

Abilities: Energy Surge (Once per encounter, after making a Brawl attack (successful or not), may spend a Story Point to make an additional Brawl attack as an incidental increasing the difficulty by two).

Equipment: Modded Scrap Knuckles (Brawl; Damage 6; Critical 4; Range [Engaged]; Disorient 2, Knockdown, Scrap).

VETERAN HAZARD FIGHTER [NEMESIS]

A veteran fighter is at home in the pit. They've earned their reputation and the massive cheers from the spectators. And those cheers are the sweet sustenance they need more of.



Skills: Athletics 3, Brawl 3, Resilience 3

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice). Indomitable (Once per encounter, when this character would be incapacitated due to exceeding their wound or strain threshold, spend a Story Point to use this talent. Then, this character is not incapacitated until the end of their next turn. If this character reduces their strain or wounds to below their

threshold before the end of their next turn, they are not incapacitated). Second Wind 3 (once per encounter, this character may heal 3 strain as an incidental).

Abilities: Energy Surge (Once per encounter, after making a Brawl attack (successful or not), may spend a Story Point to make an additional Brawl attack as an incidental, increasing the difficulty by two).

Equipment: Volters (Brawl; Damage 8; Critical 4; Range [Engaged]; Disorient 2, Ensnare 1, Feedback 1, Stun 2).

OTHER COLONY LOCATIONS

THE BRIDGE MARKET

While not exactly on a bridge, the colony's largest open-air marketplace is located on one of the enormous pipes spanning the wall that protects the Hold. This conduit it practically the size of a bridge and is always a flurry of activity. Vendors of all types set up their wares to sell here.

THE TROLL MARKET

Named "Troll Market" because of the idea of trolls living under a bridge, this black market is hidden away under the feet of the Bridge Market. The large pipe is presumed blocked off, or filled in with quick-crete by those in power. And so the large dark corridor makes a perfect home for shady dealings and goings-on. But, you have to find your way in first.

THE TAILPIPE GRILL

The garage can serve up a greasy fire scarab burger or fix a grinding servo motor. The scarab meat may leave your mouth a little numb, but the motor will purr like a cat. The owners are twin Nome brothers Tug and Torque who can fill your stomach with slop or fill your tank with Ignium. Most would say their mechanic skills outweigh their cooking talents, but their Strider Steak is the best in the colony. The Tailpipe is the last stop at the edge of the sprawl before open Dustland and the last chance to fill up before any long haul into the wild desert.

THE PHOENIX NEST

You'll get a giant eye roll from your average citizen in the colony at the name Phoenix Nest. This high perch with a pretentious name is built into the cliff wall high above the colony and serves as the command center for the Firewall. From here they have a view of both the Warrens and the Hold. Only those with the highest level of security clearance are granted access to the Nest. All lower level Firewall Officers operate at ground level out of the smaller and less grandiose Firewall Station.

VALKYRIE ROCK

The *Valkyrie* was the primary science and medical vessel in the Odyssey Fleet and the sole living ship among them. Only the *Valkyrie*'s crew remained awake during the centuries in space. They were tasked with scientific research and medical oversight and acted as guardians for their sleeping brethren.

When the fleet was pulled to unknown coordinates in distant space, the crew of the *Valkyrie* committed to getting the ships to safety, no matter how long it took.

Dr. Reis Tano's obsession with genome experimentation led to a breakthrough during those long years in space. By the time the rest of the fleet was forced to wake from hyper-sleep, the humans on board the *Valkyrie* looked like anything but.

The work of Dr. Tano was praised as a miracle on board the *Valkyrie*. It led to "enhanced" beings with strong bodies, but it also contributed to the invention of a bio-repair substance that came to be known as Patch. The entire population of the fleet would benefit from this breakthrough.

The centuries together in space bonded the Nomes (as they would come to be called) and gave them a sense of independence from the rest of the fleet. Once on the surface, they decided it would be best to maintain their distance. Thus, the colony of Valkyrie Rock was built from the wreckage of their ship a short distance away from Petra.

The Nomes are private, but not entirely unfriendly, and Valkyrie Rock is still the best place to find incredible medical care and scientific research.



DUSTLAND ADVERSARIES

It's a brutal world out there in the direct heat of two blazing suns. There's very little escape from the boiling temperatures or from vicious beasts. Colossal distances offer nowhere to hide, and running is so damned hard in the sand.

But the Dustlands also host Onai Ruins, terrible jagged mountains, and ample mysteries. Some adversaries can be found in any and all areas of the Dustlands, so we'll cover those first.

GRINDERS [MINION]

These bandits wear masks and armor made of dismantled Rusters to hide their deeds from their fellow humans. These villains steal from other scavengers and salvagers, sometimes with a smash and grab, and sometimes sneaking into a camp at night. Then they remove their clanking costumes and sell the goods as their own in the colony.



Skills (Group Only): Athletics, Driving, Melee, Ranged [Light], Skullduggery, Stealth.

Talents: None.

Abilities: Momentum (if this character performs a move maneuver, they add +3 to the damage of one hit from a successful Brawl or Melee combat check they make during the same turn).

Equipment: Scraptooth Sword (Melee; Damage 6; Critical 3; Range [Engaged]; Vicious 1). Scrap Shooter (Ranged [Light], Damage 5; Critical 4; Range [Short]; Prepare 1, Blast 2, Scrap).

STORM SHEPHERD [NEMESIS]

A Storm Shepherd is a powerful psychic who has found a personal connection to the planet and the Onai at a fanatical level. They have left the colony to live a life dedicated to the lore they've established in their heads. They believe the planet and the Onai blessed them with divine gifts.



Skills: Coercion 2, Melee 3, Knowledge [Onai Lore] 4, Survival 4, Telekinesis 3, Telepathy 3, Vigilance 2.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice). Dust Devil (once per encounter while in the Dustlands, after rolling dice for a skill check, spend **AA** and a Story Point to use this talent to take another action).

Abilities: Storm Caller (as an action, this character may make an **Average** (♦♦) **Telekinesis Check** targeted at the sand. If successful, this character calls up a level 3 Sandstorm until the start of their next turn. This effect can be extended using the concentrate maneuver). Psychic Storm (once per session, as a maneuver, this character may suffer strain up their ranks in Willpower to send out a psychic storm. Then all other living beings within medium range suffer double that amount of strain).

Equipment: Arcknife (Melee; Damage 6; Critical 2; Range [Engaged]; Pierce 3, Stun 2, Vicious 1). Biolume Halo (upgrade the difficulty of any Psychic skill check made targeting this character twice). Dust Gear, Dust Breather, Dust Goggles.

OILERS [RIVAL]

These sludgy monstrosities emerge from fractures in the Rift. During Fracture storms, they crawl out of the crackling portal, and while most are sucked back in when the storm collapses, some escape and shamle away into the Dustlands. Their forearms are made of black blades (Arm Glaives), and they can launch a strange sludge that traps and drains its enemies.



Skills: Brawl 3, Coordination 3, Perception 4, Ranged [Light] 2, Survival 3, Stealth 3

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once).

Abilities: Sludge Drain (if a character is ensnared by Oiler Sludge at the end of their turn, that character suffers 2

strain). Soul Sucker (when this character causes another character to suffer any amount of strain, this character heals 2 wounds). Susceptible (when this character suffers strain or strain damage, increase the total strain or strain damage by 1).

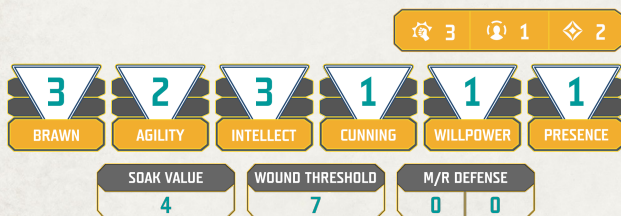
Equipment: Glaive Arms (Brawl; Damage 8; Critical 3; Range [Engaged]; Pierce 3, Vicious 1). Sludgy Skin (+2 soak). Sludge Spitter (Ranged [Light]; Damage 4; Crit 3; Range [Short]; Ensnare 10, Pierce 5, Prepare 1, Stun Damage, the Oiler Sludge fired can be targeted as a silhouette 0 object with a wound threshold of 5 and 1 soak. If it suffers wounds greater than its threshold, its target is no longer immobilized).

OPEN DESERT

The vast majority of the Dustlands is made up of open desert, both rolling sand dunes and dry, cracked playa. Out here in the open, if the weather or a ruster doesn't get you, a beast of one sort or another in lining up to take its turn.

FIRE SCARAB [MINION]

Not your average Earth beetle, these deep desert dwelling bug-like creatures can grow to be the size of a cat. Their hardened exoskeleton is a sparking reflective gold material which helps camouflage the creature in sandy areas (and catches a good price at market). Their bite is ferocious and contains a chemical called Fire-Poison, so steer clear of those mandibles!



Skills (Group Only): Athletics, Brawl, Survival, Vigilance, Stealth.

