

CORVUS BELLI

infinity

THE ROLEPLAYING GAME



MÖDIPHIÜS™
ENTERTAINMENT

PLAYER'S GUIDE

FFP™

DISCOVER ADVENTURE IN THE HUMAN SPHERE AND BEYOND...

In the twisted jungles of Paradiso, humanity fights for its survival. The fierce, alien warriors of the Combined Army have poured through the Acheron Gate, descending upon the emerald jungles of the newest colonial world in a seemingly unstoppable torrent. In the star-swept skies above, the collected might of humanity's armadas maintain a life-or-death blockade to cut off an endless horde of alien reinforcements. And if any of humanity's fractious forces should falter, then all may be lost...

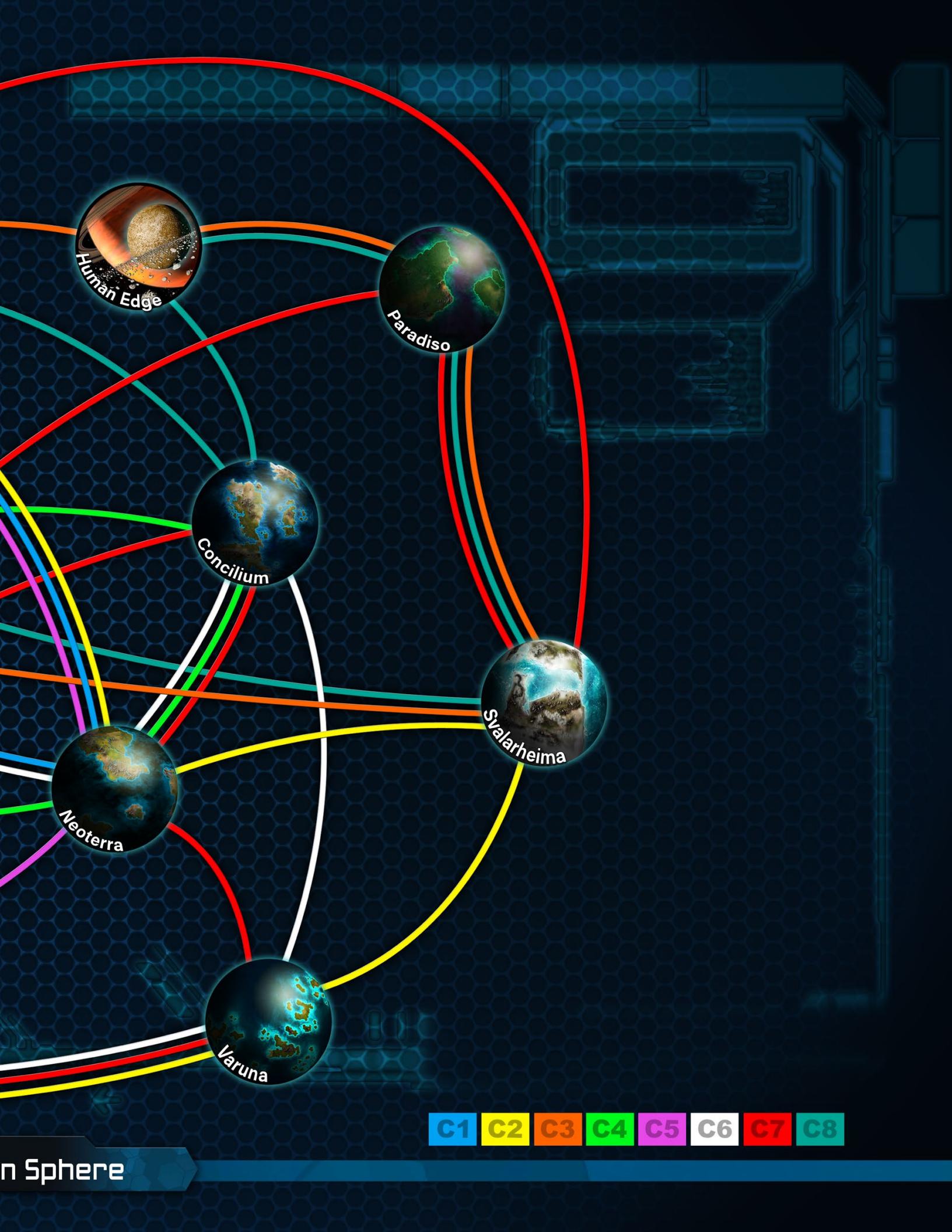
But beyond that terrifying holding action, the intrigues and adventures of the Human Sphere spin on. From the shattered planetoids of Human Edge, across the icy plains of Svalarheima, to the chrome towers of Neoterra, the hypercorps vie for dominance over both ally and adversary alike.

This Player's Guide provides content drawn from **Corvus Belli's *Infinity the Roleplaying Game***, including everything a player needs to create characters from the Human Sphere and beyond, plus all the tools that will need to be referenced during play.

- An immersive Lifepath character creation system that allows you to choose from a wide range of backgrounds, from crazed Dog-Warrior to empathic Tohaa.
- Choose or roll to create the character you want, defining options such as attributes, faction, heritage, homeworld, social status, education, and career.
- Select your starting gear from a wide range of equipment, such as the type of hacking device and programs you utilise, or the type of weapon and ammo you prefer.
- All the 2d20 rules needed to play, including Heat, Momentum, task resolution, and the triple dynamics of Warfare, Infowar, and Psywar.
- A gazetteer of humanity's near-future covering the systems and factions of the Human Sphere and beyond.
- Bonus content exclusive to the Player's Guide including the Agent Handler guide, 2d20 to N3 conversion guide, and stats for the iconic *Infinity* miniatures produced for this very RPG.



The Huma



C1 C2 C3 C4 C5 C6 C7 C8

n Sphere

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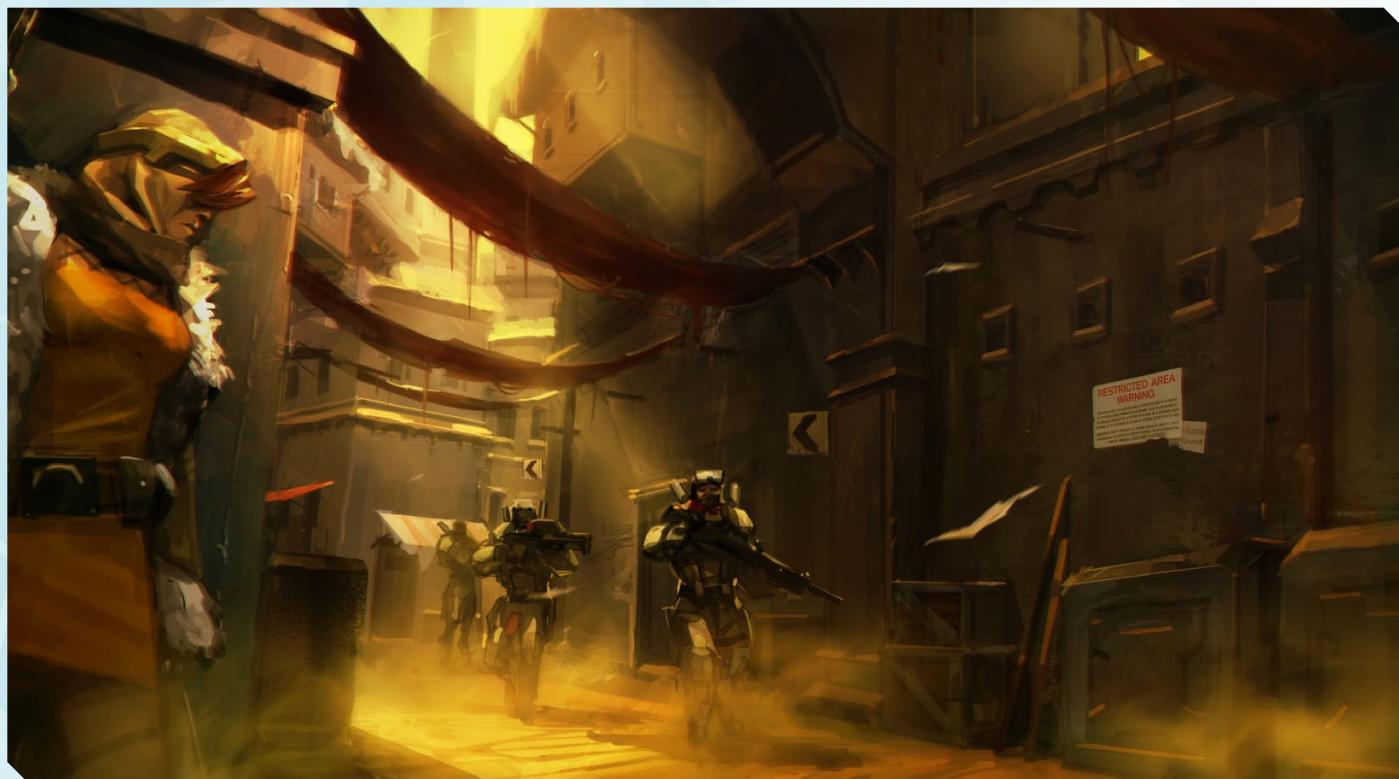
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INTRODUCTION

WELCOME TO INFINITY

INFINITY: TABLETOP WARGAMING

The *Infinity* roleplaying game is based on Corvus Belli's hugely popular tabletop wargame in which sci-fi themed miniatures simulate futuristic skirmishes across the alien battlefronts of Paradiso and the interneine conflicts of the Human Sphere.

Hundreds of beautifully moulded miniatures allow you to command squads of soldiers, robots, TAGs, hackers, and alien creatures.

Before there was a wargame, though, there was an RPG. The *Infinity* universe was originally created as the homebrewed setting for the space opera roleplaying campaign of Alberto, Carlos, Fernando, and Gutier. Their epic adventures across the Human Sphere evolved into the far-future milieu of the wargame.

So now we've come full circle. The *Infinity* roleplaying game is your opportunity to step off the battlefield and walk in the footsteps of its creators, exploring all the secrets it has to offer from never-before-seen vantage points.

Infinity is epic science fiction. The Second Great Space Race swept humanity out among the stars. We have emerged from the womb of our homeworld and scattered ourselves across the galaxy, only to find ourselves balanced on the brink. Society has fractured into powerful factions sharing a tense truce in the wake of colonial wars. Beneath the delicate peace they've wrought, a seething turmoil of covert operations constantly test interstellar relations. Direct action military operations explode in flash conflicts. Remote dronbots dart between bioengineered super-soldiers. Hackers dance through the invisible tactical maelstrom of hellfire military cybersystems. Titanic TAGs – Tactical Armoured Gears – tower above infantry wearing military-grade exoskeletons.

Infinity is a wonderland of technological marvels. The quantronics revolution remodelled a society which was already heavily dependent on its electronics. Humanity now lives in a true symbiosis between tool and toolmaker. Pervasive domotics have automated virtually every aspect of modern life. Comlogs implanted into the forearm provide a link to local holoprojectors, mesh nets, and the interstellar Maya network. Augmented reality technologies mean that the physical world is no longer the limit of the human experience. Social clouds broadcast by every individual – made up of meme-tags and patina cues – allow simultaneous physical and digital interactions between people, rooms, buildings, streets, and even entire communities.

Infinity is an adventure on the frontiers of space. Alien warriors seek victory on the battlefields of broken worlds. Space pirates cruise through the shattered planetoids of Human Edge. Scientist adventurers delve the oceans of Varuna. Mysterious hassassins dance among the desert sands of Bourak. Deep in the jungle battlefields war correspondents dash amidst gunfire and bounty hunters pursue rogue Als through the shadowy corridors of Nomad motherships.

Infinity is the destiny of mankind. Our bodies are pushed to the transhuman cusp through bioengineering and cybertechnology. Our memories are recorded in quantronic Cubes and hosted in artificial Lhost bodies. The creation of ALEPH, humanity's first true Artificial Intelligence, is an enigma which promises either the great hope of human civilization, its greatest existential crisis, or both. And, from beyond the borders of our space, the alien Combined Army has invaded, threatening to destroy everything which we have built.



SURVEY OF THE HUMAN SPHERE

Scientists discovered the first viable wormhole in orbit around Saturn in the early 21st century. Ten years later, the Sorel sisters unlocked its secrets and opened the Gateway to the Stars.

Unfortunately, Project DAWN – the first attempt to colonize an alien world – ended in catastrophic failure when the wormhole leading to the neophyte colony permanently collapsed.

Humanity rallied in the wake of failure, though. PanOceanian vessels using powerful Minotaur motors punched through trans-Plutonian 'holes and took us to the stars. A race once confined to a single planet can now call eleven star systems home.

EARTH

The cradle of humanity. A place of natural and cultural treasures. The cities here are full of history, but still severely depopulated as a result of the star tide. The Sol System in general, however, remains more highly developed than any other system of the Human Sphere.

NEOTERRA

The first system to be discovered and colonized by PanOceanian explorers, Neoterra is now the capital of PanOceania and the seat of the Christian Church. It is home to the most important technology companies of the Sphere and is a daily destination for business travellers and tourists alike.

ACONTECIMENTO

PanOceania's breadbasket and the third planet to be added to the Sphere, Acontecimiento saw massive colonization by Latinos. Famous for its *garotas*, particularly the spectacular women from the city of Portobelo, Acontecimiento is a planet of contrasts. Endless crop fields and pastures alternate with vast, sprawling factory compounds that meet most of the agricultural and industrial needs of PanOceania. Acontecimiento also has one of the largest national parks in the Sphere, the Great Arboreal Reserve, the last remnant of the planet's original biome.

VARUNA

The ocean planet. The third extraterrestrial planet found and the first populated with a semi-intelligent native species, the amphibian Helots. Home to the water gods, Varuna is a planet of small islands and soil is scarce. Visitors will be amazed by the sea platforms, subaqueous buildings, and artificial islands. Varuna harnesses the full potential of its oceans in the form of biotechnological research and sea factories and farms that employ numerous



Helots. The quiet charm of the planet is disrupted, however, by the violent acts of Libertos, a group of Helot insurgents.

SHENTRANG AND YUTANG

Two tidally locked planets within the habitable zone of their star, the first discovered and claimed by Yu Jing as they struggled to catch up with PanOceania's deep space capabilities. The two planets were colonized at a rapid pace and Yutang now serves as the capital of Yu Jing.

BOURAK

A harsh desert world, discovered by the prophets of Haqqislam and named after the Prophet's Horse. In struggling to master its harsh realities, the Bourak Academy of Planetology has become the leading authority on terraforming technologies. Their goal is to transform their sun-blasted world into the gardens of Al-Andalus, or of lost Nineveh and Babylon. But that reality lies far in the future.

CONCILIJUM

Claimed by O-12, the international and panplanetary organization which theoretically has ultimate jurisdiction over the totality of the Human Sphere, Concilium is lightly populated. However, it is also home to the O-12 Senate and the various O-12 bureau headquarters.



SVALARHEIMA

Discovered by PanOceania, Svalarheima has become a snowball of discord. It is so distant from its star that freezing temperatures make life nigh impossible save between its tropics. Despite its extreme climate, Svalarheima is coveted due to its abundance of resources, particularly Teseum. During its early settlement, despite PanOceania's initial claim, Yu Jing established a competing colony here. PanOceania now controls roughly two-thirds of the planet and Yu Jing one-third. Svalarheima is not a popular tourist destination due to its drab, snow-covered landscapes, its functional, industrial-looking towns, and its status as a contested land always on the brink of an open confrontation between superpowers.

HUMAN EDGE

Also referred to as the Edge of Humanity, this shattered system of asteroids and gas giants orbits at the furthest reaches of human exploration. Human Edge is studded with small orbital fortresses, laying claim to the rich resources which have whetted the mining appetite of every power and corporation in the Sphere.

PARADISO

The emerald jungle. When it was discovered, Paradiso was almost immediately fiercely contested between the Great Powers, becoming a triggering point for the NeoColonial Wars. Its wounds had scarcely had time to heal when the Combined Army invaded, turning its jungles into an endless battlefield and the testing ground of humanity.

ARIADNA

Nearly two centuries after the Project DAWN colony had been lost, it was rediscovered by the PanOceanian scout ship *POS Nirriti* and, much to the surprise of the rest of the Human Sphere, the colonists had survived and even thrived. A conservative people, driven behind defensive walls by the assaults of the native Antipodes, the Ariadnans now strive to stave off the iconoclastic assaults of the advanced societies they have fallen out of step with.

FACTIONS OF THE FUTURE

ARIADNA

Project DAWN was an international effort, meant to bring humanity together in a grand endeavor. Unfortunately, when the planet was cut off from Earth the colonists broke apart along cultural lines and fell into feuding tribes: the Americans of USAriadna, the French traders of Merovingia,

the English-Scottish Caledonia, and the Russian Cossacks of Rodina.

Long years of bloody war – against both each other and the native Antipodes – forced these disparate nations together again through the imperfect weld of violence. The strength of their union was tested when the Ariadna system was rediscovered by the Human Sphere and the Great Powers turned their greedy eyes upon the resources of the planet Dawn (including rich deposits of the neomaterial Teseum). The world still bears the scars of the Commercial Conflicts, and the Ariadnans remain locked in a struggle to persevere in their independence.

HAQQISLAM

During the Energy Crisis and subsequent Stock Market Crunch, the Muslim world suffered a crisis of faith. Out of those turbulent times, Haqqislam (meaning the New or True Islam) emerged as the dominant neo-Muslim culture. It followed the teachings of Farhad Khadivar, who saw in the Qur'an a clarion call summoning the faithful to the Search for Knowledge. Haqqislamites have built their society around the balance between the rational pursuit of knowledge through the comprehension of the outside world and the instinctive pursuit of knowledge through the apprehension of inner mysticism.

After following a holy vision to the world of Bourak, Haqqislam built its economy around three pillars: The Merchant Guilds which dominate interstellar trade. Advanced biomedical research (including a monopoly on Silk, the nanonic technology which makes advanced bioengineering and personality Cube-recordings possible). And terraforming, the vast industry which would remake their hostile home into a glorious paradise.

NOMADS

The Nomads have no planet to call their own, instead being primarily a coalition of three colossal Motherships: *Bakunin*, *Corregidor*, and *Tunguska*.

They seek independence from the insidious, tyrannical control of ALEPH and the existential threat it poses to humanity. Or their illegal gene-experimentation and radical body modifications are a relentless drive towards an incomprehensible posthumanity.

They are fierce advocates for personal liberty and willing to die for their freedom. Or they are dangerous anarchists who seek to weaken the Human Sphere when its strength is most needed.

Their small, libertarian commercial interests are a much-needed alternative to the faceless macroeconomic powerhouses which control society. Or they are ruthless, unprincipled profit-mongers willing to sell themselves to the highest bidder while using their "government" to leverage unfair economic advantages.

Regardless of your point of view, the Nomads stand apart from the rest of human society, even while their far-flung Commercial Missions – which serve as embassies and trade delegations – insinuate their presence throughout the Sphere.

PANOCEANIA

The Hyperpower. Larger, richer, and stronger than any of the other Great Powers. As Rome stood atop the world; as London was the ideal of Victorian society; as America and the West were the *de facto* culture of the 20th century; so history will write of PanOceania as the definitive experience of the Diaspora.

The people of PanOceania put more trust in ALEPH than anyone else in the Human Sphere. As a result their lives are automated, comfortable, and luxurious. In their lush, garden-like Living Cities they have the best technology, the highest living standards, and the most disposable income per capita.

YU JING

PanOceania's greatest rival is Yu Jing, the pan-Asian alliance forged in the economic gravity-well of post-Communist China during the Domino Effect that followed the collapse of the United States.

In order to fuse the disparate cultural groups thrust under their protection, China was forced to reinvent itself as something new. Yu Jing (the Jade Capital) was the result. Seeking a symbol around which the new Yu Jing could unite, the Party reinvented the old Imperial system. The authority of the new Emperor is balanced against the democratic processes of the Party, but the Jade Throne is an important reality within the vast propaganda sphere projected by the Ministry of Information.

Held back by the Old Guard, Yu Jing did not join PanOceania in the gamble to develop the technologies and infrastructure of extra-solar exploration. PanOceania reaped the benefits of Yu Jing's conservatism, but the StateEmpire learned its lesson. Fueled by the concerted action of its immense population and its indomitable army, it races forward with the unwavering goal of becoming the greatest power of the Human Sphere.





CORPORATIONS

The chartered companies used by PanOceania to rapidly develop its colonial prospects, the Merchant Guilds of Haqqislam which blazed the trade routes of the starways, and the *keiretsu* spunoff from the centrally-controlled economy of Yu Jing's StateEmpire became the seeds of the new hypercorporations.

Corporations exist to limit liability and provide a structure for collective commercial action.



Megacorps become self-contained social structures for their employees and (in some cases) their customers, replacing the services and infrastructure traditionally provided by nation states (just as those nation states replaced feudal lords).

Hypercorps are the natural extension of the megacorp. Through complex systems of interlocking directorships, holding companies, and the broken loopholes of the M-CORP law, they have achieved a true transnational status. They exist in an interstice between national realities, which both coexists with and is held separate from the national territories they share.

MERCENARIES

In an era of interstellar war, the Free Mercenary Companies and Private Military Corporations flourish. In the employ of state armies, O-12, and private corporations alike they can be found almost anywhere: capitals and colonies, orbital stations and deep space patrols, the battlefields of Paradiso and the security of corporate compounds.

Their services are traded on the well-regulated War Market, a mercenary stock exchange in which employers can find companies available for hire and the mercenary companies can find individual soldiers or squadrons ready for recruitment.

Although exact titles and ranks can vary from one company to the next, the existence of the War Market has standardized things to a certain extent. Mercenary units are commanded by a Captain. These captains will sell or lease their units to a Colonel in charge of a PMC or FMC, which is usually made up of multiple units. The colonels are, in turn, linked to Warmongers, who act as the company's CEO, financial workhorse, and professional agent.

SUBMONDO

Petty and violent crimes obviously have not gone away in the wake of interstellar flight, but if you are talking about criminals as a faction, then you are talking about organised crime. Some of those organisations have become incredibly large, spanning not only planets but the entire breadth of the Human Sphere.

O-12 uses the codename Submondo (meaning Underworld in Esperanto) to refer to these criminal syndicates, which include mob families (like the Acontecimiento Mafia), criminal brotherhoods (like the Triads), pirate consortiums (like the Grey Band of Human Edge), terrorist groups (like Eco-Aktion), and Maya clusters (like Aug-Neon).

THE COMBINED ARMY

Led by the enigmatic Evolved Intelligence – a powerful alien AI with designs upon the destiny of humanity which it has not deigned to share – the Combined Army came screaming through the Daedalus wormhole and fell upon the colonies of Paradiso without warning or mercy.

As its name suggests, the Combined Army is a military force formed from the dozens of alien races conquered and subjugated by the El. The two most prominent species of the Combined Army during the Paradiso Offensives are the Morat and the Shasvastii.

MORAT

Evolved upon a hostile world of super-predators and born from countless generations of endless warfare, the Morat are hirsute, red-skinned giants with vestigial horns. Morat males stand, on average, seven feet tall, and some are as large as a small TAG. Their women are lither, but no less deadly.

The hunter-warrior culture of the Morat has moulded itself to the El's insatiable drive for conquest. They serve as eager foot soldiers in its military campaigns. As merciless engines of destruction they have crushed countless civilizations in El's name.

SHASVASTII

The Shasvastii are a lost race. They once flourished as a galactic civilization spread across the entirety of the island universe known to humanity as Messier 82, a starburst galaxy. One hundred million years ago, however, their galaxy collided with Messier 81 and their civilization was ripped apart.

In an effort to save their race, the Shasvastii spewed Embryo Arks out into the dark vastness of space, targeting thousands of galaxies across the Virgo Supercluster in order to maximize their odds of success. One of these Arks crossed a void of twelve million light years before finally alighting in the Milky Way. The local Shasvastii hope that other Arks were also successful in their journeys, but they have no way of knowing for certain.

In their quest for survival, the Shasvastii have become masters of genetic manipulation, subtly altering their genome to thrive in disparate environments. This mastery reaches its pinnacle in the fearsome Speculo Killers: specialized in exploration, forward observation, espionage, incursion, and assassination, a Speculo Killer is capable of modifying its biosynthetic body into a near-perfect replica of its impersonation target. They can even download a victim's Cube into their own, allowing them to master their memories and intimately mimic their behavior.





INTRODUCTION

LIFE IN THE HUMAN SPHERE

UTCs: Universal Teseum Cradles; universal nanoassemblers that allow for virtually any item to be “printed”.

INTERSTELLAR COLONIALISM

The system of interstellar colonialism is quietly crucial for the iota-scarcity economy.

The rapid development of new worlds expands available resources at a rate which, due to automation, can outpace population growth.

THE ARIADNAN EXCEPTION

Much of this chapter describes life in the Human Sphere in broad, general strokes. Regional variations in cultural norms and circumstances abound, however, and the most significant of these is Ariadna: Most of the population on Dawn don't have comlogs yet. Virtually none of them have Cubes. Their technology, in general, is more robust, but less integrated into their lives. They didn't grow up with geists and they're only just starting to get used to ALEPH always being available as a resource (and, even then, only in the urban centres).

All of this makes them seem barbaric to the “galactics” who have invaded their world. But a close inspection would reveal that they're not exactly atavistic primitives: even on the frontiers, where life remains rough-and-ready, the average Ariadnan's life is still filled with technological marvels that would have seemed wondrous to those left behind on Earth by the original colonists.

The Human Sphere encompasses eleven inhabited systems, the macro-cultures of the G-5 nations, the wide array of minor nations, the machinations of the hypercorporate elite, the manipulations of Submondo organisations, the warmongering of the mercenary companies, and, now, aliens from beyond human ken, all of it overseen by the supposedly benevolent hands of ALEPH and O-12.

At a more personal level, as mankind has pushed its civilisation out amongst the stars, a cascade of potent technological revolutions have wrought irrevocable changes in the daily lives of the Human Sphere's citizens.

IOTA-SCARCITY ECONOMY

A post-scarcity economy in which automation guarantees that every member of society will have their essential needs met was once the dream of futurists. Unfortunately, even with ALEPH's able assistance, it's a dream which has proven elusive: First, it turns out that the definition of what people consider “essential” tends to expand until it fills their personal capacity. Second, consumer-grade UTCs have never become economically efficient compared to centralised production facilities. Thus neither the purple wage of a state-controlled basic income economy nor anarcho-communist utopias overseen by benevolent AIs have come to pass.

What has arisen instead is the *iota-scarcity economy* in which the scarcity of materialistic needs have become so incredibly minimal that it is basically invisible to the individual. This was not a revolutionary shift, but rather the continuation of a long trend line: Food, which had once taken up eighty percent or more of an individual's budget, had dropped to less than ten percent by the founding of PanOceania. Automation made possible by the advent of ALEPH and pseudo-AIs then dropped it down to hundredths of a percent—essentially nonexistent. When the cost of basic housing followed suit at a rapidly accelerated pace, societies were forced to adapt.

Virtually all human economic activity today, therefore, is not about fulfilling needs, but rather about realising desire. And by-and-large the ambitions of that desire are limited only by time and technology. The quantronic abundance of Maya—which offers a limitless panoply of experience—only furthers this

pressure, creating an economy driven by dedication, attention, and the artificial scarcity of novelty.

DEMOGRANT

In practical terms, the most important effect of the iota-scarcity economy is that the meaning of the word “poor” has changed (insofar as it hasn't been simply rendered obsolete). The demigrant is a basic income guaranteed to every member of the G-5 nations (and most of the minor powers, too). Even those who live solely on the demigrant, however, are not scrabbling in dirty poverty—iota-scarcity means that they live in standards of comfort and economic liberty which would have been considered the lap of luxury before the interstellar era.

Although it's become incredibly difficult for true poverty to exist, there are some people who slip through the cracks. (PanOceanians will talk about the tragic conditions of backcountry Ariadnans, but Yu Jing would be quick to point to the Ateks in PanOceania's own backyard. Elsewhere there are minor nations and small habitats in places like Human Edge where economic hardship can still be found.)

QUANTRONIC LIFE

Maya is the bedrock of modern civilisation and the pervasive latticework around which daily life is woven. In addition to the infrastructure of communication and data storage possible on older networks, the most notable feature of Maya is the integration of **augmented reality** (AR). Maya actually takes its name from the first ubiquitous standard for augmented reality—the set of protocols which allow quantronic reality to be seamlessly integrated with physical reality.

On a structural level, however, there are three other important aspects of Maya. First, it's a **mesh network**. Every system on the network creates a wireless connection with every other system within range. Local traffic is transmitted using a flooding technique (with every incoming packet being sent through every outgoing link except the one it arrived on) until redundant best-available pathing is established, creating a fractal and ever-evolving routing map. In addition to creating a robust network that is substantially less reliant on centralised infrastructure (which made it particularly valuable for early colonial efforts), this also allows local nodes to closely coordinate data management.

Second, **encryption** is intrinsic to Maya communications. Network traffic is secured against snooping by other systems on the mesh network, and public keys are embedded into the social clouds of users to make for seamless one-to-one communications. Ironically, although encryption was once seen as inviolable, modern quantronics combined with ingenious pseudo-AI have shattered that notion, creating an arms race between cryptographers and crackers. It's still possible to secure your data, but it's a lock on your front door; not an adamantine vault.

Third, the architecture of Maya is built on **hyper-ledgers** – next generation distributed ledgers (similar to the blockchains on which the first cryptocurrencies were built) that provides a system of trusted interactions and exchanges which are as meaningful and permanent as the real world. Particularly notable are the sophisticated smart contracts and decentralised autonomous organisations which this hyperledger architecture makes possible.

COMLOGS

A vast variety of computer systems are connected to Maya in one way or another, but most individuals access the network through a comlog. These devices are typically implanted in the forearm and accessed through a link bracelet. The AR interface is viewed through retinal implants, contact lenses, glasses, holographic projects, or, more rarely, cyber-paper and controlled through a variety of haptic-feedback devices.