Talents: None.

Abilities: Dust Native (this creature ignores all negative effects and penalties from extreme heat, sandstorms, and dehydration). Fire Bite (if a character has suffered any number of burn damage from this creature's fire-poison, then for the next 24 hours, any time they would recover wounds or strain, they recover one less wound or strain). Burrow (as a maneuver, this creature can burrow into any sand/dirt, gaining ranged defense 3. While burrowed, as a

maneuver this creature can emerge anywhere within short range of its previous location and adds to any combat checks it makes this turn).

Equipment: Mandibles (Brawl; Damage 4; Critical 2; Range [Engaged]; Pierce 2; Burn 2 [this burn effect is chemical and cannot be stopped]. Armored Exoskeleton (+2 soak, +2 wound threshold).

SCORCH FOX [RIVAL]

These furry creatures greatly resemble foxes from Old Earth. They have perky long ears that stick straight up, big black eyes, and a long bushy tail. Its large disc cranium, however, is the home of a powerfully psychic brain. Its sand-colored fur keeps this cute creature well camouflaged.



Skills: Astral Projection 2, Athletics 2, Brawl 2, Charm 3, Perception 4, Reiki 2, Survival 2, Stealth 3

Talents: None.

Abilities: Astral Warp (when using Astral Projection, this creature can change the size of its astral ghost; smaller to lure in small prey or larger to scare away enemies). Dust Native (this creature ignores all negative effects and penalties from extreme heat, sandstorms, and dehydration). Empathic Comfort (once per session this creature can spend an action to cause an engaged target to heal half the strain they are currently suffering).

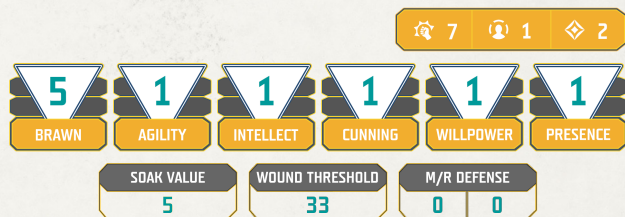


Psionic Shield (all friendly characters/creatures within short range increase their Psychic Soak by 1). Teleport (as a maneuver, this creature can teleport anywhere within short range).

Equipment: Razor Bite (Brawl; Damage 5; Critical 3; Range [Engaged]; Knockdown, Vicious 2). Psionic Blast (Astral Projection; Damage 5; Critical 4; Range [Short]; Psionic only. If a character suffers a Critical Injury from this attack, they also suffer 1 level of madness).

VENUS SAND TRAP [RIVAL]

This enormous sand-dwelling ambush predator buries itself just under a thin layer of sand. A full grown Venus Sand Trap (commonly known as a Pox) can cover an area larger than a semi truck. A keen eye can spot the subtle breathing movement under the sand, but most only realize they're on top of the creature when it's already too late.

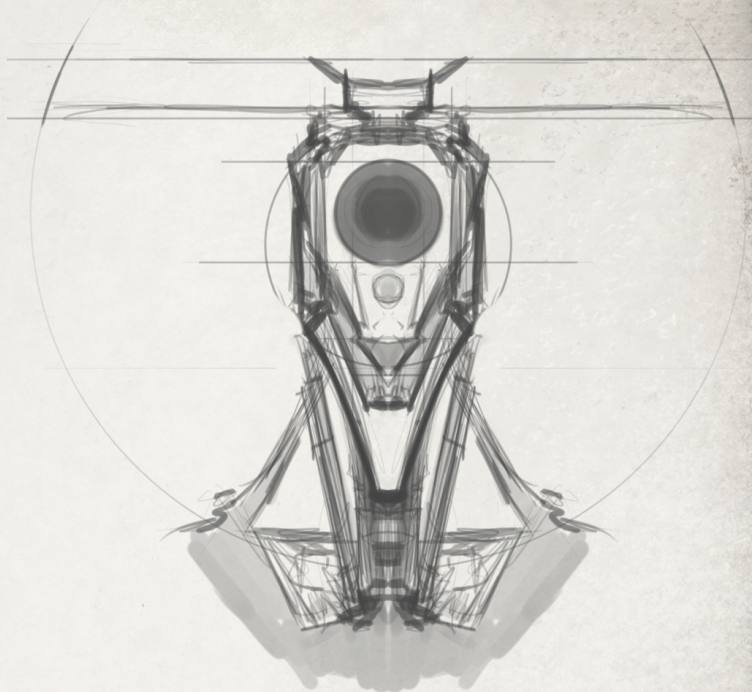


Skills: Brawl 3, Coordination 3, Perception 4, Survival 2, Stealth 3.

Talents: None.

Abilities: Quicksand Trap (as an action, this creature creates a quicksand effect. All enemies within short range are immobilized until the Pox dies, or the trapped character makes a successful **Hard** (◆◆◆) **Coordination Check**. Bury (as an action this creature can make an **Average** (◆◆) **Brawl check** to bury an engaged and immobilized enemy. They become staggered and cannot breathe. A character can hold their breath under the sand a number of rounds equal to their Brawl characteristic, after which they are considered to be Suffocating (**Genesys** Core Rulebook page 112). The buried character can make a **Formidable** (◆◆◆◆) **Athletics check** to get free. Another non-trapped character can make a **Hard** (◆◆◆) **Athletics Check** to pull a trapped character to safety). Trapped Prey (when this creature makes combat checks targeting immobilized or staggered characters, the difficulty is Simple [-]).

Equipment: Scorch Maw (Brawl; Damage 9, Critical 4; Range [Engaged]; Burn 2).



RUSTERS

What are Rusters? They are the only functioning remnants of the Onai civilization left on the planet, and the primary opponent of the Human settlement of Omega-Tessera. As a whole, this group of robotic machines has been given the name Rusters as the decades have worn and eroded their metallic exteriors. *Functioning* is also a generous term as their programing seems to have deteriorated extensively during all their time left alone.

Some continue to run on a loop, attempting to complete tasks they were programed to do, day after day and year after year. Some have gone into a hibernation mode, or have been forced to shut down as they've rusted in place like the Tin Man in Oz. Others seem to have triggered an emergency safety mode, and now assume humans are a threat that they have to eliminate at all cost. There is also conspiracy theories and ghost stories that small clans of the Rusters have gained sentience.

Most of the Rusters seem to roughly resemble their makers, the Onai (based on what little imagery has been found of the long-dead species). Most are bipedal with reversed knee joints and a large circular cranium, with the most striking difference from the Onai being Ruster's multiple arms.

FUNCTION DESIGNATIONS

Humans have given a name to the various functioning levels of the Rusters. These categories also can help assess their threat level.

HOLLOW

A Hollow is a hibernating ruster, “a hollow, inert, unmoving lump of metal.” Although, it’s not completely unheard of for these rusters to pop back to life without notice. Many are known to have a failsafe to guard against tampering, but with the years that have passed, not all work correctly. Most, if any, research that has been done on the Rusters has been performed on a Hollow.