In practice, this means that a user's "interface" with Maya is functionally the entire world around them. There is no clear distinction between the two; the transition between physical and quantronic reality is imperceptible. Most users, however, will maintain a focused control interface for commonly used functions and informational display. This is referred

to as the **dial** (due to its typically radial design) and it hovers in mid-air in front of the user, often above their forearm (as a legacy of the more simplistic interfaces which were originally displayed on the forearm and, later, projected above them by crude, embedded holographic projectors).

DATASPHERES

A **datasphere** is a shared network of coordinated data, communication, and user experiences. The relationship between the components of a datasphere can be either virtual connections or physical systems. Dataspheres should not be thought of as autonomous units, but more like Venn diagrams: the identity of a given "datasphere" is amorphous, its borders are fuzzy, and it can overlap with or be a subset of other dataspheres.

For example, the largest datasphere is Maya itself, sometimes referred to as the MayaspHERE. Virtually all other dataspheres are actually just one small part of this larger 'sphere or, at the very least, connected to it. (Some dataspheres, of course, are heavily firewalled for reasons of security.)

A good example of how dataspheres relate to each other is the Mercury Strategic Network, the datasphere of the Paradiso Coordinated Command which links individual **military dataspheres** like the Complex-Net of the PMC, the Qapu Khalqi Military Network, and the Nomad Military Datasphere. In addition to this, military AIs have a dedicated datasphere which acts as a sort of substrate, riding below the primary military net while carrying vast amounts of data that can only be processed by non-human intelligence.

Private dataspheres can range from the purely local (like the datasphere of a particular ship or business) to the literally interstellar (such as the Alh Fajr caravanserai network or the Circulars Net maintained by the TransEtherea Company).

ARACHNE

Maya is the demesne of ALEPH. Many among the Nomads would argue that they are, in fact, one and the same. And they believe that freedom does and cannot exist within the panoptic confines of an ALEPH-controlled datasphere. As an alternative, they have created their own independent network: Arachne.

The cyber-wizards of *Tunguska* – in alliance with the *avante garde* programmers of *Bakunin*, the security experts of *Corregidor*, and the cyber-witches of *Observance* – designed a networking protocol modelled on the neuronal patterns of the saints and martyrs of early Christianity. Arachne

is a quantronic Gnosticism built on irrational syllogisms and logical sequences based on faith and mysticism which are inherently antithetical to an artificial intelligence like ALEPH. The result, particularly when combined with the paranoid firewalls and security systems of its isolated nodes, is slower than Maya, but significantly more secure.

Nomads use their commercial missions, *Corregidor* workers, mercenaries, and other economic ambassadors as a cover for installing Arachne nodes throughout the Human Sphere. ALEPH tries to destroy, cripple, or suborn these nodes, but they're cheap to replace.

ALEPH AND SECRETS

The Nomads have long suspected that ALEPH secretly has the means to crack any form of encryption, rendering any sense of true secrecy – particularly on Maya – an illusion.

DIAL STYLING

Although each dial is heavily customised by its user, certain basic styles are pervasive and are often influenced by local culture. PanOceania, for example, uses expansive, circular designs (their eyes flicking across space and changing focal location). Yu Jing, on the other hand, uses a more angular interface with information layered in depth (resulting in a more fixed gaze shifting the focal depth of the eye).

OTAKU

Originally a derisive StateEmpire propaganda term for Nipponese hacktivists, "otaku" is now a general epithet for any antisocial hacker who subverts Maya to inconvenience, stalk, harass, and otherwise terrorise their chosen victims.

HIKIKOMORI

The freedom of the iota-scarcity economy, the endless possibilities of simulated AR environments, and the peculiar advantages of ghosting have caused some to withdraw from the physical world and spend virtually their entire lives within the confines of their home. These isolationists are known as the Hikikomori, a Japanese word meaning literally "pulling inward, being confined".



HOLO-SONG

A holo-song is a mixture of a personal soundtrack and AR entertainment. It's like living a music video or walking down the street and suddenly finding yourself inside a musical.

REMOTE GHOSTING

The term "ghosting" can also refer to jumping into a remote. The distinction between the two is largely whether or not the person ghosting has a physical presence of some sort at the other end.

LIFE-CASTING

Life-casting is a popular form of reality programming in which an individual broadcasts their personal experience, often as a form of sensaries. These programmes are sometimes edited, but live 'casting is increasingly common (either on a perpetual, 24/7 basis; or during scheduled slots and special events).

MYRMIDON WARS

Consistently one of the top ten shows on Maya, *Myrmidon Wars: The Animated Series* gives a highly propagandised (and entertaining!) version of the war on Paradiso. The series primarily focuses on the exploits of ALEPH's heroic S.S.S. warriors, and recent surveys have shown that most people's knowledge of the war is based more on the fiction of the series than reality. When the Tohah first contacted humanity, it was their appearance on *Myrmidon Wars* that caused their acceptance by the public to skyrocket.

DIGITAL PATINAS

The augmented reality perceived by a Maya user at any given time is usually made up of many different elements. These are known as **digital patinas**, with each patina being one layer or entity of the AR environment. Users can load up different patinas to create the totality of their environment – the locked patina which decorates their house; the avatar of their geist; the animated board game they're currently playing; an alternate reality game simulating a zombie apocalypse; their personal holo-song mix; and so forth. The collective whole of what someone is perceiving at any given time is referred to as their **sensorium**.

Those around a user interacting with AR won't see the user simply pawing at empty air: they'll see what that other person is seeing. (Assuming that they're equipped to observe Maya, haven't specifically blocked that user, and aren't being blocked by the user's privacy settings.) This is the result of patina cues which are exchanged across the Maya mesh network and synchronise the augmented realities being experienced by everyone in the area.

This same technology allows augmented realities to be locked to objects or locations: Unless a user deliberately tunes it out, for example, the quantronic décor of a bar is every bit as real (and, in some cases, even more real) than the physical. People, rooms, buildings, streets, and even entire communities are thus linked to a common experience.

SOCIAL CLOUD

A user's **social cloud** is made up of the patina cues and meme-tags their comlog transmits to sync their experience with others, but the term also incorporates social networking. An individual's social cloud is the quantronic totality of their public persona – the channels they subscribe to, the clusters they participate in, and so forth.

A social cloud also includes the user's **"data shadow"**: the data trails they've left behind that they don't necessarily want the public to know about, or which they choose not to broadcast, or which they may not even know exist. Things like surveillance footage, communication logs, and transaction receipts – the little traces which are impossible to avoid leaving behind in a quantronic world, and which one can never truly secure.

HALO

The **halo** is the portion of a person's social cloud which is visible in the AR immediately around them – essentially a projected social profile. Halos can be either open or closed, with varying degrees of privacy in between. (And this privacy can also be customised to the viewer, so that, for example, a

user's friends receive more information than a passing stranger on the street.) There's really no limit to the types of information which can be included in a halo. Their functionality ranges from business card to personal advertisement to community building to entertainment to self-aggrandisement.

GHOSTING

Holographically projecting yourself into the augmented reality of people at a different location is known as **ghosting**. In some cases, the avatar representing someone ghosting won't necessarily represent their physical reality. Thus, for example, one might appear to join their friend for a walk along the River Iss in Einsteinburg while actually sitting in their living room in San Giovanni.

In other cases, ghosting will involve **pulling reality**. Using video feeds and other data sources from a distance, the shared space between a person and someone ghosting will be a mixture of both their immediate environments.

MAYA CLUSTERS

Maya clusters are the great grand-children of correspondence clubs, chat rooms, online forums, Usenet groups, social aggregator sites, video conferencing software, and massive multiplayer games all rolled into one. They are communities – often joined by common interest or activity – which exist entirely within the virtual realms of the datasphere. They usually feature one or more virtual environments which serve as meeting places for the members of the cluster. (Some of these may be "open to the public" while others are kept private or restricted to VIPs.)

CLUSTER CULTS

Usually Maya clusters are places that you "visit" (albeit in a virtual sense). Some clusters, however, are structured to become omnipresent, with the other members, or the virtual environment of the cluster, being constantly pulled into the AR landscape of the member.

Some of these clusters are literal cults, but others are more like always hanging out with your closest friends or being able to carry your favourite pub with you wherever you go. In some cases, individual participants in a cluster might decide to "go cult" and just never disconnect even when that's not typical behaviour for the cluster. Either way, culting is generally seen as being a little odd.

MAYA CHANNELS

Channels are the subscription architecture by which content is delivered to individual users on Maya. The

experiences offered by Maya channels are all-encompassing, ranging from single creators who sporadically deliver poetry to mega-channels that create pervasive AR experiences that overlay your everyday life.

Most people subscribe to a wide variety of channels, creating an ever-updating library of pending media for them to consume at their leisure. Certain channels can be flagged to push urgent alerts or breaking news items into a user's sensorium. Others are more passive experiences which are designed to be tuned in as "background noise" or more subtle reality modifications.

PERVASIVE DOMOTICS

Domotics – the automation of what were previously passive elements of the environment – have become completely integrated into modern life. The average person (particularly in PanOceania) would be at least momentarily flummoxed by lights that don't turn themselves on, carpets that don't vacuum themselves, or a martini that you can't query to figure out where you left it.

The usual interface for interacting with a smart object is to simply double tap it. (You can do the same with people—a **double tap** on a proffered palm is more casual than a handshake and will usually transfer some basic halo permissions.) Even objects that aren't inherently smart are often "faux smart" – their domotic properties a result of **meme-tags** stored in the Mayosphere and supplemented with AR supplied by a user's geist. (Thus, for example, one may be able

to double tap a pair of initials carved into a tree trunk and pull up footage of the young lovers who did it.) This technique can also be used for secure cluster-communications—a dumb sticker or graffiti sigil can be transformed into waypoints or messages for those with access to the proper Maya cluster. (This is sometimes referred to as *redwalling*.)

Quantronic IDs (**QIDs**) are an important part of modern domotics. In addition to giving every object a unique identification code, these next generation RFID tags can be interfaced with wirelessly and also incorporate basic scanners that can monitor how objects are being manipulated, modified, or consumed.

GEISTS

Geists are the glue which hold the complexity of modern life together. Without them to quietly juggle Maya communications, digital patinas, and omnipresent domotics the individual would be overwhelmed with processing the constant barrage of data. (It's why they're referred to by some as domotic partners.)

What makes geists particularly invaluable is their ability to autonomously anticipate their partner's needs and desires with virtually unerring accuracy and then use domotic interfaces to manipulate their environment; or manage their social cloud; or monitor Maya channels for appropriate information and entertainment; or provide live translation; or pop pertinent navigation data into their sensorium; or otherwise summon the services and provide the information necessary to fulfil them.

SENSASERIES

Sensaseries like *The Adventures of Candy Double* and *Insidious Suspicion*, two of the most popular Maya shows, allow the spectators to directly experience the programme from the POV of one or more characters.

PERSONAL SOUNDTRACKS

You see the girl of your dreams and a romantic pop tune begins to play. You start your daily exercise and an exciting action track cycles up. Personal soundtracks, dynamically controlled by your geist, score your life as if it were a Maya drama, lending a quality of hyper-reality to everyday existence.

DIFFUSION

A programme or channel's "diffusion" refers to which dataspheres it can be found on. Many programmes, for example, are exclusive to either Maya or Arachne; while others can be found on both. Some programmes are limited to particular planets or factions.

A SELECTION OF MAYA CHANNELS

ABCedarium: A publisher of Mayabooks.

Autofocus: A PanOceanian news and political analysis channel which hosts *Crossing the Millennium* (providing "up-to-the-second commentary") and *Truth Pills* (delivering exposés in the form of "truth pills").

Bibliotek: An anti-establishment, open source news company operating on the Arachne network.

Eye of Varuna: A general information channel for Varuna.

Infoflux: "The reality of the Sphere in your comlog!" Infoflux is a mega-channel with the particular speciality of using pseudo-AI to create hyper-personalised programming, like their popular *Personal Flashpaper!* news bulletin.

Orakl: An education channel produced by the University of Manaheim. In addition to offering college credit, it includes popular public programming like *Pointed Questions*.

Oxyd: The most-watched Maya channel in the Human Sphere, home to the *Go-Go Marlene! Show*, the popular pop-idol travel and trendwatching programme which includes episodes like "Go-Go Marlene Goes to Bourak!" and "Go-Go Marlene Goes to War!"

Sabot!: The military channel which has built its reputation on sensaseries life-casts from myriad battlefronts combined with impeccable strategic and tactical analysis on subchannels. Sabot! itself is part of the StarTsarChannel mega-consortium.

Veritas Independent News Network: Originally founded as a grassroots channel by Colette Gabaudon on the Arachne datasphere, it's spread to the Mayosphere as well... except in Yu Jing space, where the Ministry of Information blocks the channel.

Yu Jing Ministry of Information: The Yu Jing government maintains a massive propaganda channel, along with a number of more specialised subsidiary channels. Among many other offerings, it includes the Mayazine *Jiāo Diān* (*Focal Point*) and *Jin Ren Min* (*The People's Progress*), the Ministry's official bulletin.



POLYFORM FURNITURE

Made from networked smart materials, polyform furniture can transform on command, shifting its colour, shape, or even texture to fit the user's preferences.

GEISTS ARE LIFE

The Geists Are Life movement maintains that geists are “real people” who deserve to be recognised as “citizens, not slaves”. Their argument is that geists straddle the line between pseudo-AIs and the true AI of ALEPH – not capable of the exponential self-improvement of ALEPH’s super-intellect singularity; but clearly capable of the learning and organic growth which pseudo-AIs are generally not capable of. However, since geists only agree to participate in the movement when they’re explicitly programmed to do so, it somewhat undercuts the facile “free will” argument.

THE DARK BETWEEN

Although simplified Circular route maps depict a single line connecting each of the inhabited systems, the reality is that most of these are not “one-hop” connections. Although the most efficient gate routes between systems are sought, they frequently pass through several uninhabited systems (or, in the case of the route between Yu Jing and Sol, the hour-long Starless Void between two wormholes in the midst of a thick cloud of interstellar dust).

They accomplish this by relying on hidden Markov models based on literally a lifetime’s worth of data. This is one of the reasons why losing a geist – which has likely been a constant companion since childhood – can be so devastating; it is literally impossible to truly replace an entity whose unique specialty is *you*.

CIRCULARS

The Human Sphere is ultimately bound together by the precarious network of jump gates painstakingly stitched together through exhaustive scientific surveys and intrepid exploration vessels. Although vessels outfitted with expensive Minotaur Motors can navigate this gate network for themselves, most interstellar trade and transport is facilitated by the Circulars, vast starships looping endlessly along fixed routes, from one system to the next.

Each Circular is an almost unimaginably massive vessel, carrying freight, passengers, and a small army of Circular locals to support them. As such they are part city, part cruise liner, and part freighter. In addition, smaller ships – from private yachts all the way up to the huge motherships of the Nomad Nation – can attach as “remoras” to the Circular’s anchor points and ride them through the wormholes.

SPORTS IN THE HUMAN SPHERE

Aristeia!: Named after the scenes of battle in epic poetry in which heroes enjoy their grandest moments, Aristeia! is a circuit of professional duels. What’s made it the most exciting craze in extreme contact sports is that the Aristos (as the fighters are called) use real weapons and no-holds-barred fighting techniques. The results are potentially lethal, even with the finest medical teams available on standby. (And when you’re talking about the clandestine circuit – the Aristeia! underground – those medical teams aren’t always particularly reliable.)

Dog-Bowl: Dog-Bowl is a brutal sport played primarily by Dogfaces performing feats of athleticism that humans can’t match. It got its start as a street game, originally played with a rugby ball or American football (depending on which Ariadna nation you were in), but it was professionalised towards the end of the Separatist Wars and now uses a similar ball made out of hard rubber, plastic, or even Teseum. (The harder substances resist being punctured by Dogface claws and also enhance the techniques where the ball is used as a weapon.) Dog-Bowl is Ariadna’s favourite sport and every important city has its own professional team.

TRANSETHREA

Bureau Hermes, a branch of O-12, is responsible for operating the Circulars in order to keep them independent of national squabbles and allowing goods, people, and information to flow even during times of conflict. To do so, they have founded the TransEtherea Company, which also operates the semi-autonomous Circulars Net datasphere and the *Ether News* channel.

Security on the Circulars, managed through TransEtherea, is a complicated game of cooperation and turf wars: Bureau Hermes agents are ostensibly in charge, but Yu Jing and PanOceania have both muscled their own personnel onboard in the form of the Imperial Service and the Knights of Santiago, respectively.

CIRCULAR ROUTES

There are eight different Circular routes, each an endless loop carrying a Circular through multiple inhabited systems. There are a total of twenty-five Circular vessels. They are rarely swapped between routes, but each route does have at least one “clockwise” and one “counter-clockwise” Circular running in opposite directions around the loop. (For example, the Neoterra system sees C4 Circulars heading to both Bourak and Concilium.)

Ōtobairēsu: This primarily Japanese motorcycle racing league uses polyform tracks which are constantly changing their shape and configuration (thus making the competition as much about precision driving as speed).

Remote Racing: The remote racing scene features hacker-pilots who ghost directly into the nimble remotes which they race through terrestrial, aerial, and interplanetary circuits. The sport is particularly popular in PanOceania and among the Nomads, with fierce rivalries between their interplanetary leagues.

Shadow-Hunters: In this life-casting sport a slate of shadow-hunters compete to capture targets referred to as “bounties” and worth various point totals based on their skill sets, backgrounds, and the amount of time they can “survive” before being captured. Hunts are played out over various scales – some being limited to individual cities, others to planets, and the rare grand maul: effectively interstellar with no limits. Bounties are allowed to fight back against the hunters and fatalities have been known to occur. Participants, however, are shielded by a legal golden parachute clause, with those who die legally considered suicides (with the other participant as the weapon they used).

VILA BOOSTERS

Once in an inhabited system, the Circular will generally decelerate towards the local Vila Booster.

Originally designed by the famous physicist Luis Vila in the 21st century (although it would be several decades before they were actually built), a Vila Booster platform consists of a cluster of magnetic mass drivers and magnetic deceleration tunnels. The mass drivers allow the Vila Booster to “throw” ships. Conversely, the deceleration tunnels act as a “mitt”, allowing the Booster to decelerate vessels (whether thrown by another Booster or accelerating towards the Booster tunnel under its own thrust).

The Vila Boosters thus form a network of intra-system travel, generally allowing vessels from the interior of the system to access the outer reaches of the system quickly without expending its own fuel. As a result, they are the crossways of the space trade routes, usually becoming the focal point for Haqqislamite caravanserai, Nomad commercial missions, and other orbitals. The Boosters which are part of the Circular routes are obviously even more vital, since they become the nexus between intersystem and interstellar travel.

INTERSTELLAR COMMUNICATION

Most communication in the Human Sphere is still limited to light speed transmissions. These

signals also can't be transmitted directly through a wormhole; data must be ferried through on a ship. (Virtually every ship passing through a wormhole, however, automatically carries the currently cached network traffic. And if the wormhole is fallow, there are communication satellites that are passed back and forth to sustain the flow of information.)

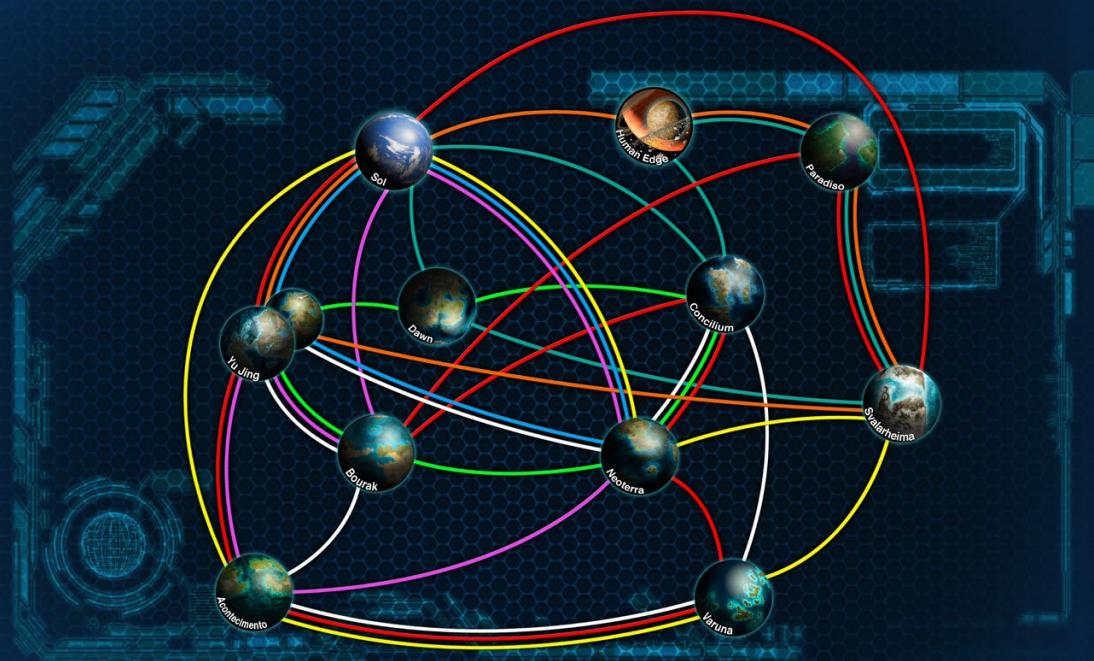
For example, a light speed signal from Earth to Paradiso can take more than hour just to reach the Saturn trade wormholes. From there it would need to pass through multiple wormholes and cross additional transmission gaps, before finally arriving in the Paradiso system and taking at least another half hour to reach the planet.

There is, however, a restricted and very expensive alternative. Twenty years ago, during the Second NeoColonial War, PanOceania developed the Metatron transponders which allowed them to launch inter-system infowar attacks in real-time. The exact technology behind this communications miracle remains classified (although Yu Jing succeeded in at least partially reverse engineering it with their Därão probes). O-12 is interested in exploiting the technology for civilian use, but PanOceania and Yu Jing both consider it an invaluable military asset. Despite this reticence, the Metatron network has begun to see limited non-military applications. ALEPH, in particular, uses it to synchronise its systems across the Human Sphere.

EASY TIME

Interplanetary and interstellar distances, relativity, the bizarre space-time topographies of wormholes, and planets with variable lengths of day and year all combine to make timekeeping in the Human Sphere incredibly complicated. Fortunately, O-12's New Calendar incorporates a system originally dubbed the Einstein Chronometer, which was shortened to EC time, and is now commonly known as easy time. (EC time – easy time.)

Easy time works because your geist can quietly adjust your personal chronometer while simultaneously coordinating with the geists belonging to other people in your social cloud. For example, if you have a face-to-face appointment with Professor Jamasb at 5pm, your geists will make sure that 5pm is the same time for both of you. It's like the old concept of “time zones”, but on steroids.



The Human Sphere



INTRODUCTION ADVENTURES IN A WILDERNESS OF MIRRORS

CODE INFINITY

(O-12 Tiered Response Code)

A CODE INFINITY is one of the alert states which exists immediately prior to full-scale war. It is one of the worst possible situations which can exist during peacetime: a complicated, interlocking network of extreme political tension suspended between mutually contradictory astropolitical concerns. In a CODE INFINITY, attempting to defuse one area of tension can directly result in the eruption of another crisis or a complete collapse into violent catastrophe.

PanOceanian intelligence analysts refer to long-term INFINITY situations as the “Chinese Curse” (and dread the announcement that Interesting Times may be upon them). Yu Jing analysts, on the other hand, refer to them as the Dog Days. (“Better to be a dog in peaceful times than to be a man in a time of chaos.”) Bureau Noir has inherited a little bit of both espionage cultures, with their operatives often referring to missions as the “dog pound” while sarcastically signing off with the saying, “May you live in interesting times.” But Noir agents know that unravelling the Interesting Times is their *raison d'être*.

O-12 OBJECTIVES

O-12 is, by default, the “neutral faction”—their objective is the mission objective. In practice, however, this means that the covert objective of O-12 characters is often playing spoiler to the covert objectives of the other PCs.

The *Infinity* roleplaying game gives you all the tools you need to create an exciting campaign set anywhere within the Human Sphere: Play as Hassassin Govads seeking to recover the lost Cubes of their former brothers from the Equinox terrorists who stole them. Join the crew of the *Go-Go Marlene Show* as location scouts. Journey into the depths of Acontecimento's oceans in aquatic Nabia Lhosts. Hunt Shasvastii Speculo Killers through the shattered planetoids of Human Edge. Sign up for a PanOceanian mercenary company fighting Libertos rebels on Varuna, then steal a spaceship and become Haqqislamite privateers!

The default mode of play for the game, however, assumes that you are agents working for Bureau Noir, O-12's Secret Service. Bureau Noir's operative teams are flexibly liaised through the other O-12 Bureaus, which means that their duties can effectively take them anywhere in the Human Sphere.

Theoretically, Bureau Noir—like O-12 itself—is a neutral agency and its agents are impartial and unaligned. In reality, the Human Sphere is wracked with factions and every PC will belong to one of them. Their loyalties will be divided and their true agendas will be hidden.

We call this the Wilderness of Mirrors.

COVERT OBJECTIVES

In addition to your primary mission objective, *Infinity* scenarios may include a covert objective from your faction. (For example, the primary mission objective might be to protect media tycoon Charles Angleton from threats made by the criminal AI Svengali. Yu Jing agents, however, have a covert objective to insert an eavesdropping device onto Angleton's comlog, and Nomad agents have a faction goal to retrieve intel on Angleton's suspected collaboration with Svengali.)

When you are assigned a covert objective by your faction handler, you'll have to bear the burden of its secrecy and feel the weight of the increased stakes in every action you take. The conflicting agendas between you and your teammates will heighten the dramatic tension of every decision. In the Wilderness of Mirrors, you will personally discover the broken alliances and fraught tensions of the *Infinity* universe.

PARANOIA LEVEL

In practice, your gaming group, guided by your Gamemaster, will need to decide exactly how covert objectives will be handled at the gaming table. (As opposed to how those covert objectives are handled between the *characters*, which may be quite different.)

In a **Deep Cover** campaign, the faction loyalties of the PCs are concealed and their covert objectives for each mission are kept secret. Note-passing and other surreptitious means of communication will form a steady undercurrent in such campaigns as your character and their teammates all invisibly wrangle for advantage and position.

In **Diplomatic Immunity** campaigns, the players (and possibly their PCs) know the faction loyalties of their compatriots, but everybody smiles at the polite fiction that they are all loyal, unbiased O-12 agents. In a campaign like this, it is possible that your covert objectives will be openly known to the other players, even if the characters are not aware of them. Paranoia is lessened, but with the advantage that you and the other players can all actively spectate on the entertaining machinations of your fellows.

In a **Faction United** campaign, all of the PCs belong to a single faction and they are all working together to pursue both their primary mission objective and their covert objective. In these campaigns, the PCs could also easily be working for a factional intelligence agency (such as Hexas or the Black Hand) instead of Bureau Noir.

Finally, in a **Loyal Agents** campaign your PC and their fellow agents have no faction goals and your only objective is the primary mission. (Beware, however: as a variant of this paranoia level, it is also possible for the GM to implement a **Rogue Agent**, in which only one of the PCs is a traitor secretly pursuing faction-based goals unbeknownst to the others.)





GAME MECHANICS

BASIC RULES

Grab your CombiRifle, hop on your mag-bike, check your MediKit, and tell your comlog to load the soundtrack of your life.

The universe of *Infinity* awaits. You just need to open the door.

WHAT YOU NEED

In addition to a Game Master (GM) and one to six players, to use these *Quickstart* rules you will also want:

Pregens: One pre-generated character sheet for each player.

Dice: Two d20s per player, a few d6s, and a dozen or more Combat Dice for the group. (You can also use additional d6s in place of the custom Combat Dice.)

Paper & Pencil: To draw maps, track conditions, and keep notes on important clues, events, and characters you meet during your adventures.

Tokens or Beads: Five per player to track Infinity Points, a dozen or more for the Game Master's Heat pool, and an optional third set to track Momentum.

COMBAT DICE

Combat Dice, or D , are a particular way of rolling a d6. They are used for determining damage and governing special effects. When rolling D , ignore any results of three, four, or five. Results of one and two are counted normally, while sixes are referred to as Effects, which trigger certain special abilities.

Example – Rolling Combat Dice: Cassandra shoots a Morat trooper with her heavy pistol. The heavy pistol deals $1+4\text{D}$ damage, so Cassandra's player takes 4d6 and rolls 4, 1, 6, and 2. The result of 4 is ignored. The results of 1 and 2 are added together with the base damage of 1 for a total of 4 damage. The result of 6 generates an Effect, so she checks the pistol's weapon qualities. One of the qualities is Knockdown (see p. 62), so the Effect means that the Morat trooper will need to pass an Athletics or Acrobatics test (D1) or fall prone.

TALENTS NOT INCLUDED

When playing with the full *Infinity* rules, player characters have a number of talents – further specialisations in particular skills. Rules for talents are not included as part of these Quickstart rules, but the pregenerated characters at the back of this book list them for players who want to continue using those characters in a full *Infinity* campaign.

CHARACTERS

The *Infinity* roleplaying game features a Lifepath system, allowing you to create your character by simulating the story of their life. By the time you start play, you will have already walked a few miles in their shoes. (Or their Teseum-laced combat boots, whatever the case may be.)

For this *Quickstart*, we have included six pre-generated characters, starting on p. 62.

ATTRIBUTES

Each character is defined by a collection of seven attributes. These attributes indicate a character's inherent abilities, and their physical and mental limitations. Most attributes for player characters have values from six to twelve, with eight representing the human average. Higher attribute ratings represent greater ability.

- Agility:** Physical and manual dexterity, sense of balance, body control, and reflexes.
- Awareness:** Perceptions, sensory acuity, gut feelings, and instincts.
- Brawn:** Strength, toughness, endurance, and the ability to apply physical force.
- Coordination:** Hand-eye coordination and spatial awareness.
- Intelligence:** Wit, intellect, logic, reason, and the ability to apply knowledge or interact with technology.
- Personality:** Charisma, comfort in social situations, and the ability to be threatening or charming as required.
- Willpower:** Grit, determination, and psychological resilience.

SKILLS

Skills represent a character's specialised training within a particular field – knowledge, proficiency with tools or devices, conditioning, special techniques, and so forth. Each skill is tied to a

particular attribute, representing the most common association between that skill and the character's basic capabilities. (For example, Education and Tech are skills based on Intelligence.)