DRONE

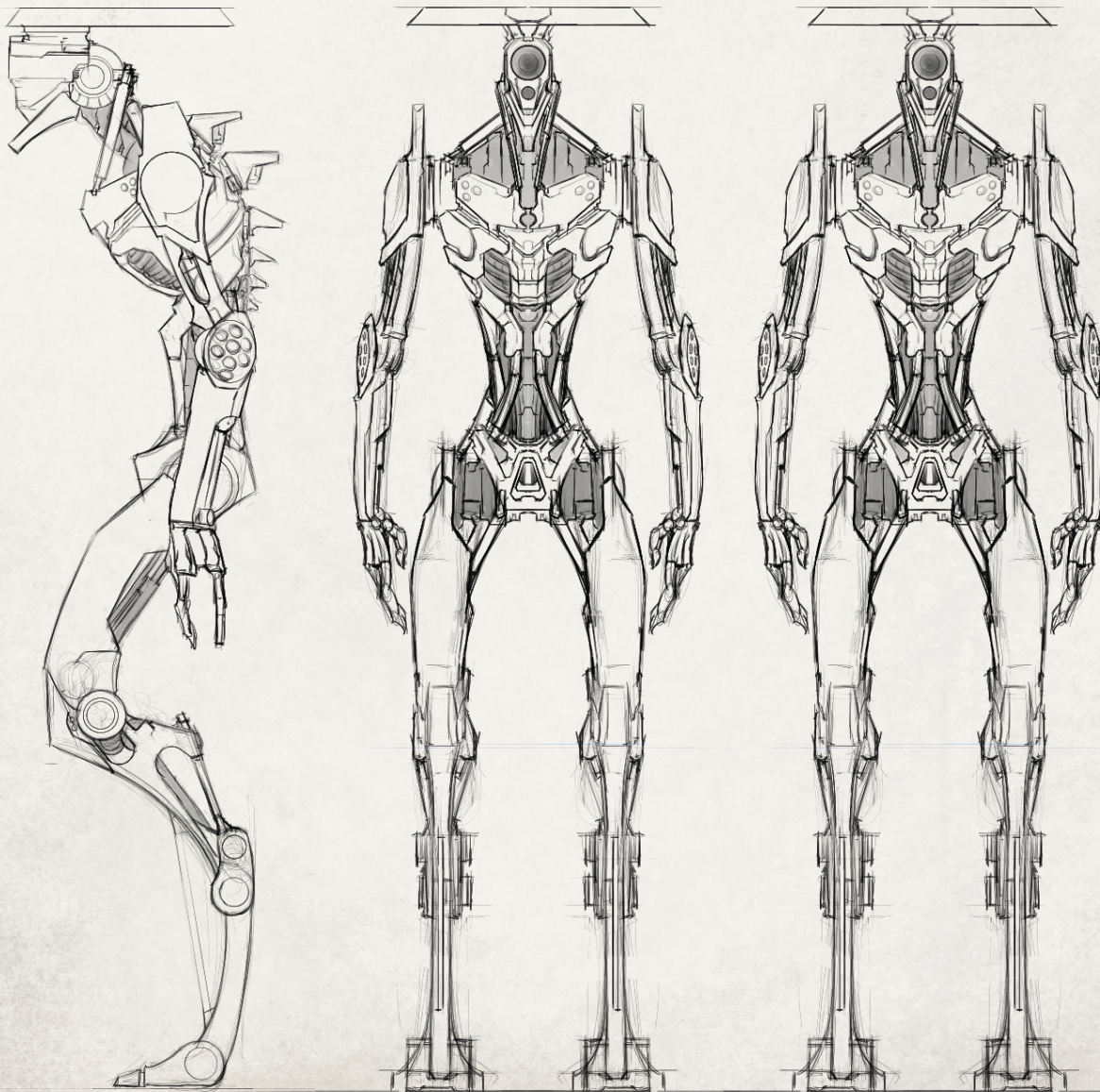
A Drone is a Ruster who is actively going about a simple and unthreatening task and seems to have no self-

awareness or sentient ability whatsoever. They are often extremely opposed to deviating from their task and will put up a fight to prevent it.

TWITCH

The Twitch are Rusters who demonstrate erratic and aggressive behavior due to the corruption of a primary failsafe code, giving them a singular objective to protect the homes and belongings of their makers. The vast majority of Rusters fall into this category.

It is believed, thanks to the capture and study of one Twitch, that a planet-wide signal triggered the dormant emergency programming. It is also believed that the collective networked intelligence of these Rusters is having a compounding effect on their animosity towards humans now that they have registered them as a threat.



VECTOR

The Vector are the theoretical evolved Rusters who exhibit a level of Artificial General Intelligence. The speculation of their existence comes strictly from anecdotal encounters that would highly suggest they have surpassed the Artificial Narrow Intelligence threshold of their fellow robotic kin.

They are called Vectors for two reasons. The first (based on stories that scavengers tell) is that they are actively recruiting additional Rusters, spreading their sentence like a disease. The second reason refers to their worrisome trajectory toward full super-intelligence.

There is a general fear that Vectors may soon become more offensive than defensive, mounting actual attacks on the human colonists.

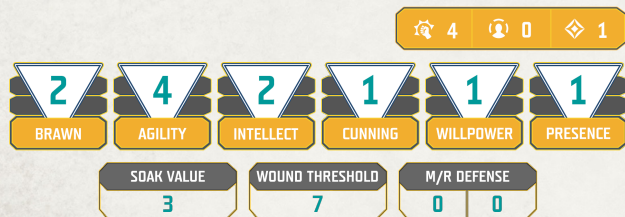
RUSTER ADVERSARIES

Most, of the Rusters that characters encounter in Salvage are Twitch-type, meaning they tend to stay at or near Onai ruins and wreckage, although even these Ruster's patrol ranges are widening constantly. Rusters come in many different models, but these listed here are a few of the more prevalent ones.

Rusters and Initiative: Rusters are programmed to be reactive. They can never begin combat in the first position in the initiative order. Some have abilities that can change this during combat. This advantage cannot be guaranteed against Vector-type Rusters (if they exist).

HORNET [MINION]

The Hornet model was named such for its ability to fly and the ominous buzzing sound it makes when doing so. These Rusters tend to travel in groups. It's hard to make out what their original design was intended for, but their attack protocols (fly high, shoot a lot) can be extremely annoying.



Skills (Group Only): Computers, Perception, Mechanics, Ranged [Light], Stealth, Vigilance.

Talents: None.

RUSTER WEAPONS

Most Ruster's weapons are integrated into their circuitry. A character must make a **Daunting** (◆◆◆◆) **Mechanics** check to remove any Integrated weapon from a Ruster body without permanently destroying it. A **Daunting** (◆◆◆◆) **Computers** check is required to make any removed Integrated weapon usable.

All Ruster weapons or devices gain Complex [Onai Lore] 3 when being used by a non-Ruster.

Abilities: Hive-link (unless the central core is severed/destroyed, individual Hornets still count toward the minion group number even when disabled). Flying (this adversary can fly). Mechanical (this character does not need to breathe, eat, or drink, and can survive in a vacuum or underwater. They are immune to poisons and toxins).

Equipment: Integrated Shift Blaster (Ranged [Light]; Damage 4; Critical 3; Range [Medium]; Accurate 1; Pierce 1; Ensnare 1). Repair Arm (As an action, this adversary can make an **Easy** (◆) **Mechanics** check on itself or another mechanical being to repair it; healing 1 wound per ⚙ and 1 strain for each ▲). Hyperpulse Shield (as a maneuver, this adversary can activate a ranged defense shield grid, increasing the ranged defense of all other rusters within short range by 1).

MANTIS [RIVAL]

A Mantis is a mean machine! These models were clearly built for combat, their four strong arms ready to do some serious fighting. Two of these arms typically brandish long fearsome blades and all these arms can swing in multiple directions, unimpeded by limiting skeletal joints.



Skills: Cool 3, Coordination 3, Melee 5, Ranged (Light) 4, Stealth 1.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once). Quick Strike 2 (this

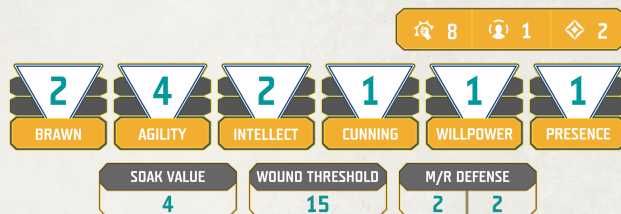
character adds ■■ to any combat checks they make against any targets that have not yet acted in the current encounter.

Abilities: Adaptive Speed (at the start of each round, move one NPC slot one space higher in the Initiative order for each Mantis in the current encounter). Mechanical (this character does not need to breathe, eat, or drink, and can survive in a vacuum or underwater. They are immune to poisons and toxins).

Equipment: Mantis Blades (Melee; Damage 8; Critical 3; Range [Engaged]; Pierce 3, Vicious 1, Linked 1). Integrated Hyperpulse Blaster (Ranged [Light]; Damage 4; Critical 4; Range [Medium]; Breach 1, Disorient 2, Stun Damage. Plated Exo-Skeleton (+ 1 defense).

SENTINEL [RIVAL]

These Rusters can be found standing guard across the Onai ruins, and even more densely at Onai temple sites. Their extremely efficient use of swiveling limbs and sensors makes them extremely effective with minimal movement needed. They even have been known to latch into the ground or a wall to stabilize while bombarding intruders with hails of shot.