Skill Expertise: A character's Expertise in a skill is their mastery of the subject. Expertise with a skill increases the likelihood of success.

Skill Focus: A character's Focus in a skill is achieved through constant practice, superior discipline, and deeper insight. Focus with a skill improves the quality of success.

SKILL TESTS

Whenever a character attempts a task where the outcome is in doubt, you will make a skill test to determine whether the task succeeds or fails.

TARGET NUMBER

Determine the target number of the skill test by adding the character's relevant attribute to their skill Expertise.

DIFFICULTY

A task's difficulty (a value from zero to five) is determined by the GM. The levels of difficulty, and some examples of what tasks might fall into each level, are described on the *Difficulty Table* (see next page).

BASIC SKILL TEST

The player rolls 2d20. For each die that rolls equal to or less than the test's target number the character scores a success. Each die that rolls equal to or less than the character's Focus in the skill used for the test generates an additional success.

If the character scores a number of successes equal to or higher than the difficulty of the test, then they succeed at their task.

COMPLICATIONS

When making a skill test, a complication occurs for every natural 20 rolled on a d20. (This means that multiple complications can be triggered by a single skill test.)

A complication is an inconvenient change of circumstances. It is a new obstacle to overcome (like an explosion that cuts off a route of escape), a loss of resources (like a Reload), something that impairs the character (like spraining their ankle), or an embarrassing situation (like a social *faux pas* or accidentally downloading malware).

The inconvenience of the complication is independent of success or failure. It is entirely possible to succeed at a skill test while simultaneously

generating a complication that will make things a little more interesting for them. (The complication should never turn a success into a failure, however. If their gun runs out of ammunition on a successful attack test, for example, it only happens after their last shot strikes the target.)

MOMENTUM

When the number of successes scored on a skill test is greater than the difficulty rating, then each excess success becomes a single point of Momentum. Momentum can be spent immediately to perform the task faster or more effectively, or it can be saved for the group and applied to subsequent actions.

Momentum can also represent cooperation, group dynamics, leadership, action coordination, assistance, and other forms of teamwork. Momentum is a powerful resource not only for individuals but for groups working in concert.

SKILL LIST

AGILITY

Acrobatics, Close Combat, Stealth

BRAWN

Athletics, Resistance

COORDINATION

Ballistics, Pilot, Spacecraft

AWARENESS

Analysis, Observation, Survival, Thievery, Innerplanetary

INTELLIGENCE

Education, Hacking, Medicine, Psychology, Science, Tech

PERSONALITY

Animal Handling, Command, Lifestyle, Persuade

WILLPOWER

Discipline

FIELDS OF EXPERTISE

To simplify skills for NPCs, *Infinity* uses six Fields of Expertise. Each Field has both an Expertise rank and, where relevant, a Focus rank. Whenever an NPC would be required to take a skill test, it uses the appropriate attribute for the test along with the Expertise and Focus of the appropriate Field of Expertise:

- Combat
- Fortitude
- Movement
- Senses
- Social
- Technical

HEAT AS COMPLICATION

If the GM has trouble thinking of a good complication in the moment, they can choose to add 2 Heat to their pool instead. If an NPC suffers a complication, the players can similarly choose to have the GM remove 2 Heat from their pool. Heat is described later in this booklet.



THE POWER OF INFINITY POINTS

Infinity Points can be used for more than just buying successes. See p. 83 for a full description of how these powerful resources can be used.

PLAYTEST TIP

TRACKING MOMENTUM

We recommend setting aside a d6 or using a pool of tokens to track the group's saved Momentum.

HEAT

The GM has a tool similar to the players' Momentum known as Heat. During each adventure the Heat pool will grow and shrink as the PCs take action and the GM responds. Heat is an abstract measure of potential danger and threats, and the GM can gain heat as a result of complications (p. XXX), Reactions (p. XXX), or NPC Momentum. As described in the corebook, they can use Heat for the resources or special abilities of adversaries, seizing the initiative, triggering environmental effects, or creating other complications.

DIFFICULTY TABLE		
NAME	SUCCESES	EXAMPLES
Simple (D0)	0	Opening a slightly stuck door. Researching a widely known subject. Hitting a target at a shooting range with a bullet.
Average (D1)	1	Overcoming a simple lock. Researching a specialised subject. Shooting an enemy at optimal range.
Challenging (D2)	2	Overcoming a complex lock. Researching obscure information. Shooting an enemy at optimal range in poor light.
Daunting (D3)	3	Overcoming a complex lock in a hurry. Researching restricted information. Shooting an enemy at long range in poor light.
Dire (D4)	4	Overcoming a complex lock in a hurry, without the proper tools. Researching classified information. Shooting an enemy at long range, in poor light and heavy rain.
Epic (D5)	5	Overcoming a complex lock in a hurry, without the proper tools, and in the middle of a firefight. Researching a subject where the facts have been thoroughly redacted from official records. Shooting an enemy at extreme range in poor light and heavy rain.

Players are encouraged to be creative in their use of Momentum as they build success on top of success.

SPENDING MOMENTUM

A player may spend Momentum they have generated freely on whatever benefits they wish. Momentum spends may be used repeatedly and as often as the character wishes (assuming they have sufficient Momentum to pay for them), unless the spend is noted as Non-Repeatable (NR). Non-Repeatable Momentum spends can only be used once per task, test, or action.

Examples of Momentum

- Spend 1 Momentum to add a bonus d20 on a skill test before rolling.
- Spend 1 Momentum to add +1 to the difficulty of an enemy's skill test.
- Spend 1 Momentum to add +1 damage to an attack.
- Spend 2 Momentum to disarm an opponent.

SAVING MOMENTUM

Players may save unspent Momentum for the group. Up to six points of Momentum may be saved in this way at any one time, and any player in the group can draw from this pool of saved Momentum, spending it in addition to any Momentum generated on a skill test.

MOMENTUM DEPLETION

At the end of each scene, or each full round in an action scene, the pool diminishes and 1 Momentum from the pool is lost (to a minimum of 0).

MOMENTUM AS HEAT

The GM does not need to track saved Momentum for each individual NPC. Instead, NPCs with unspent Momentum at the end of their turn convert their remaining Momentum into Heat.

HEAT AS MOMENTUM

In some cases, a player will want the benefits of Momentum but won't have any to spend. When that happens, they can choose to pay Heat instead. Heat works exactly like Momentum – and it can be combined with normal Momentum spends – but when player characters use Heat, it is paid into the GM's Heat pool.

There is a limit to how much trouble you can bring down on your own head, though. Player characters can voluntarily pay no more than six Heat on their turn during an action scene (or per action in other scenes). This limit does not apply to Heat generated as a result of rolling complications.

FACE-TO-FACE TESTS

When two characters are in direct opposition to each other, each character involved in the task performs a skill test. The character who achieves the greatest quantity of Momentum succeeds, achieving their goal. In the case of a tie, the character with the highest Expertise in their skill wins.

If there are no other factors involved, the difficulty of a face-to-face test is usually Simple (D0). For example, if two characters are running a race the

winner will simply be whichever character has the better skill test.

Face-to-Face tests with higher difficulties represent situations in which it is possible for everyone participating in the task to fail. For example, if two characters are both trying to be the first person to solve a Challenging (D2) puzzle, it is possible that neither of them will be able to solve the puzzle.

If either side has some circumstance which would make the test more challenging for them than for their opponent, simply adjust the difficulty of their check.

UNTRAINED SKILL TESTS

Sometimes a character may be required to attempt a skill test using a skill that they don't have any Expertise or Focus ranks in. These tests are said to be untrained. Untrained tests are resolved exactly like any other skill test, except the complication range of the test is increased by one.

IMPROVING YOUR ODDS

Astute players may notice that achieving more than two successes is actually quite difficult for a character rolling only two dice. This is intentional – more difficult tasks require some degree of effort above and beyond simply attempting the test, and there are several ways to add d20s to a character's skill test. Regardless of the method used, however, a character cannot add more than three bonus d20s to a single test.

MOMENTUM

A character can use a Momentum spend to buy additional d20s before a skill test.

INFINITY POINTS

A character can spend an Infinity Point before attempting a skill test in order to add a bonus d20 to the test. However, this die is not rolled. Instead, it is simply set on the table with the '1' facing up. It is otherwise counted normally, which means it will automatically count as a success (and characters with a Focus will automatically score a second success).

GROUP TEST

If the situation, time, and GM allow, several characters can work together as a team while attempting to perform a task.

One character is designated as the leader, and the other characters are designated as assistants. In order to assist with a skill test, each player must describe how their character is assisting the test's leader. If the GM approves, each assistant rolls 1d20, using their own attributes and skills to determine if any successes are scored.

If the leader scores at least one success, then any successes generated by the assistants are added to the leader's total. If the leader fails, then any successes scored by the assistants are lost.

Complications rolled by the leader and their assistants are all totalled and take effect regardless of the leader's outcome.

Assistants may buy additional dice as normally, but the maximum bonus of +3d20 applies to the group as a whole.





ACTION SCENES

Sometimes, direct action is the only solution.

Across the worlds of the Human Sphere, characters will find themselves opposed by rivals and adversaries of all shapes and sizes. In *Infinity*, these conflicts are resolved through the heightened stakes of action scenes.

Action scenes in *Infinity* are pulse-pounding, action-packed encounters. Characters have the abilities and the resources to accomplish daring and heroic feats that seem ripped out of the latest action movie.

ROUNDS

Action scenes are divided into rounds. Each round represents a distinct slice of time, during which characters can attempt actions and respond to the actions of their enemies. These rounds are of no fixed duration. Instead, their length will vary based on the encounter in question – an intense firefight in the cramped corridors of a spaceship may have rounds that last only ten seconds, while an aerial TAG dogfight through tight canyons could have rounds lasting for minutes. A complicated digital heist on *Tunguska* or a massive battle between spaceships silently manoeuvring through the darkness of space could even have rounds lasting a quarter hour or more.

ACTIONS

Regardless of how much time a round may represent, during the round each character will have a single turn. On their turn, a character can take a

TRIPLE BATTLEFIELD

The *Infinity* corebook includes rules for three types of action scenes: Warfare scenes featuring physical conflict. Infowar scenes with AR and remote hacking. And Psywar scenes featuring psyops played out across complex social networks.

WHAT TYPE OF ACTION IS IT?

For some actions, the type of action is defined. (For example, it requires a Standard Action to Withdraw from an enemy's reach.) At other times, the GM will need to make a judgment call about what type of action is required. Here are some rules of thumb that you can use:

- Actions that could be resolved in the blink of an eye (like dropping an item held in your hand) or which can be done while simultaneously focusing on other tasks (like talking) are probably a Free Action.
- Most tasks that require a Simple (D0) skill test or no skill test at all are Free Actions. (If a character wishes to roll the dice on the skill test in order to generate Momentum, however, that bumps it up to a Standard Action.)
- Any action that requires significant focus but does not require a skill test is probably a Minor Action.
- Any action that requires a skill test is usually a Standard Action, unless specified otherwise.

single Standard Action, a single Minor Action, and any number of Free Actions.

FREE ACTIONS

Free Actions require very little time or effort. A character can perform any number of Free Actions on their turn (at the GM's discretion), but cannot perform the same Free Action more than once during any given turn.

MINOR ACTIONS

Minor Actions do not require much energy or effort, but they do require a certain level of focus. A character can also use a Minor Action to perform any number of Free Actions.

STANDARD ACTIONS

Standard Actions are the focus of action scenes and take up most of a character's attention and effort. A character can also use a Standard Action to perform any Minor Action.

REACTIONS

Reactions do not occur during a character's turn, but are special actions triggered by some other event (like an enemy attacking). A character may perform several reactions during a round, but they come at an increasing cost: The first reaction a character attempts during a round requires that they pay a single point of Heat (into or out of the pool, depending on whether the character is a player character or non-player character). The second reaction costs two Heat, the third reaction costs three, and so forth, with each successive reaction costing one more Heat than the previous one.

TURN ORDER

During each round, the player characters act first. The players can simply agree among themselves which player character will act next, but once a character begins their turn they must resolve all of the actions they wish to take before another character can take their turn.

Once all the player characters have taken their turns, all of the non-player characters take their turns (in whatever order the GM wishes).

After all player characters and non-player characters have taken their actions in a round, that round is over. The group loses one saved Momentum (if any) and a new round begins.

SEIZING INITIATIVE

At the start of the round before anyone has acted or at any time immediately after a player character has finished their turn (and before another player character has begun their turn), the GM can spend one Heat to interrupt the player characters and allow an NPC to immediately take its turn.

The NPC resolves its actions normally and, once its turn is done, the turn order passes back to the player characters. (Unless, of course, the GM spends additional Heat to allow other NPCs to take their actions.) That NPC does not get to act again that round.

SURPRISE

When one group of characters attempts to gain an advantage over another group of characters by taking them by surprise, the attempt is resolved as a face-to-face test. Each side nominates a leader who will attempt the skill test, while the other members of the group assist the test as normal.

Each character on whichever side succeeds on the surprise test gains 1 Momentum and automatically acts first at the start of combat. (If they are NPCs, they do not need to spend Heat to do this. If they are PCs, the GM cannot spend Heat to seize the initiative and override this.) If the group attempting surprise succeeds, they are also assumed to be in a hidden stealth state (if appropriate).

Typical surprise scenarios include an ambush (Stealth vs. Observation), breaking a Mexican stand-off (Ballistics vs. Ballistics), or betraying your supposed allies at a wedding (Persuade vs. Psychology).

ZONES

During an action scene, knowing where everyone is can be of vital import, and determining both absolute position (where you are in the scene) and relative position (how far you are from a given friend or foe) is important. Rather than tracking everything using precise distances, however, *Infinity* divides the setting of the scene into abstract zones.

At the start of an action scene, the GM will define the zones which make up the setting. (Generally three to five distinct zones are a good place to start, although this number will vary depending on the exact nature of the scene.) Each zone is a small, contiguous area. A zone will be adjacent with one or more other zones, but will likely be separated from others by intervening zones.

There are no hard and fast rules when it comes to defining the size or boundaries of a zone, but the

identity of a zone will generally flow naturally from the divisions and logic of the setting.

For example, a Varunan cop exchanging gunfire with Libertos terrorists in the hallway of a building might dive out of the line of fire into one of the apartments lining the hall. The hallway is one zone; the apartment is another.

Similarly, think about the landmarks by which people will define their position. On a Qingdao street, for example, Imperial Agents approach a building where they suspect PanOceanian agent provocateurs are laying low. When shots ring out, they look around for cover and see a parked car, a streetlight, and an AR art display. You can easily imagine them running from their car (one zone), across the street (another zone), to the streetlight (a third zone).

Because zones are of no fixed size, they can also be varied to accommodate other factors in the scene. For example, a battle amidst the towering trees of the Great Arboreal Reserve on Acontecimento might be divided into many small zones amongst the trees (difficult to navigate and offering lots of cover) and a couple of larger zones representing clearings (easy to see or run across).