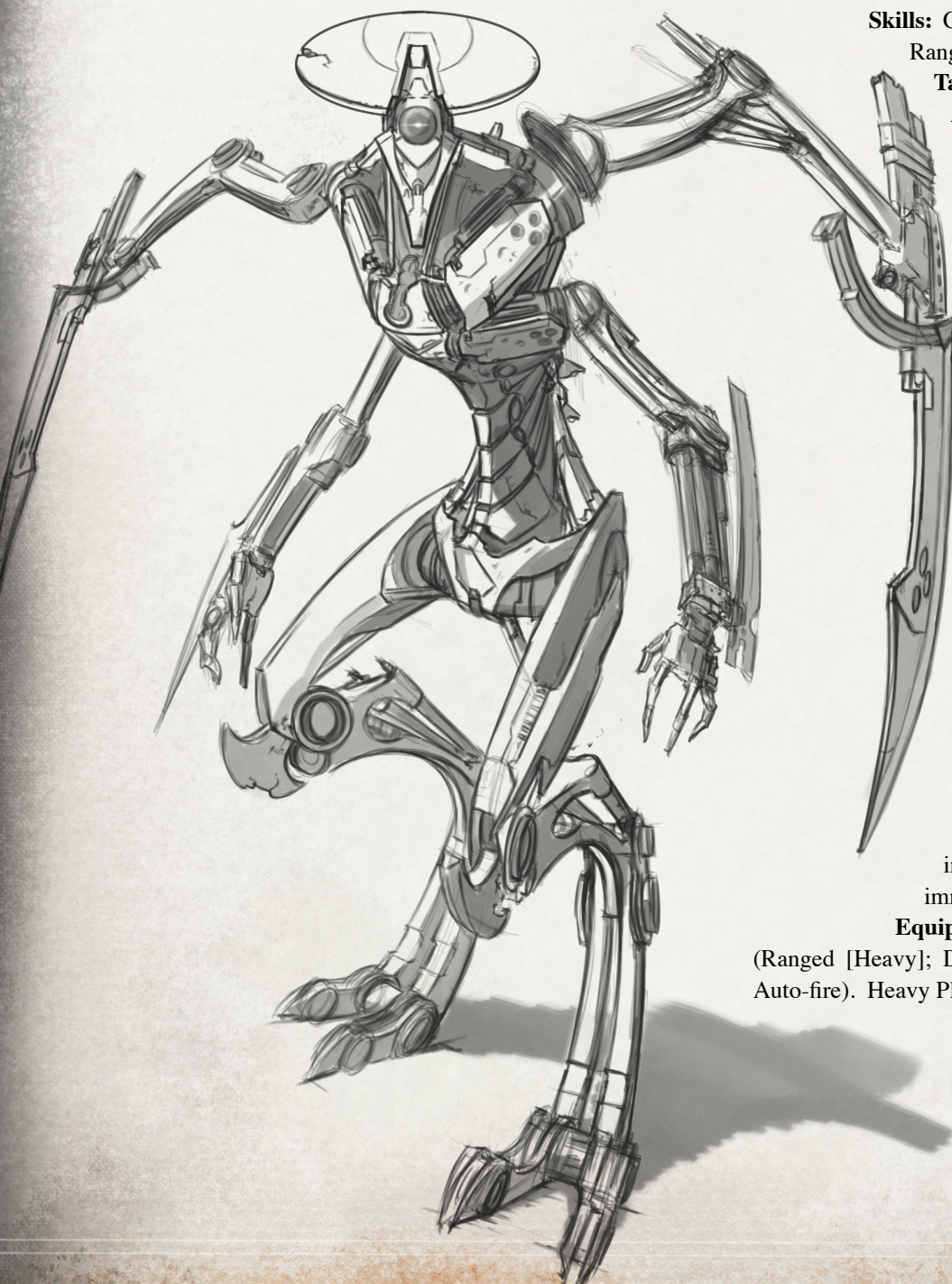


Skills: Cool 3, Coordination 2, Perception 3, Ranged [Heavy] 5, Survival 3, Vigilance 3.

Talents: None

Abilities: Adaptive Targeting System (after this character performs an Aim maneuver and then makes a combat check against an enemy, it may perform the Aim maneuver as an incidental when attacking that enemy for the remainder of the encounter). Latch Down (as a maneuver, this character may secure themselves to something solid they are on or near (ie: not sand). While “latched,” this character may not use maneuvers to move. When in latched position, this character does not have to increase the difficulty of combat checks to use the Auto-fire quality and this character cannot be knocked prone. This character must use a maneuver to unlatch in order to become mobile again). Mechanical (this character does not need to breathe, eat, or drink, and can survive in a vacuum or underwater. They are immune to poisons and toxins).

Equipment: Integrated Hyper-Fire Rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Auto-fire). Heavy Plated Exo-Skeleton (+ 2 defense).



TANK [NEMESIS]

A Tank is a traveler. These Rusters were meant to cross the distances between Onai cities. They are massive, with large all-terrain treads and multiple ranged weapons. They were designed to carry supplies or even other Rusters.



Skills: Brawl 4, Leadership 3, Mechanics 3, Ranged [Heavy] 3, Resilience 3

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice). Improved Field Commander (this character may use this talent to make an **Average** (♦♦) **Leadership check**. If successful, up to 6 allies may immediately suffer 1 strain to perform one maneuver as an out-of-turn incidental. Additionally, this character may spend ⚔ to allow one ally to suffer 1 strain to perform an action instead of a maneuver).

Abilities: Adaptive Strategy (as a maneuver, this character may move one NPC slot one space higher in the Initiative order). Deploy (if this tank is carrying any reinforcements, as a maneuver it may deploy one such character (or group in the case of minions). This new character takes the next initiative slot after the Tank). Mechanical (this character does not need to breathe, eat, or drink, and can survive in a vacuum or underwater. They are immune to poisons and toxins). Silhouette 2.

Equipment: Mechanical Ram (Brawl; Damage 9; Critical 3; Range [Engaged]; Knockdown, Pierce 4). Shift Cannon (Ranged [Heavy]; Damage 12, Critical 2, Range [Long]; Blast 4, Ensnare 1, Slow-firing 1). Heavy Plated Exo-Skeleton (+ 2 defense).

ONAI LOCATIONS

The Onai were an advanced but small civilization. It would be hard to call anything they left behind a city. Perishing towns, rusting vehicles, and a few unique temple-like structures are all that can be found anywhere near the colony of Petra. And all heavily guarded by those damned Rusters.

RUINS

There are two ruins within a day's journey of the colony. These locations taunt humans as they get buried deeper and deeper under blowing sand drifts every year. They're so close, and yet, so untouchable.

FATE VALLEY AND THE INFERNO

The most progress (yet still very little) has been made delving into a sand-blasted town surrounding a large facility in a nearby scorching-hot valley. It has come to be known as Fate Valley, named as a riff on Earth's Death Valley and the phrase "a fate worse than death."

Most of the Ruster's protective focus has been placed on the large facility at the town's center, given the name "the Inferno." This focused attention has allowed for more intrusion on the town's outer buildings than would normally be possible. No human has made it far enough into Fate Valley to even get a look inside the Inferno before facing an army of Rusters.

THE ISLAND

Another small Onai town lies in the center of an expansive playa. Humans call it the Island. This vast, flat land gives Rusters ample warning when invaders are coming. One scavenger was able to make it in and out alive. She says she traveled on foot covered in dust-camouflage, nearly sweated away every last drop of moisture, and made it out with only a small sack of trinkets to show for her trouble.

WRECKAGE

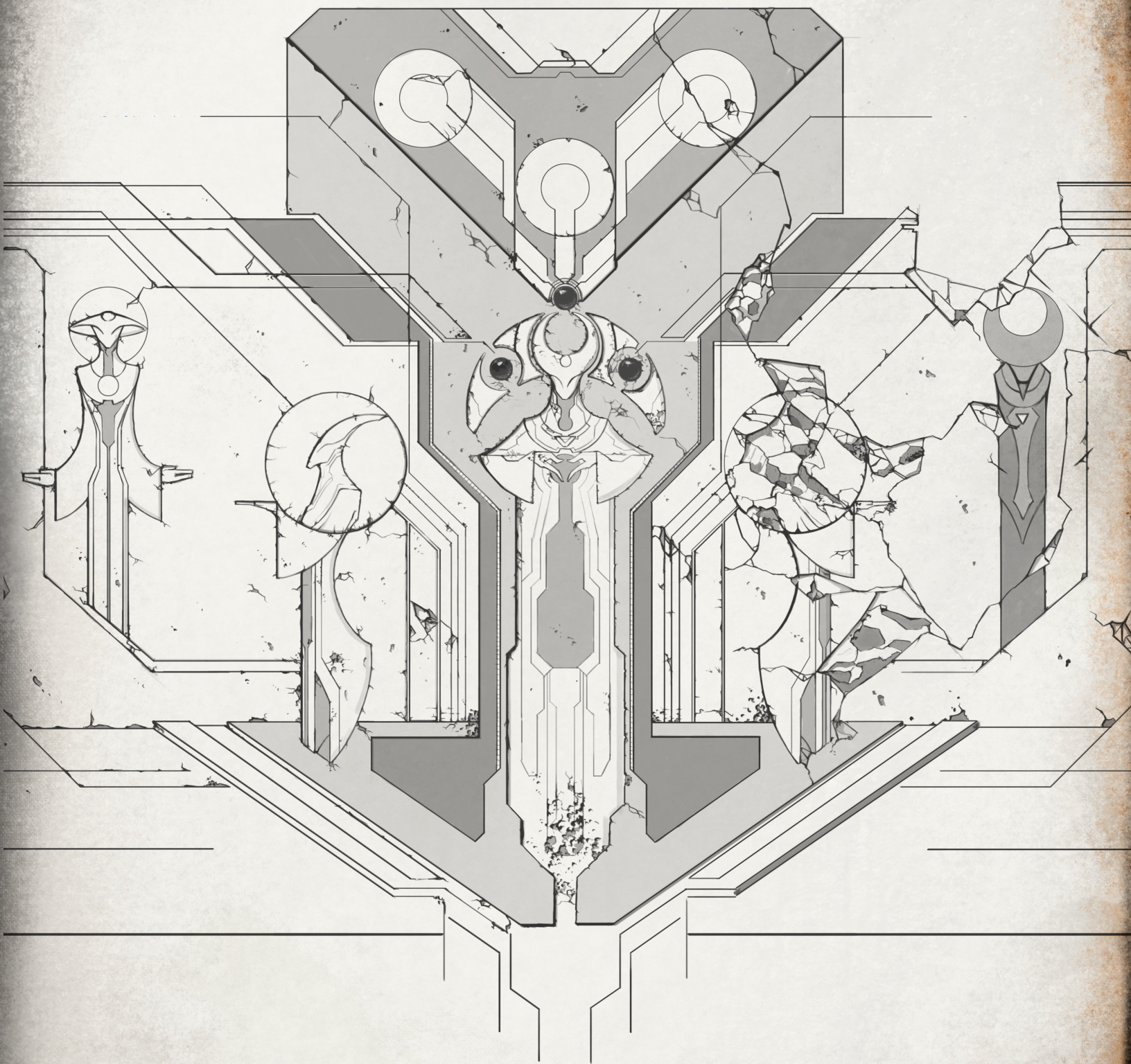
Wreckage is the easiest way to access Onai technology, or any small nugget of information about them. Vehicles left in random places, away from Onai towns make for a nice surprise for a wandering scavenger. Most Onai wreckage in the vicinity of Petra has been picked clean, but there's always a chance to stumble across something new!

Wreckage can vary in size from personal vehicles, to bus-sized transports. None are operational and no one has been able to restore them to working order. But interesting pieces of tech make for a great consolation prize.

CONSERVATORIES

Lonely temple-like structures dot the land, with at least three known within a couple-day's journey of the Colony. The closest is due north, deep in the Blades. Not many are willing to make that treacherous journey. Those that have visited any of these "temple" sites say they are more fiercely guarded than any other Onai location.

Humans assume these structures carried religious significance for the alien species. This could explain the overprotectiveness of those tasked with guarding the wellbeing of a people. Most humans refer to them as temples. Those who are a little more versed in Onai Lore may call them by the accurate translation: Conservatories.



Field Guide: Original Native Inhabitants



ONAI: Original Native Inhabitants. My research into the people and places that once occupied the planet designation Omega-Tessera has been hamstrung numerous times by the robotic guardians that have somehow managed to continue functioning.

Clothing and artwork show a bipedal race, tall and graceful in form, with a unique halo shaped skull. No physical remains can be located, and no colonist has yet been able to access any of their computers or technological devices.

What little I have been able to gather would suggest a vast and extremely old civilization, but a gentle and peaceful species. Their thin and fragile body frames would suggest they did not engage in much conflict within their society or the world around them. It is clear by the aggression from their machines, that they delegated manual and physical matters to these robots.

I look forward, with great anticipation, to my next expedition. We've discovered a prime Onai site to the north of our new colony location. Further field reports to follow.

Captain Prabal Locke

*A world full of mysteries is simply a
playground for an inquisitive mind.*
-Captain Prabal Locke

CHAPTER 6

GM ONLY

WARNING

This chapter reveals some of the mystery and lore that players can discover during their adventures in the world of Salvage. It is highly recommended that this section only be read by the Game Master. The discovery of these secrets is a large part of the joy of the world of Salvage. Turn back now if you are not the GM!

THE ONAI

WHO WERE THE ONAI?

The Original Native Inhabitants of the planet (Onai) were an extremely old and extremely advanced civilization. They lived in relative peace with themselves and with the world they called home.

The Onai knew a planet that was lush and vibrant, covered in wandering rivers and vast lakes. Their technology made life easy, but they believed in keeping that life small and enjoyable. They never allowed industrial growth to dominate their world.

Clans of Onai lived together in small conclaves spread across the planet. Their strong belief in the simple life prevented wars, as no group held ambitions to expand. Onai were free to come and go and travel to other towns anywhere on the planet. But no Utopia lasts forever.

TECHNOLOGY

The Onai developed a biotechnological substance that became the basis for all of their technology. This living material mimicked the pathways of a brain and provided a remarkably extensive and fast conduit for computing.

Using this material, the Onai built super-computers and robotic servants. They cured diseases and mastered food production. The clan-based communal society meant no Onai had to fend for themselves.

And they lived and prospered, and built incredible vehicles for traveling the land and the skies. Their robots worked diligently and faithfully, acting as guardians, farmers, and builders. They wanted for very little.

PSIONS

Some among the Onai began to display a new evolution, demonstrating incredible

powers of the mind. These Psions (psychic Onai) were lauded and celebrated as special by most.

But in all societies, when those in power feel a threat, they tend to react poorly. Council leaders began to whisper, planting seeds of fear into the hearts of their people. They suggested these new abilities threatened the delicate balance the Onai had spent hundreds of thousands of years building. Slowly and surely, this fear permeated the towns. Those with these powers began to feel hatred. And so, they left.

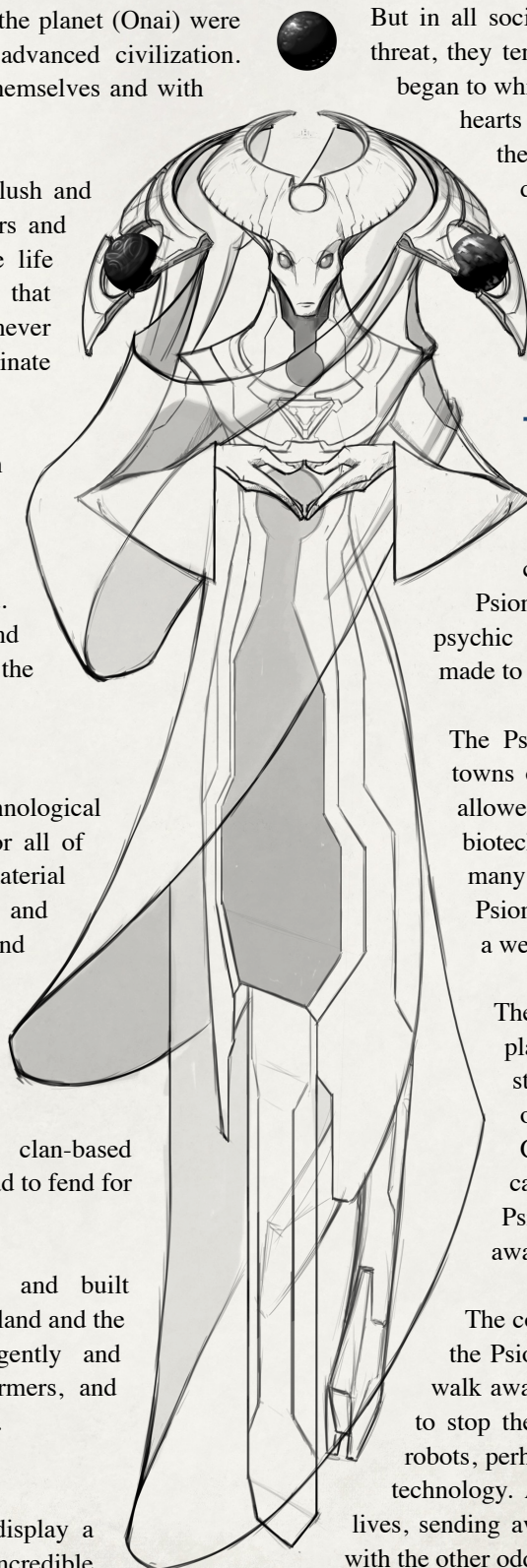
THE ENLIGHTENED EXODUS

When the first Psions had grown older and tired of the hostility towards them, they convened a council of the mind. All Psions across the planet joined in a psychic discussion, and a decision was made to leave.

The Psions planned an exodus from the towns of the Onai. Their unique abilities allowed them a special connection to the biotechnology built into the robots, and many hundreds of them followed the Psions. This was not part of the plan, but a welcome surprise.

They were drawn to places on the planet where psychic energy was the strongest, and on these wellsprings of energy, they built their Conservatories. Here they would call out to, welcome, and teach new Psions. They would give them a home away from the judgement of the Onai.

The council leaders of the towns watched the Psions and massive numbers of robots walk away. They knew they were powerless to stop the exodus. They would make more robots, perhaps relying a little less on the biotechnology. And they would go back to their lives, sending away any abnormal children to live with the other oddities. Out of sight, out of mind.



WHAT HAPPENED TO THE ONAI?

The Onai lived this way in peaceful segregation for hundreds of years. The Conservatories flourished into beautiful citadels of enlightenment, with extremely loyal robotic help. The robots were treated with great respect, and even though they were programed to love their makers, their devotion seemed to run deeper than basic code. But a discovery by a Onai scientist would soon change everything.

TRINARY SUNS

While the humans believe the Omega system to contain binary stars, Onai murals and art depict a ternary star system (a system with three suns).