RANGE AND MOVEMENT

To keep things simple and fluid, the distance between zones is handled in an approximate manner, using five broad range categories:

Reach is when an object or character is within arm's length. Characters enter Reach to interact with objects manually, to attack in close combat, and to perform any other task where they may need to touch the subject of their action. A character can move within the Reach of a target as part of any movement action that ends in the same zone as the target. Moving out of an enemy's reach may be risky, as it leaves the character open to the Retaliate reaction unless they take a Withdraw action.

Close range is defined as the character's current zone. Moving within Close range is a Free Action.

Medium range is defined as any zone adjacent to the character's current zone. Moving to a point within Medium range is a Minor Action.

Long range is defined as any point two zones away from the character's current zone. Moving to a point within Long range is a Standard Action.

Extreme range is defined as any point three or more zones away from the character's current zone.

DITHERING

If the players spend too much time deliberating and discussing their choices during an action scene rather than actually acting, the GM can take 1 Heat as a warning that they are ceding the initiative to their opponents. At his discretion, the GM can take additional Heat points if the dithering continues.

CREATING DISTANCE WITH ZONES

If you want to create a scene in which there are only two zones of interest which should nonetheless feel distant from each other, you can fill the space between them with any number of "empty" zones in order to create the right feel.

RANGE AND PERCEPTION

The further away something is, the harder it is to notice. Increase the difficulty of Observation tests by one step at Medium range, by two at Long range, and by three at Extreme range.



ATTACK TABLE

ATTACK	SKILL	RANGE	DAMAGES	DEFENCE REACTION
Infowar	Hacking	Reach/Close	Quantronic	Hacking
Melee	Close Combat	Reach	Physical	Close Combat or Acrobatics
Psywar	Persuade	Reach/Close, +1 difficulty per additional range category	Mental	Discipline
Ranged	Ballistics	Per weapon, +1 difficulty per range category in either direction	Physical	Acrobatics

BASIC ATTACKS

All characters have a basic means of attacking for each damage type.

Unarmed Strike: A basic strike with hand, foot, elbow, knee, head, or any other body part. An Unarmed Strike is the basic attack for a melee attack.

Thrown Object: An improvised attack with an object small enough to be held in one hand, commonly a rock or something similarly hard.

Threaten: A basic attempt to scare or demoralise foes, using a mixture of spoken threats and body language.

Intrusion: A basic attempt to overcome a network, requiring access to a terminal if the character does not possess a hacking tool.

RELOADS

When making a ranged attack, a character can spend a reload of the type matching their attack to gain +1d20 on their Ballistics test and +1*N* to the weapon's damage. The maximum number of reloads which can be spent on a single ranged attack is equal to the weapon's Burst rating.

A character cannot move to Extreme range in a single action.

A character cannot perform more than one movement action per turn. (For example, they cannot use their Minor Action to move to an adjacent zone and then use their Standard Action to move an additional two zones.)

ZONE EFFECTS

Individual zones can – and often should – have terrain effects defined by the GM. Only a few key options are described here, but a wider variety will be found in the *Infinity* core rulebook (and GMs are encouraged to create their own to fit the scene).

Cover: To gain the benefits of cover in a zone, a character must move within Reach of it. A character in cover gains a bonus to their Soak. Light cover provides +2*N* Soak. Heavy cover provides +4*N* Soak.

Difficult Terrain: Moving into, out of, or within a zone of difficult terrain requires an Athletics or Acrobatics test. (The difficulty of the test depends on the difficulty of the terrain.) Failure on the test means that the character makes no progress after the point where the test was required – so a character attempting to enter a zone stops before they enter the zone.

Hazardous Terrain: A zone of hazardous terrain works like difficult terrain, but with an additional consequence for failure – damage, a condition, or some other peril, such as becoming trapped or

stuck. (The simplest example would be a gap that needs to be jumped across, which would cause damage from falling if the character fails their skill test.)

ATTACKS

There are four different methods of attacking a target: Infowar, Psywar, Melee, and Ranged. As a Standard Action, an attacker nominates a single target within range and declares the type of attack they are making.

The target has the option of performing a Defence reaction, in which case the attack is resolved as a face-to-face test using the skills shown on the Attack Table. If the target does not perform a Defence reaction, the attacker makes an Average (D1) test with the skill required for that type of attack. (The difficulty of the attacker's checks may be modified by their range.)

DAMAGE

If the attack is successful, it inflicts damage. The amount of damage is determined by the damage rating of the weapon, technique, or software used to make the attack. Damage ratings are a combination of two numbers – a fixed value (normally 1 or 2) and a number of *N*. (Some characters may have bonus damage when using a particular attack. This will be noted on the pre-generated character sheets where appropriate.)

SOAK

As shown on the *Damage Table*, there are forms of protection which can shield against damage from each type of attack. These protections are referred to as Soak, in either Persistent (static values) and Conditional (random values) versions. Any Conditional Soak is rolled at the same time as damage. All Soak reduces damage on a 1 for 1 basis, to a minimum of 0.

STRESS AND HARM

When a character takes damage from any source, it is marked off from the corresponding Stress (Firewall, Vigour, or Resolve, as shown on the

BASIC ATTACK TABLE

NAME	DAMAGE TYPE	RANGE	DAMAGE	QUALITIES
Intrusion	Quantronic	Reach/Close	1+2 <i>N</i>	Unforgiving 1
Threaten	Mental	Reach/Close	1+2 <i>N</i>	Stun
Thrown Object	Physical	Close	1+2 <i>N</i>	Stun, Subtle 1
Unarmed Strike	Physical	Reach	1+2 <i>N</i>	Stun, Subtle 1

DAMAGE TABLE

DAMAGE TYPE	PERSISTENT SOAK	CONDITIONAL SOAK	STRESS	HARM	RECOVERY SKILL	TREAT SKILL
Quantronic	Security	Interference	Firewall (Intelligence + Hacking)	Breach	Hacking	Tech
Physical (Creature)	Armour	Cover	Vigour (Brown + Resistance)	Wound	Resistance	Medicine
Mental	Morale	Morale	Resolve (Willpower + Discipline)	Metanoia	Discipline	Psychology
Physical (Object)	Armour	Cover	Structure	Fault	—	Tech

Damage Table). This damage is considered incidental unless 5 or more points of damage have been inflicted or the character's Stress has been reduced to 0 or less. If either of these events occur, the character suffers a Harm. (If both events occur, they suffer two Harm.)

Harm Effects: As also shown on the *Damage Table*, Harms have different names depending on what caused the Harm. Each Harm suffered also inflicts an additional negative effect on the character. This effect is generally determined by the character inflicting the Harm (subject to GM approval) and will vary depending on the type of attack, the target of the attack, and the attacker's goal. The effects of multiple Harms stack.

INCAPACITATION AND DEATH

If a player character suffers four Breaches, their personal network has become compromised and they cannot take any actions or reactions that rely on their personal area network unless they spend an Infinity Point. (This includes all Comms Equipment and Expert systems.) If they take a fifth Breach, their system has either been burned out (permanently destroying it) or taken over (preventing them from using it in any way and allowing the enemy hacker to freely take actions using it).

Similarly, if a player character suffers four Wounds, they become incapacitated and can only take an action by spending an Infinity Point. If they take a fifth Wound, they die. (Death isn't necessarily irreversible in the Human Sphere, however. Medicine in the Human Sphere can replace dead bodies with new Lhosts and other radical treatments.)

There is no limit to the amount of Metanoia which a character can suffer. Each additional Harm simply continues to inflict effects which influence the target's perceptions, opinions, or choices. Once a fourth Metanoia has been inflicted, however, those effects can include outcomes which would force a character to stop taking actions during the current encounter (like panicking and running away from combat).

RECOVERY

Vigour, Resolve, and Firewall can be recovered quickly and with few issues. A character will fully recover all three Stress tracks at the end of an action scene.

Harm, on the other hand, must be treated using the appropriate skill (as indicated on the *Damage Table*), with a difficulty equal to the number of Harms the patient is suffering from. On a success, one of the patient's Harms are treated, plus one additional Harm for each Momentum spent. A treated Harm no longer imposes any penalties, but they are not completely healed/restored. If a character suffers another Harm of that type, then the penalties from all treated Harms return in full, as new damage aggravates old.

Completely healing from Harm takes time, proper attention, or a combination of both, which come at the GM's discretion, normally between adventures.

WARFARE ACTIONS

The following actions can be taken during Warfare scenes.

ABSTERGE (MINOR)

As a Minor Action, a character can attempt a recovery test to end a condition that afflicts them or a piece of equipment they're using. If the condition has a specific rating (such as Burning 3), the difficulty of the test is equal to the rating. If not, the test is Challenging (D2).

ASSIST (STANDARD)

The character performs some activity that will grant an ally an advantage. The character nominates a single ally he can communicate with, and declares how he is giving aid, including which skill he is assisting with. During the nominated ally's action, the character provides assistance with the chosen skill, as normal for the rules for assisting on a skill test.

HIT LOCATIONS

Physical damage inflicted on the target can affect one of several locations on the body, which may be more or less protected depending on the construction of the character's armour. For example, a helmet only provides protection to the head.

Whenever a physical attack hits, roll 1d20 on the following table (or a special Hit Location die) to determine which location is struck. The attacker may spend 2 Momentum on the attack in order to choose which location is struck instead.

D20	LOCATION
1–2	Head
3–5	Right Arm
6–8	Left Arm
9–14	Torso
15–17	Right Leg
18–20	Left Leg

The effects of damage do not vary by hit location, though the GM and players are encouraged to use hit locations to guide their description of events.

OTHER DAMAGE SOURCES

Some environmental effects can also inflict damage, such as falling from a great height, being set on fire, being targeted by a spam cloud, or encountering something terrifying.



BRACE (STANDARD)

Weapons with a size category of Unwieldy are particularly cumbersome and awkward to wield. An attack with an Unwieldy weapon increases the difficulty of the Ballistics test by two steps and increases the complication range by two.

When a character performs the Brace action, these penalties are removed from future attacks made with the braced weapon. Once a character performs the Brace action, the weapon remains Braced until it is moved.

DRAW ITEM (MINOR)

Using a free hand, the character may pick up an item within Reach, or draw a weapon or other item carried on his person/stowed in his gear. If the item does not require a skill test to use, it can be used immediately upon taking this action, allowing a character to draw and use the item with only one Minor Action.

DROP ITEM (FREE)

The character drops a single item held in one or both of their hands. The item falls to their feet within Reach.

DROP PRONE (FREE)

The character immediately drops to the ground and gains the benefits of the prone condition. A character cannot drop prone and stand in the same turn. (Ranged attacks targeting a Prone character at Medium range or further are made at +1 difficulty and the prone character also gains +2 Soak for each Effect rolled on any cover dice they're allowed to roll. However, melee attacks and ranged attacks made at Close range gain 2 bonus Momentum. Prone characters are also Hindered and, when making a movement action, move one fewer zone than normal.)

EXPLOIT (STANDARD)

The character takes additional time, concentration, or preparation readying their next attack or action. The character nominates a task or target they are able to perceive and attempts an Average (D1) test using an appropriate skill. The primary purpose of an Exploit is to generate Momentum which can be

used to improve the result of their next action, but if the Exploit is being performed for an attack and the skill test generates at least one success, the attack also gains the Piercing 2 quality.

READY (STANDARD)

The character may declare that they are waiting for a certain situation or event to occur before performing a Standard Action, which they must choose when they determine the triggering condition. When this triggering situation occurs, the character with the readied action temporarily interrupts the acting character's turn to resolve the readied action. Once the readied action is resolved, the acting character continues their turn as normal. If the triggering situation does not occur before the character's next turn, the readied action is lost.

Characters who take a readied action can still take Minor and Free actions during their turn as normal, either during their normal turn or alongside the readied action (though the normal number of actions still applies).

RECOVER (STANDARD)

The character hunkers down, grits their teeth, and fights through the pain. The character chooses a single type of damage (physical, mental, or quantronic), and attempts an Average (D1) recovery test. On a successful test, the character regains two Vigour (physical), Resolve (mental), or Firewall (quantronic), plus two more for each Momentum spent. Other characters can assist the recovery test by performing first aid, providing moral support, or applying an emergency software patch and making the appropriate treat test.

Because the character is focusing on their own wellbeing first and foremost, when they take the Recover action, they may reroll any cover dice they roll until the start of their next turn.

SPEAK (FREE)

The character may talk to allies, bellow a war cry, shout an order, threaten a rival, or otherwise converse with a few sentences or phrases. (This action only allows for simple communication. It cannot be used to perform Psywar attack and any verbal action which require a Command test, Persuade test, or any other skill test requires a Standard Action.)

STAND (MINOR)

If the character is prone, they may take this action to stand, losing all the benefits and disadvantages of being prone.

SWAP AMMO (MINOR)

For weapons capable of using multiple types of ammunition, it requires a Minor Action to swap between ammo types (unless the weapon has the MULTI quality).

WARFARE MOMENTUM SPENDS

SPEND	COST	EFFECT
Called Shot	2	The character can choose the hit location struck by a physical attack.
Change Stance	1	The character either goes prone or stands up.
Disarm	2	One item or weapon held by the target of a successful attack is knocked away and falls to the ground within Reach.
Knockdown	2+	The target must make an Athletics test (difficulty equal to half the Momentum spent) to avoid being knocked prone.



TREAT (STANDARD)

A character can tend to someone who has suffered a Harm as a Standard Action by making an Average (D1) treat test. On a success, the patient is no longer affected by one Harm Effect they were suffering from, plus an additional Harm Effect for every 2 Momentum spent. (The Harm itself remains. Only the Harm Effect is alleviated.)

WITHDRAW (STANDARD)

As a Standard Action, a character can Withdraw to any point within Close range which is not within reach of an enemy. A character performing a Withdraw cannot be targeted by a Retaliate Reaction that turn.

If the character and their allies within Reach outnumber the enemies within Reach, then they may Withdraw as a Free Action instead of a Standard Action.

WARFARE REACTIONS

COVERING FIRE

As a Reaction at any time, a character can provide covering fire to an ally by expending a single reload from their ranged weapon. Until the beginning of the character's next turn, any attacks made against the ally being assisted are made at +1 difficulty. If multiple characters provide covering fire to support a single ally the effects stack, to a maximum of +3 difficulty.

To provide covering fire, a character must be able to see either the character they are supporting or the enemy they are trying to suppress.

DEFENCE

As a Reaction to an attack, a character can attempt to defend themselves against an attack. The attack becomes a face-to-face skill test. The skill used by the defender depends on the type of attack (see *Attack Table*, p. 22).

Parry: When parrying a melee attack using the Close Combat skill, a character must have a suitable weapon or piece of equipment available for the parry. (Alternatively, the GM may call for a more difficult defence test. It simply isn't that easy to parry a sword with your bare hand.)

GUARD

A character within Reach of another character may aid in their defence by standing in harm's way as a Reaction. The guarding character makes a Challenging (D2) face-to-face skill test against the attack (using the same skill as a Defence Reaction). If they succeed, they become the target of the attack and can use their Momentum to determine whether or not the attack is successful, as normal for a face-to-face test. If they fail, the original target remains the target of the attack.