An Onai scientist discovered that the orbit of the smallest of these three suns was deteriorating, and it was being pulled in to the largest. The scientist determined this would cause a drastic rise in temperature on the planet, killing off a large majority of the lifeforms there. The Onai had less than five years before these stars would join and temperatures would start to burn the planet. Putting their best minds together, they had no choice but to go to the Psions for help.

The Psions had been studying parallel universes for some time, but were reluctant to offer this as a solution. Breaking the barrier between this universe and another was something they had not found a safe way to do, and was a choice they could not support.

The Onai leaders, however, became obsessed with the idea, believing it to be their only hope of avoiding complete annihilation. They sent in a spy to steal the Psion research.

THE TRINITY GATES

The theoretical plans called for enormous psychic gates to be built in one of nature's strongest shapes, the triangle. The research proposed that multiple average psychic beings could combine their mental strength and channel it through these gates to tear a portal through the barrier between universes.

One merciless Onai leader saw in the science what no one else did. Amplifying the mind-power of a single Psion Elder would power a gate, but would end their life. The leader saw this as a sad, but necessary sacrifice.

The gates were built using the stolen plans. And the town leaders called for the capture of the eldest Psion of each

Conservatory across the planet. The amplifiers were rigged into the Psions' specifications without their approval. And the date of the mass exodus was set.

THE PSYCHIC CATAclysm

The Psion Elders were lead in chains to the amplifying devices. The Onai packed belongings and formed massive lines at the gates. Time was up. The suns had combined and the first flare of heat was heading towards the planet. There was no time for testing; this plan had to work.

The amplifiers powered up, a high-pitched tone filled the air across the entire planet. The ground shuddered as the gates began to glow, tendrils of lightening-like electricity sparking from their center.

The Elders spoke to each other across time and space and agreed that they would do their best to save their ungrateful people. With a burst, they let out every last drop of psychic energy they had. In the blinding-bright, ear-piercing moment that followed, every last Onai and Psion on the planet disappeared from existence.

The Psion Elders had believed that their amplified surge of psychic energy would fully activate the gates, allowing their fellow Onai to pass into an alternate dimension. Instead the Elders unleashed an apocalyptic psychic shockwave that removed the entire species from the physical world and had profound effects on the planet they left behind.

PSYCHIC SHOCKWAVE

This shockwave permeated the planet with massive amounts of psychic energy. It is this residual effect that has gifted humans with their abilities much sooner than evolution alone would have. The planet itself is soaked in psionic wavelengths that have had extraordinary effects on humankind.

THE RIFT

The shockwave did indeed shift the species into another plane of existence, but not in the way any had expected. This plane, the Rift, is a dimension entirely consisting of psychic energy.

In passing over, the Onai's minds separated from their bodies, and they became astral entities. Their vacant bodies became soulless husks, unguided by any intelligence but instinctively searching for a way back to the psychical world. The energies of the Rift scour their

bodies even while they prevent the creatures from dying, giving them a horrific appearance. These terrible creatures are the Oilers who crawl out of the Fracture Storms.

KNOWLEDGE [ONAI LORE]?

What does it mean to use Knowledge (Onai Lore) in the game? What can a character know? What is a deep secret they must learn through a narrative experience? Most of the secrets laid out in this chapter aren't things a character would know with Onai Lore.

For the most part, this skill will help identify Onai text and items. Perhaps it helps a character know what a device was intended for, or what a sign says. Additionally, a character who has studied Onai Lore tends to know a mix of conjecture, stories, and facts about the species.

Here are some examples of basic information available to characters with Knowledge (Onai Lore).

- It is estimated that the Onai civilization was thousands of years old, and disappeared from the planet hundreds of years ago. (Theoretical, True).
- Whatever destroyed the Onai left no trace of physical remains on the planet. (Factual, True).
- It doesn't look like Onai buried their dead, as there seems to be no graveyards of any kind. (Theoretical, True).
- The cataclysm that scorched the planet is the same event that wiped out the Onai. (Theoretical, False).
- The Onai were a religious civilization, putting great importance on their religious temples. (Theoretical, False).

WEAPONS AND ARMOR

This section covers some special Onai weapons, armor, and other artifacts that characters may discover during their adventures. They are all fairly powerful artifacts, and shouldn't be found easily.

HYPERPULSE BLADE

This strange bright-white metallic blade vibrates at an incredible rate, giving the blade itself a slightly blurred effect. The fast vibrations make this blade exceptionally effective at phasing through solid armor like butter.

HYPERPULSE RIFLE

This double-handed gun has a long white metallic barrel that causes the ammunition to vibrate at an incredible rate. This allows the shots to phase through solid armor with ease.

SHIFT GAUNTLETS

These strange alien gloves are made of a copper-colored metal with orange glowing "veins" through their joints. They hum slightly with an unknown technology.

After making a successful Brawl combat check using these gauntlets, the character may spend **AAA** to immediately relocate the target to any location in a straight line backwards from their current location and within short range. If this would cause the target to smash into a wall or solid object silhouette 2 or larger, increase the damage inflicted by the combat check by 3.

SHIFT PISTOL

This strange alien handgun is made of a copper-colored metal with orange glowing "veins" throughout its parts and joints. It hums slightly with an unknown technology.

The first time a target is hit from an attack with this weapon in an encounter they are encased in a "shift bubble" (hence gaining ensnare). Additionally, the

8-1: ONAI WEAPONS

NAME	SKILL	DAM	CRIT	RANGE	ENCUM	RARITY	HP	SPECIAL
Hyperpulse Blade	Melee	+4	3	Engaged	1	9	0	Breach 1, Complex (Onai Lore) 2
Hyperpulse Rifle	Ranged Hv	5	2	Long	2	9	1	Breach 1, Complex (Onai Lore) 2
Shift Gauntlets	Brawl	+4	3	Engaged	0	9	0	Concussive 1, Complex (Onai Lore) 2
Shift Pistol	Ranged Lt	5	2	Short	1	9	1	Pierce 2, Ensnare 2, Complex (Onai Lore) 1
Shift Staff	Melee	+3	3	Engaged	2	9	1	Disorient 3, Deflective 1

character may spend **AAA** to cause the target to continue to suffer additional hits from the weapon at the end of each turn in which the target is ensnared. Each hit deals the weapon's base damage plus damage equal to the ★ scored on the original check.

SHIFT STAFF

This strange alien staff is made of a copper-colored metal with orange glowing "veins" across its surface. It hums slightly with an unknown technology.

After making a successful Melee combat check using this staff, the character may spend **AAA** to suspend the target in the air and immediately make a second Melee combat check as an incidental increasing the difficulty by one. If successful, the character may continue making Melee combat checks as incidentals by spending **A**. Each time the number of **A** required to make another combat check increases by 1, and the difficulty of the combat check increases by 1.

SHIFT ARMOR

This strange alien plating is made of a copper-colored metal with orange glowing "veins" in its joint pieces. It hums slightly with an unknown technology. This armor gives the wearer 1 defense and increases their soak by 2.

Attacks targeting this character do not gain ■ from the Aim maneuver. This character adds ■ to any Stealth checks they make. As a maneuver, this character can make a **Hard (◆◆◆) Onai Lore check** to disappear completely until the start of their next turn. They cannot be targeted in any way during this time, and they reappear exactly where they were.

BIOLUMICRON

This strange (and rare) substance glows and pulses with a low bass vibration. It can catch a hefty sum on the black market, even though most have no idea of what it is. Artisans in the colony use it to make jewelry or to adorn armor. Scavengers often risk life and limb to bring back chunks of the "soft orange rock" to sell in the colony. Biolumicron can only be found in Onai wreckage or ruins.

Most assume the rocks are some kind of natural formation. They are, however, the biotechnological base of all Onai technology. Using bio-neural circuits, Biolume operates far

beyond the capacity of any human synthetic circuitry.

Finding living Biolumicron should be a rare occurrence. When found, the average piece is roughly the size of a golf ball. A piece must be this big to cause any effects. Smaller pieces (which might be found slightly more often) can be sold but have no game effect. A marble sized piece can sell for between 100 - 200 credits. An average sized piece can sell for 600 - 900 credits. An inert (non-glowing) piece will fetch less than half of the glowing type.

This substance can be used to mod weapons and armor. More commonly, however, it is worn as jewelry. Most humans are completely unaware of its actual use. When making a Mechanics check to mod an item using Biolume, the character increases the difficulty by 1. Biolume can be attached to an item or weapon without using Hard Points.

WEARING BIOLUMICRON

Attaching an average sized piece of Biolumicron to any armor, or wearing it anywhere on a character's person as jewelry, increases their Psychic soak by 1. A character can never increase their Psychic soak from Biolumicron by more than 3.

BIOLUMICRON AND WEAPONS

Attaching an average sized piece of Biolumicron to any weapon gives it the Psionic 1 item quality. A larger piece or additional average pieces can increase these stats. Smaller pieces have no effect as they have zero potency and no amount of combination can change that. A weapon can never gain more than Psionic 3 from Biolumicron.