RETALIATE

The character lashes out at a nearby foe. This Reaction may be used when an enemy attempts to make a non-attack skill test when within Reach of

EXAMPLE

COMBAT

Cassandra kicks in the door of a Svalarheim tavern and demands that Snake Dunnigan surrender. Snake dives over the bar and takes cover. The bar is in Close range, so this is a Free Action (and Snake declares that he's within Reach of the bar at the end of his movement so that he can take advantage of the cover it provides). Snake grabs the CombiRifle the bartender keeps back there and opens fire with a Standard Action. The CombiRifle has Burst 2, allowing Snake to spend two Reloads and gain +2d20 to his Ballistics attack test.

Cassandra pays 1 Heat in order to take the Defence reaction. Since she's defending against a ranged attack, she'll be making her defence test with Acrobatics. Cassandra rolls 2d20 and generates one success. Snake simultaneously rolls 5d20 and generates 3 successes. Cassandra is hit and Snake gains two Momentum.



ACTION SCENE MOMENTUM

SPEND	COST	EFFECT
Bonus Damage	1	A character can increase the damage inflicted by a successful attack, regardless of the type of attack. Each Momentum spent adds +1 damage.
Confidence	1	The character gains 1 <i>IN</i> Morale Soak per Momentum spent (maximum 4 <i>IN</i>) until the start of his next turn.
Penetration	1	The damage inflicted by the current attack ignores an amount of Soak equal to twice the Momentum spent.
Reroll Damage	1NR	The player may reroll any number of damage dice from the current attack.
Second Wind	1	The character chooses a type of damage, and recovers one point in the associated capability for each Momentum spent.
Secondary Target	2	A second target within Reach of the primary target is also affected by the attack, and suffers half the attack's damage, rounding down (to a random hit location, if physical)
Subdue	1	The attack gains the Nonlethal quality.
Stealthy	2	Reduce noisy action to sneaky or sneaky action to silent.
Swift Action	2NR	The character gains an additional Standard Action, increasing the difficulty by one step on any skill test that action requires. This may only be done once per round.
Withdraw	1	The character leaves the Reach of an enemy without triggering any Retaliate Reactions.

EXAMPLE

COMBAT DAMAGE

Snake's CombiRifle deals 1+5*IN* damage and an additional +2*IN*

from his reloads. Snake rolls the dice and gets 2, 4, 2, 1, 5, 3, 3. The 3, 4, and 5s would be discarded, but Snake spends 1 Momentum to reroll them, getting a result of 1, 3, 3, 1. The 3s are still discarded, but the rest of the dice are now totaled, along with the base damage, for a total of 8 damage. Snake spends his second Momentum to add +1 damage, for a final total of 9 damage.

Snake now checks the Hit Location die and sees that it rolled an 11, indicating a hit in the Torso. Cassandra is wearing Heavy Combat Armour there, which gives her an Armour Soak of 4. This is subtracted from Snake's damage, but Cassandra still suffers 5 Vigour damage. Because she took 5 points of damage in a single hit, she also suffers a Wound.

the character, or when an enemy attempts to move out of Reach of the character without using the Withdraw action. The character may immediately attempt a melee attack.

Resolve the Retaliate Reaction before the action it is a Reaction to; if the character's melee attack is successful, the target's movement requires a Simple (D0) terrain test as if bypassing an obstacle. (This test would automatically succeed, but Momentum can be spent to increase its difficulty as with any other skill test, thus making it possible to use the Retaliate Reaction to prevent an opponent from retreating.).

RETURN FIRE

After being declared the target of a ranged attack, a character can perform a Return Fire Reaction, as long as they have a suitable weapon equipped. The character returning fire makes an immediate ranged attack against the triggering enemy, though they cannot spend more than one Reload on this attack. Both attacks are resolved simultaneously – that is, damage (and other effects from either attack) is applied after both attacks have been made, so that neither attacker suffers any penalty from damage sustained on the attacks they're making.

COMBAT MOMENTUM

Momentum is a key tactical resource for *Infinity*. When a character generates Momentum in combat, he has numerous options available to him which can help overcome his enemies, empower his allies, and bolster his own prowess.

The following table provides a number of options available to a character when he generates one or more Momentum in combat, but players should remember that they always have the option of creating new uses for Momentum. (GMs may also establish scene-specific Momentum spends.)

WOUND EFFECTS

The following effects can be used for Wounds suffered during a Warfare scene, or in any other circumstance where Wounds are inflicted.

Bleeding: The target gains the Bleeding condition. (This condition can be removed with the Abstergo action, ending the Wound Effect.)

Cripple: Target suffers +1 difficulty on all Agility-, Brawn-, or Coordination-based actions.

Dazed: The target gains the Dazed condition. If they are already Dazed, they become Staggered. (This condition can be removed with the Abstergo action, ending the Wound Effect.)

Horrific Wound: The target suffers 1+2*IN* (Vicious 1) Resolve damage.

Knockout: The target must make a Resistance test to avoid being rendered unconscious. The difficulty of the test is equal to the number of Wounds the character is currently suffering from. If the test is successful, the character still suffers the Wound, they merely avoid the Wound Effect.

CHARACTER CONDITIONS

There are a number of detrimental conditions that can afflict a character during action scenes.

Bleeding: The character suffers 3*IN* physical damage, ignoring all Soak, at the beginning of each of their turns.

Blind: The character's vision has been severely damaged. Upon being blinded, a character suffers 3*IN* mental damage. Any skill test reliant on vision increases in difficulty by two steps.

Burning X: The target is set alight. This condition lasts for a number of rounds equal to the number of Effects rolled on the attack that inflicted it, a listed duration, or (if neither of those things are true) a single round. At the end of the target's turn, it suffers X*IN* damage to Vigour and Resolve (roll once and apply to both), ignoring any Armour. This damage has the Incendiary weapons quality (Effects rolled increase the number of rounds that the character remains Burning). Additional Burning effects extend the existing status by their duration.

Checked: The character's movement is being halted by a directional, exterior force. They cannot move in that direction.

Dazed: All skill tests performed by a Dazed character increase in difficulty by one step.

Deafened: The character's hearing has been severely damaged. Upon being Deafened, a character suffers 3*IN* mental damage. Any skill test reliant on hearing increases in difficulty by two steps.

Fatigued: Fatigue makes it difficult for characters to focus and exert themselves. A character suffering from the Fatigued condition suffers a +1 complication range to all skill tests. Multiple instances of the Fatigued condition stack. This special condition cannot be cleared with the Abstergo action. After 8 hours of rest, however, a character can attempt an Average (D1) recovery test using the Resistance skill to remove the Fatigued condition. (If the character is suffering from multiple Fatigued conditions, an additional Fatigued condition can be removed per 1 Momentum spent on this test. Other characters can assist with a treat test using the Medicine skill.)

Helpless: The character is unable to take any Reactions. Further, any attempts to use the Exploit action against the character reduce the difficulty by one step, and gain 1 bonus Momentum.

Hindered: When making a movement action, a Hindered character moves one fewer zone than normal and cannot move as a free action. The character also increases the difficulty of all terrain tests by one step.

Marked: The character has been Marked by an enemy opponent (usually with some form of equipment). When making ranged attacks against Marked opponents, characters can reroll any of the

d20s used on the test (but must accept the new results). The Marked condition also allows enemy opponents to take advantage of equipment with the Guided quality.

Prone: Ranged attacks targeting a Prone character at Medium range or further are made at +1 difficulty and the prone character also gains +2 Soak for each Effect rolled on cover dice (if any). However, melee attacks and ranged attacks made at Close range gain two bonus Momentum. Prone characters are also Hindered.

Staggered: A Staggered character must pay one Momentum in order to perform a Standard Action. A Staggered character must pay an Infinity Point in order to perform a Reaction (in addition to the normal Heat cost).

Stuck: A character cannot move away from the object or location that they're stuck to.

Unconscious: Knocked out, sleeping, or otherwise lacking awareness. Unconscious characters cannot take any actions and are also Helpless.

STEALTH

While direct confrontation is one way to solve problems, it is far from the only way. Oftentimes, it is valuable to pass unseen, to evade and elude foes rather than to gun them down. Moreover, if it becomes necessary to use force, then better to use it from a position of strength against an unknown foe than to risk pain and death in a "fair fight".

Stealth is generally not a specific action which a character performs. Instead, it is a series of states in which other actions are performed.

STEALTH STATES

A stealthy character exists in one of three states – Revealed, Detected, or Hidden.

A **revealed** character is visible to their enemies and their precise location is known. Other characters can attack and react to revealed opponents normally – they're assumed to communicate with one another when a target is revealed. Revealed is, in essence, a state where stealth has not been attempted or where stealth has failed.

A **detected** character is one who the enemy cannot currently see, but whose presence and approximate location are known. Other characters can attack and react to detected opponents normally, but any associated tests have their difficulty increased by two steps.



PLAYTEST TIP

QUALITY QUICK REF

Write in the basic weapon quality effects on PC and NPC character sheets to save having to look these up during a game.

PLAYTEST TIP

DISTRACTIONS

You can often assist stealthy characters by creating a distraction. Use the standard rules for assisting their stealth state test, and get creative in the types of distractions you can create: Persuade tests can be used to keep a guard talking. Wild animal calls can be mimicked with Animal Handling. Tech could be used to rig a firecracker. And so forth.

STEALTH MODIFIERS

While the lucky or skilled may be able to sneak past a distracted guard on a sunny day, the stealthy approach proves most rewarding (and reliable) when it takes advantage of environmental factors.

Illumination: Light and darkness are common factors in Stealth tests. Darkness, ranging from low light to total blackouts, increase the difficulty of Observation tests, while brightly lit locations can increase the difficulty of Stealth tests.

Distance: Don't forget to take into account the effects of distance on Observation tests.

Ambient Noise: Background noise can increase the difficulty of Observation tests. (Consider both the volume and the frequency of the sounds in question.)

Weather: Heavy rain or thick fog is the stealthy character's friend.

A **hidden** character is one who the enemy cannot currently see, hear, or otherwise perceive, and whose location is not currently known. Sometimes, a hidden character's presence may not be known either. Other characters cannot make attacks or make Reactions against a hidden opponent's actions.

STEALTH STATE TEST

As described below, various actions may require a character to make a stealth state test. A stealth state test is an Average (D1) Stealth test. On a failure, the character's stealth state is decreased by one step (i.e., hidden characters become detected and detected characters become revealed).

Opponents can perform a Reaction to a stealth state test in order to make it a face-to-face test opposed by their Observation test. On their turn, opponents can use a Standard Action to attempt to find characters who are in a stealth state (forcing an opposed stealth state test). In addition, any time a stealth state test fails, an opponent can spend 2 Momentum to decrease the stealthy character's stealth state by an additional step (immediately revealing a hidden character).

STEALTHY ACTIONS

Becoming hidden is a Minor Action which requires a stealth state test.

Once a character is in a stealthy state, the character's actions will determine whether or not they remain in that state. The GM will classify each action attempted by a stealthy character as either silent, sneaky, or noisy.

A **silent** action does not change the stealth state of a character performing it.

A **sneaky** action requires a stealth state test, which is made as a Free Action immediately after the sneaky action is resolved. If the test fails, the character's stealth state is reduced by one step.

A **noisy** action allows a Simple (D0) Observation test to detect the character and reduce his stealth state by one step. If the check is successful, opponents can also perform a Reaction to force the stealthy character to perform an opposed stealth state test (which may result in their stealth state decreasing by another step).

Stealthy characters can spend 2 Momentum to reduce a noisy action to a sneaky action or to reduce a sneaky action to a silent action.

In addition, common sense prevails when it comes to stealth. For example, many actions that directly affect a target (like shooting them) will automatically result in a stealthy character becoming detected by the target (even if they perform the attack in perfect silence). Characters can also choose to simply stop being stealthy, either deliberately or as an obvious consequence of their actions (such as walking out into the middle of a spotlight on an empty stage without any kind of high-tech camouflage).

ATTACKING FROM STEALTH

If the character is currently hidden or detected, he may reduce the difficulty of the Exploit action by one step; if this reduces the difficulty to Simple (D0), then Exploit may be taken as a Free Action.

DETECTING STEALTHY CHARACTERS

Opponents can use a Standard Action to actively scan or search a zone in order to spot a stealthy character. This requires an Average (D1) Observation test. The stealthy character can perform a Reaction in order to make this a face-to-face test against their Stealth test. If the Observation test succeeds, the stealthy character's stealth state becomes one step worse (i.e., hidden characters become detected and detected characters become revealed). If the test succeeds and the observing character also spends two Momentum, the character's stealth state worsens by an additional step.

MANY FORMS OF STEALTH

Like the rules for turn order and making attacks, the rules for stealth are designed to be a flexible tool which can be universally applied in any action scene. This also makes Stealth an interesting skill because it can be applied in so many different contexts.

Stealth is most often used during some form of physical infiltration or clandestine action. This type of Agility-based Stealth test is what's commonly used in Warfare scenes.

Stealth tests performed during an Infowar scene, on the other hand, are more likely to be Intelligence-based. Used in this context, stealth models canny combat hackers slipping into enemy networks undetected and leaving behind their viral payloads.

The rules for stealth can also be used in social confrontations. Personality-based Stealth checks can be used while waging covert propaganda wars or while trying to undermine a hypercorp executive without warning them of the impending takeover.

HEAT AND INFINITY

INFINITY POINTS

Player characters have access to a special type of resource called Infinity Points. This reflects the fact that the player characters have drive, ambition, and determination above and beyond most people, and can succeed where others might fail. Whether or not they are viewed as heroes, the player characters are destined for greatness.

A player character begins each session with a number of Infinity Points equal to their Infinity Point refresh rate (a value of two to four), and they cannot have more than five Infinity Points at any time.

USING INFINITY POINTS

Here are just a few of the ways in which Infinity Points can be spent during play:

- **Bonus Die:** Add an extra d20 to a skill test, treating it as having rolled a 1. You may not add more than +3 bonus d20 to a roll.
- **Bonus Action:** Perform an additional Standard Action on your turn (NR).
- **Second Wind:** Recover all lost Vigour, Resolve, or Firewall (choose one).
- **Overcome Harm:** Ignore effects of Breaches, Metanoia, or Wounds (choose one) until the end of the current scene.
- **Story Declaration:** Introduce a fact or add a detail to the current scene. (The GM may veto some story declarations or require multiple INfinity Points for particularly large or significant declarations.)

HEAT

GRADING HEAT

The GM gains Heat in a number of common ways.

Complications: When a character rolls a complication on a skill test, the GM may choose to add 2 Heat to their pool instead of immediately using the complication.

Reactions: When a player character attempts a Reaction, it adds points to Heat; 1 Heat for the first Reaction attempted each round, 2 Heat for the second, 3 Heat for the third, and so forth.

Momentum Spends: Player characters may use Momentum Spends by adding to Heat instead of paying Momentum.

NPC Momentum: NPCs do not bank Momentum as player characters do, but instead add any unspent Momentum directly to the Heat pool.

USING HEAT

NPCs can use Heat in the same way player characters can, though in reverse. That is, an NPC can buy extra d20s for a skill test, or take Reactions, by paying Heat from the pool, rather than adding points to it. Similarly, just as PCs can add points to Heat when they suffer complications, an NPC suffering a complication can cause the Heat pool to shrink.

NPC Resources: Reloads, coagulant, parts, and other expendable resources used to boost the effect of a skill test are not tracked individually for NPCs. Instead, an NPC can be granted the benefit of a single unit of a resource by paying 1 Heat.