BIOLUMICRON AND TECHNOLOGY

Attaching an average-sized piece of Biolumicron to any kind of personal computer, scanner, or digital type of technology permanently decreases the difficulty of computer checks made with that device by one.

BIOLUMICRON AND ESSOS

Essos who implant an average sized piece of Biolumicron into their neural network (this would require a **Daunting (◆◆◆) Mechanics check**) increase their Intellect by 1.

DEAD BIOLUMICRON

Detached Biolume has an expiration date, however. When using an item with attached Biolume, when making a Psychic check while wearing Biolume, or when an Esso makes an



Intellect-based skill check with Biolum installed, the GM may spend ⚡⚡⚡⚡ or ⚡ to cause the Biolum to die out. The glow flickers and stops, leaving a pretty (but inert) translucent orange stone. Any abilities or bonuses gained from this Biolum are lost.

CONSERVATORIES

Onai “temple” sites are apexes of great psychic energy. A character with Onai Lore may be able to discover that the word the Onai use for these locations translates closer to Conservatory than Temple. They are often surrounded by a series of large flat monoliths, a great hiding place for the plentiful armies of Ruster guardians.

The first time during an encounter that any organic character enters a Monolith Garden surrounding a Conservatory they immediately heal 1d10 strain. These monolithic structures were meant to provide a type of protection. All organic characters increase their Psychic soak by 1 while inside the perimeter.

RARE BIOLUMICRON CORE

Somewhere in a safe place deep inside every Conservatory lies a special core formation of Biolumicron. The core may be glowing normally or may have died off years ago. However, if a character is particularly observant or thorough, they will see a blue glow at the core of the

formation. Here, they will discover a perfect piece of biolum glowing bright blue instead of the typical orange. This is a Biolumicron core.

The first organic character to *take* this core piece from its formation will feel a surge of psychic energy. They should make a **Daunting** (◆◆◆◆) **Discipline check**. If they fail, they immediately suffer an amount of strain one greater than their strain threshold, becoming incapacitated. They also suffer one level of Madness (see page 54).

If they succeed, however, they immediately gain the Psychic Discovery talent. This talent acquisition must go in the next talent tier above any preexisting occurrences of the talent. It can break the normal requirement of having more talents in the tier below it. They only have access to this talent as long as they have this piece of Biolum on their person. If they lose the Biolum, they lose the talent and the access to that Psychic Skill. This Biolum does not die out.

BIOLUMICRON CORE AND ESSOS

If an Esso character takes and installs a Biolumicron core into their main neural net, they also immediately gain the Psychic Discovery talent! This is a very special (and the only) way for an Esso to gain psychic powers. An Esso can only ever gain the Psychic Discovery talent once, regardless of the number of Biolum cores they install.

LET THE ADVENTURE BEGIN!

You find yourself at a small pub in the sprawl called the *Tailpipe*. This grease-covered eatery has been built out of the massive hollow cone of a starship engine. Charred black soot still clings to the inside. The scrap-made tables and chairs are tightly packed into the space, and nearly all of them are full. The air is thick with smoke from the grill, and the scent of the sizzling meat fills the room. Two shockingly short and wide Nome twins with massive curling horns, Tug and Torque, serve the best grilled Fire Scarab in the colony.

That beat-up hauler-rig sitting outside is about to be your home for the next week, so you know you should make the most of this meal. Joining this crew (whom you barely know) to travel into almost certain death... this might not have been your best decision. But the pay is good. No, the pay is great. Which kind of makes you question the job even more. Your new crew mates sit nearby. Each one questions you with their eyes harder than the last.

The mission will require at least a week in the furnace, a steep decent into one of the deepest gulches humans have yet found here on Omega. At least you won't be bored. And if the job isn't paying enough as-is, the promise of an “even split” of whatever is salvaged from this untouched Onai Temple has credit symbols lighting up your eyes. The others look capable enough. Maybe you'll actually make it back alive...

Stay tuned for more from this upcoming adventure: *Under Fire*.

CHARACTER NAME:

ARCHETYPE:

CAREER:

FACTION:

PLAYER:

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SOAK	WOUND	STRAIN	DEFENSE		
REGULAR	THRESHOLD	THRESHOLD	RANGED		
PSYCHIC	CURRENT	CURRENT	MELEE		
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SKILLS

GENERAL SKILLS	CAREER SKILL?	RANK
ATHLETICS (BR)		☐ ☐ ☐ ☐ ☐ ☐
COMPUTERS (INT)		☐ ☐ ☐ ☐ ☐ ☐
COOL (PR)		☐ ☐ ☐ ☐ ☐ ☐
COORDINATION (AG)		☐ ☐ ☐ ☐ ☐ ☐
DISCIPLINE (WIL)		☐ ☐ ☐ ☐ ☐ ☐
DRIVING (AG)		☐ ☐ ☐ ☐ ☐ ☐
MECHANICS (INT)		☐ ☐ ☐ ☐ ☐ ☐
MEDICINE (INT)		☐ ☐ ☐ ☐ ☐ ☐
PERCEPTION (CUN)		☐ ☐ ☐ ☐ ☐ ☐
RESILIENCE (BR)		☐ ☐ ☐ ☐ ☐ ☐
SALVAGING (CUN)		☐ ☐ ☐ ☐ ☐ ☐
SKULDUGGERY (CUN)		☐ ☐ ☐ ☐ ☐ ☐
STEALTH (AG)		☐ ☐ ☐ ☐ ☐ ☐
STREETWISE (CUN)		☐ ☐ ☐ ☐ ☐ ☐
SURVIVAL (CUN)		☐ ☐ ☐ ☐ ☐ ☐
VIGILANCE (WIL)		☐ ☐ ☐ ☐ ☐ ☐

COMBAT SKILLS	CAREER SKILL?	RANK
BRAWL (BR)		☐ ☐ ☐ ☐ ☐ ☐
MELEE (BR)		☐ ☐ ☐ ☐ ☐ ☐

SOCIAL SKILLS	CAREER SKILL?	RANK
CHARM (PR)		☐ ☐ ☐ ☐ ☐ ☐
COERCION (WIL)		☐ ☐ ☐ ☐ ☐ ☐
DECEPTION (CUN)		☐ ☐ ☐ ☐ ☐ ☐
LEADERSHIP (PR)		☐ ☐ ☐ ☐ ☐ ☐
NEGOTIATION (PR)		☐ ☐ ☐ ☐ ☐ ☐

KNOWLEDGE SKILLS (INT)	CAREER SKILL?	RANK
HUMAN HISTORY		☐ ☐ ☐ ☐ ☐ ☐
ONAI LORE		☐ ☐ ☐ ☐ ☐ ☐
PLANETARY GEOGRAPHY		☐ ☐ ☐ ☐ ☐ ☐

PSYCHIC SKILLS	CAREER SKILL?	RANK
ASTRAL PROJECTION (WIL)		☐ ☐ ☐ ☐ ☐ ☐
EMPATHY (PR)		☐ ☐ ☐ ☐ ☐ ☐
PRECOGNITION (CUN)		☐ ☐ ☐ ☐ ☐ ☐
REIKI (WIL)		☐ ☐ ☐ ☐ ☐ ☐
TELEKINESIS (WIL)		☐ ☐ ☐ ☐ ☐ ☐
TELEPATHY (PR)		☐ ☐ ☐ ☐ ☐ ☐

COMBAT SKILLS	CAREER SKILL?	RANK
RANGED HEAVY (AG)		☐ ☐ ☐ ☐ ☐ ☐
RANGED LIGHT (AG)		☐ ☐ ☐ ☐ ☐ ☐

WEAPONS

WEAPON	SKILL	DAMAGE	CRITICAL	RANGE	SPECIAL

XP	
AVAILABLE	TOTAL

CREDITS

ENCUMBRANCE	
USED	TOTAL AVAIL

GEAR

USED

TOTAL AVAIL

GEAR

ENCUM

NOTES

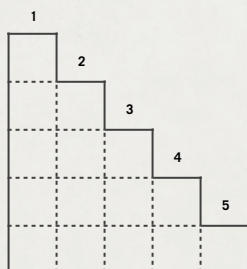
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LINK

NOTES

TALENTS

ABILITIES / NOTES

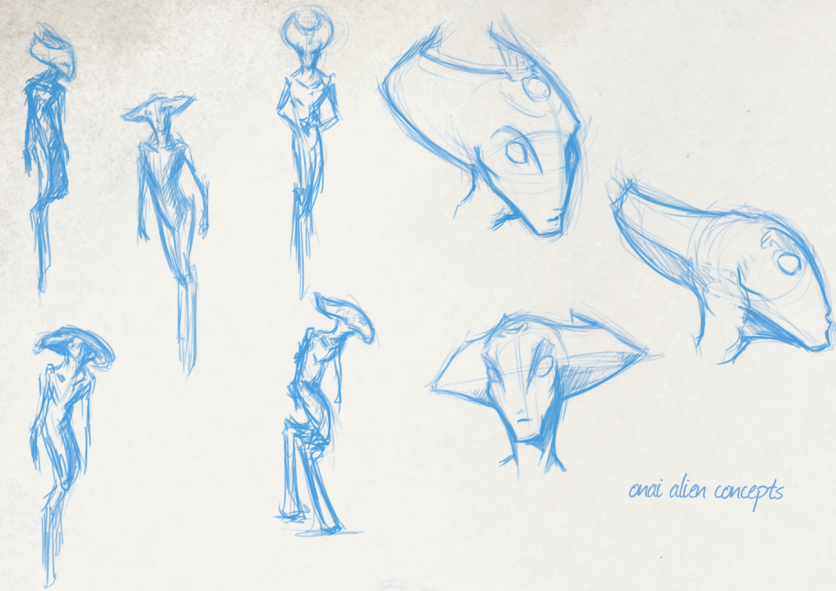


TALENT

ACTIVATION

NOTES

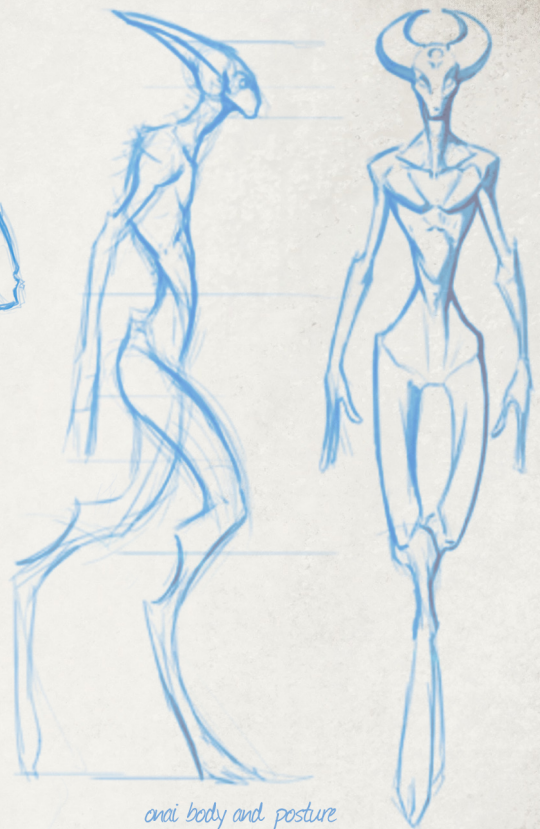
Concept sketches by Daniel Johnson



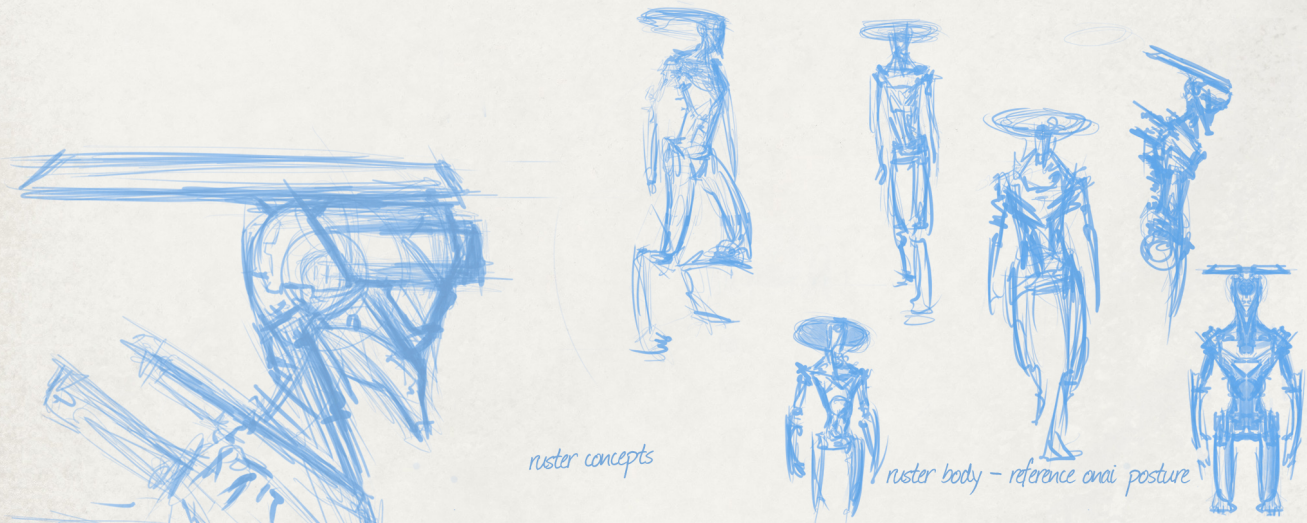
onai alien concepts



onai face

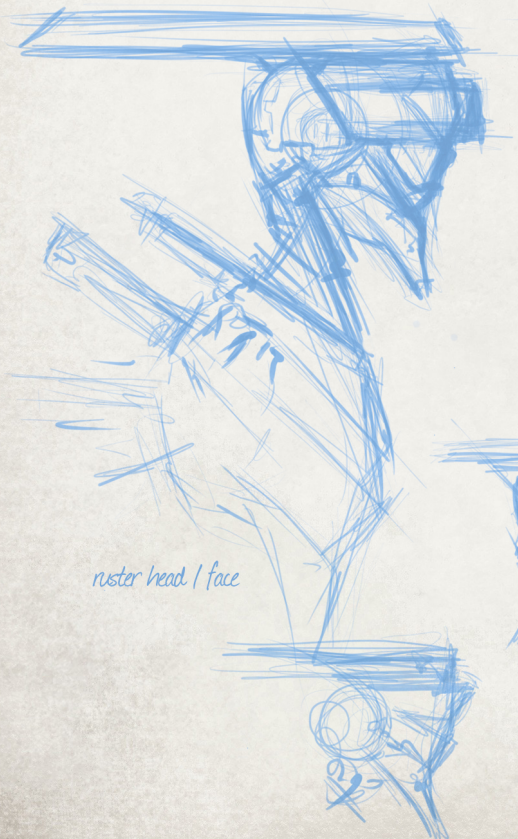


onai body and posture

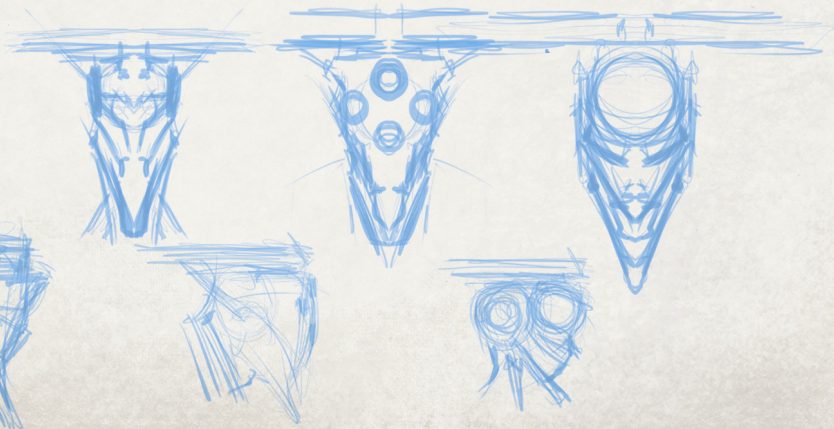


ruster concepts

ruster body - reference onai posture



ruster head / face



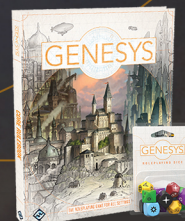
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WELCOME TO THE END

Scorching sand hot enough to melt tires. Homicidal alien robots. Wondrous relics buried beneath mountains of junk. It's all part of life on Omega, the last planet anyone would want to call home. Unfortunately, you don't have a choice. What life will you salvage from the wreckage? Will you hunt down rusting mechanical monsters? Salvage valuable scrap from the wrecked starships of your ancestors? Discover mysterious technology within timeworn alien ruins? How will you build your destiny in this dangerous land?

This setting supplement for the Genesys roleplaying game provides an original science fiction, post-apocalyptic world for Game Masters and players to survive and explore. This supplement includes:

- ▶ 4 new archetypes, 16 new careers, and 50 new talents great for this or any post-apocalyptic junkpunk setting.
- ▶ New rules for six psychic powers including astral projection, telekinesis, and reiki healing.
- ▶ New rules for salvaging scrap and tech from wreckage and ruins, and for using that scrap and tech to build or mod weapons and gear.
- ▶ Weapons, gear, and vehicles to prepare you for treks into the harsh and vicious Dustlands.
- ▶ A wide assortment of adversaries, from merciless scavengers to deadly alien robots.
- ▶ A detailed setting full of mysteries to explore and uncover.



GENESYS Core Rulebook and either the GENESYS Dice or Dice App are required to use this supplement.