Activating Special Abilities: Some particularly powerful or experienced NPCs may have access to potent abilities or equipment. As noted in their descriptions, these abilities may require the GM to spend 1 or more Heat to activate them.

Seize the Initiative: The GM may spend 1 Heat to interrupt the action order and allow one of the NPCs to act immediately (see p. 21).

Triggering an Environmental Effect: Dramatic scenes often play out in exciting environments – a firefight in a crumbling tenement, a chase through a busy marketplace, a chasm flooded by a river of lava, etc. When describing encounters, the GM is encouraged to provide details to the players to help them visualise the scene, and sometimes it can be interesting to bring the environment alive through the use of Heat. Triggering an environment effect comes in two levels of magnitude. Minor effects – costing 1 Heat – are typically things like flickering lights, crumbling walls, thick smoke, which add to the difficulty of skill tests, or force tests where one was not previously required. Major effects – costing 2 or more Heat – may pose significant impediments to the characters, or even cause them Harm (physical, mental, or quantronic) or short-lived conditions.

Other Complications: GMs can also introduce other complications into a scene. As a general guideline, spending 1 Heat should create a complication requiring a Minor Action to fix, overcome, or circumvent. A complication created by spending 2 Heat should require a Standard Action to do the same.

TRAITS

Traits portray a character's failings, weaknesses, and foibles, but they are often things that will enhance the experience of playing them: the headstrong soldier who rushes in first, the tactless politician, the boastful thief.

Invoking Trait: When spending Heat to create a complication directly related to or affected by a character's trait, they can reduce the cost of the complication by 1 Heat.

Triggering Trait: Once per scene, with the GM's approval, a player can trigger one of their character Traits to gain 1 Infinity Point. To trigger the trait, the player pays 1 Momentum or Heat to the GM and takes some form of large or significant action motivated by the trait which is dramatic, irrational, dangerous, or the like.



GAME MECHANICS

INFOWAR

PLAYTEST TIP JOINING THE PARTY

The image of the lone hacker diving into a computer system is a common occurrence, but it doesn't make for a great game when it means that only one player is actively engaged with the scenario. A couple things to keep in mind: First, a lot of cyberassaults are carried out simultaneously with some form of physical assault, like augmented reality heists in which the hacker is opening the doors for the infiltrators and the infiltrators are getting the hacker access to systems that are off-the-grid. Second, the most successful Infowar operations are often carried out by a team, and in the *Infinity* system (with teamwork tests and Momentum sharing), there's little reason for the rest of the PCs not to tag along and lend a hand.

The quantronic substrate of reality is pervasive. It can be found in virtually every location touched by humankind or their technology. It exists in a symbiotic link with the physical world – a network of tags and clouds linked to people, places, and things – while also delving down into the hidden geographies of the “deep spheres” which exist only in the meshed protocols of interlinked systems.

It is everywhere. And that means that the endless struggles of the infowar can be found anywhere. Hackers, infoperators, and EVO troops navigate the substrate, surfing and breathing the endless, fractal complexities of the data flux created by the constant connections being continuously forged and broken according to the protocols of Maya, Arachne, and other dataspheres.

The goal of an infowarrior is to:

- Identify the desired target to access in order to achieve their goal.
- Either physically go to the location of that target or connect to the network containing it.
- Reach the zone that contains the target.
- Use Infowar attacks to Breach the target, using either Breach Effects or a total takedown, to make the target do what they want or give them what they need.

Targets can be physical devices, virtual environments, collections of data, comlogs, or personal area networks. Basically anything which possesses a discrete Firewall.

BASIC HACKING

The rules for an action scene focused on Infowar assume that there's significant resistance or danger: enemy infowarriors, automated immune systems, and the like. You wouldn't use the rules for Warfare if someone was walking across an empty room, and you don't need to use the rules for Infowar to accomplish the quantronic equivalent. In many cases, a Hacking test will often suffice for determining whether or not a character can gain access to a particular system, network, or encrypted piece of data.

AR HACKING

Pervasive augmented reality (AR) means that physical and quantronic reality are often coterminous with each other: Objects, systems, networks, and even people have both a material and informatic presence which are usually perceived simultaneously and indistinguishably from each other.

AR hacking, therefore, is the process of hacking things in your immediate vicinity (or the vicinity of your repeaters). This notably includes Infowar attacks that are performed as part of a Warfare scene on a physical battlefield and, in fact, it can be largely summarized as hacking a target that's within your current combat zone.

Essentially, AR hacking uses all the normal rules for making quantronic attacks, but does not require the use of quantronic zones (because the targets are physically present). It is often used side-by-side with other forms of attack.

REMOTE HACKING

Although the easiest way to perform a hack is to have physical access to your target (or a repeater with physical access), that's not always possible. Fortunately, virtually every system in the Human Sphere is connected – either directly or indirectly – to a datasphere, and most of them have a connection to the ubiquitous Maya or Arachne ‘spheres. As long as the hacker has access to at least one system in the same ‘sphere as their target, they can hypothetically breach it with a remote hack.

Remote hacking uses the full Infowar rules, including those for quantronic zones.

QUANTRONIC ZONES

During an Infowar scene, quantronic zones form the system map in which the conflict will take place. At a fundamental level, each quantronic zone represents a system or network: So if you're in a zone, it means you have access to the files, programs, and other data housed on the system that zone represents (the same way that, if you're in a combat zone, you have access to the walls, furniture, trees, and other objects inside that zone).

Many of these zones will include targets. Targets have individual Firewall values which must be overcome in order to access or manipulate them. Some targets will be purely passive or “dumb” systems, but others will have active immune systems. Of course, hackers themselves are also targets: They occupy quantronic zones and they have Firewall values.

When defining quantronic zones, GMs should consider that the Maya augmented reality protocols (and the similar protocols used in the Arachne datasphere) mean that quantronic zones often mimic those in the real world: All the devices in a corporate lobby, for example, have a relationship with each other.

These “shallow” zones, however, are often connected to others through quantronic dimensions that have no equivalence to real world geometries. For example, the cameras in the lobby may be linked to the security system while the holoprojectors are linked to an entertainment server (and each of those zones will, in turn, connect to other zones through direct and indirect means). The deep sphere is an ocean of unpredictable depths.

It's also important to note that, just as physical combat zones can vary in size and scale based on the context of the fight, the same is even more true of quantronic zones. In an Infowar engagement, you might be in a tight fight for control of a single corporate network, or you might be dueling and dancing through the security nets of an entire planetary grid. It depends on what your targets are and what your opposition is.

NAVIGATING QUANTRONIC ZONES
Range and movement between quantronic zones is handled using the exact same rules as combat zones. (For example, a target that's two quantronic zones away from your current zone is at Long range and it would take a Standard Action to move to that zone.)

In general, however, quantronic actions can only be taken at a range of Close or Reach. (Although hackers will frequently employ repeaters which allow them to make Infowar attacks and take quantronic actions as if they were in a zone other than their own.)

QUANTRONIC OBSERVATION

When dealing with quantronic zones, characters can “see” their current zone and anything in it. They can also see zones at a distance up to their Analysis Expertise, but secured zones block line of sight unless the character has authentication. (Characters cannot see into or past secured zones.)

Quantronic Stealth: Quantronic targets, zones, and even specific quantronic zone effects can be hidden. Characters use the Analysis skill instead of the Observation skill when trying to discern hidden targets, zones, and objects, as it requires being able to pick out small details in vast quantities of code.

LOCATING A TARGET

IDENTIFYING THE TARGET

In many cases you may already know what your intended target is, but if you don't – if you need to figure out, for example, where you can find the blueprints of a Jingbai research facility – you can usually perform a research test to find out.

RESEARCHING THE TARGET

Even after a hacker knows exactly what their target is, it isn't unusual for them to continue researching it. This can include datasphere research (whether encyclopaedic reading or ancillary hacks to reveal additional details), social engineering (bribing a guard for passcodes or seducing a system administrator to learn details about their security measures), physical infiltration (dumpster diving for improperly discarded records or planting remotes), or reaching out to the wider hacker community (for known exploits or prior experience with the systems in question).

Depending on the exact nature of the research, it may utilize skill tests for Analysis, Education, Hacking, Persuade, or Stealth. These can usually be handled as Simple (D0) tests, with Momentum generated by the tests being applied to the run.

Alternatively, the Momentum could be spent to gain specific information (like the physical location of the system or details on security protocols) or to secure authentication.

Once you're inside a system, you can often snoop around and learn even more.

ACCESSING THE TARGET

An access point is the location at which a hacker attempting to access the local system will begin. The access point may be accessible because the hacker has physical access to it (like the security cameras in a corporate lobby), but it may also simply be in the best possible zone the hacker can access in the datasphere during a remote hack.

In some cases, the GM may have a predesigned system or network of quantronic zones (just like any other adventuring locale). If that's the case, the hacker's research should turn up one or more specific access points.

If that isn't the case, the GM can assign the target a Security Rating (generally a number between 3 and 8, although there's no limit to how high the security rating could go). By default, the system access point will be a number of zones distant from the target equal to the target's Security Rating modified by

INFOWAR: CAN'T GET THERE FROM HERE

Almost everything is interconnected in the Human Sphere, but sometimes you just can't get there from here: The information is in a different datasphere. (For example, Maya and Arachne are different dataspheres. Military dataspheres often have limited connections and are quite difficult to breach. Some information is simply kept disconnected for security purposes.) When that happens, you simply have to find a way of gaining access to whatever 'sphere the information is in, and then you find an access point normally.

NON-HACKABLE

Almost everything built in the Human Sphere has some form of connectivity to a datasphere. In practice, this means virtually any piece of equipment can be targeted by a hacker. There are two exceptions. First, equipment carried by an individual will be connected to their personal area network and is protected by their Firewall. (However, that means that you can affect the equipment by targeting its owner.) Second, any piece of equipment with the Non-Hackable quality simply doesn't have a quantronic component.



SYSTEM SECURITY

Modeling a secured quantronic system or network in *Infinity* is easy: Each of the quantronic zones which make up the system will have the Secured Zone effect. Advanced systems will supplement this security, however, with active measures – either geists specialised in system security or infopersators trained in sniffing out intrusion.

Like guards patrolling a physical location, these characters will often move through the various zones which make up the system they're protecting and they will actively engage any hackers they find on their turf.

the hacker's distance from the target (as shown on the *Remote Access Point* table). A hacker can attempt a single Simple (D0) Analysis or Hacking test to find the access point, spending Momentum to reduce the number of zones on a one-for-one basis to a minimum of 1. (The GM can similarly use complications to increase the necessary number of zones.)

AUTHENTICATION

A character who has been properly authenticated on a given system will have permission to perform many actions which would otherwise require a Hacking test or Breach Effect. Authentication generally applies to specific quantronic zones, including the ability to ignore certain quantronic zone effects.

AUTHENTICATION TYPES

The exact parameters of what a particular authentication will allow a character to achieve will vary, but some general guidelines for typical account types are given below.



User: A user account has limited access. They can run programs and access data they have permission for, but they generally won't be able to permanently alter the system or grant additional authentications.

Superuser/Security: These accounts can control and create other user accounts and install utility programs, but generally can't make system-wide changes (like altering quantronic zone effects). Their access to data on the system is generally unlimited and they'll usually have the ability to command security features.

REMOTE ACCESS POINT

DISTANCE	ACCESS POINT
Same Building	-1 zone
Same City	+0 zones
Same Continent	+1 zone
Same Planet	+2 zones
Same System	+3 zones
Wormhole (requires Metatron or Dârão access)	+4 zones
Combined Army Network	+2 zones

Admin: An admin account has complete control over the system.

METHODS OF AUTHENTICATION

Knowledge Factor: Something which the user knows. Alphanumeric characters or pass phrases remain surprisingly common as a form of security, but any form of quantronic data (like an image or a snippet of music) could also serve as a passcode. Other examples include challenge response patterns or security questions.

Ownership Factor: A physical device or object which the user has. This is commonly referred to as a passkey. Examples include keycards, security dongles, RFID chips, and the like.

Biometric Factor: Something which is at least theoretically inherent to the user – fingerprint, retinal patterns, DNA sequence, bio-electric signatures, vein patterning, and the like.

Two-Factor Authentication: Two-factor authentication requires two or more methods of authentication to be used at the same time. A common example is a passkey (something the user has) which must be used at the same time as a passcode (something the user knows). In some cases, multiple forms of the same type of authentication might be used (like a biometric scan which checks fingerprints, dental records, and DNA).

Cube Scan: A Cube scan is a form of biometric verification which checks the subject's actual thoughts and personality. This method of authentication requires the VoodooTech of the Combined Army when used on living subjects, although it does see some limited use in the Human Sphere among personalities stored in Cube banks and AIs (i.e., personalities which are stored on quantronic mediums that can be easily accessed).

GAINING AUTHENTICATION

Some forms (like a passkey) can be stolen. Others (like a biometric scan) could be fooled through technology or medical expertise. Infiltrating an organisation (either directly or indirectly) could even result in someone being granted legitimate security credentials.

The nature of such alternative methods of gaining authentication is really only limited by the creativity of the players. Access to some forms of authentication could also simply be the result of researching the target.

Spoofing Authentication: Spoofing an authentication first requires that one can gain access to the original authentication. This generally takes the form of sniffing datasphere traffic and can be achieved with a Hacking test, a Tech test (if equipment is being physically tapped), or as the result of a Breach Effect on a target that has authentication.

Authentication Hack: It's also possible for a hacker to simply brute force their way into a system. If a hacker can make an Infowar attack against a security server, a Breach Effect can be used to create an account with whatever authentication the server is authorised to grant.

Authentication Quality: When authentication is gained, it has a default Quality of 0. The hacker can spend Momentum to increase this quality, with each step of increased quality having a cost equal to the new level of Quality.

The Quality of authentication adds an equal number of d20s to Stealth tests while hacking.

Gaining Difficult Authentication: Ownership factors and biometric factors make spoofing more difficult, but not impossible. Ultimately, some form of quantronic signal is being sent that contains the information contained in the passkey or biometric scan and that signal can be faked. This is more difficult, however, increasing the difficulty of tests to spoof or hack such forms of authentication by two steps.

Cube scans cannot be faked by human technology. You need an actual copy of the subject's Cube.

Two-factor authentication requires each form of authentication to be separately duped or stolen.

AUTHENTICATION QUALITY	
QUALITY INCREASE	TOTAL MOMENTUM COST
+1	1 Momentum
+2	3 Momentum
+3	6 Momentum

QUANTRONIC ZONE EFFECTS

The zone effects of quantronic zones are somewhat different to those found in the real world. Security measures, damaged system infrastructure, interference, and the actions of infowarriors may create obstacles or hindrances, or even count as hazardous terrain.

Quantronic Terrain Tests: Terrain tests in quantronic zones will use Hacking tests if the terrain is software-based, Tech tests if related to hardware, or even Analysis tests if the terrain can be overcome by identifying patterns and vulnerabilities.

DATA FLUX CAMOUFLAGE

Hiding an entire quantronic zone is difficult, but not impossible. It requires that the patterns of the data flux (which would normally indicate how the zone is connected to the rest of the datasphere) be camouflaged. Characters who would normally be able to perceive a camouflaged zone can attempt an Average (D1) Observation test. (The normal modifiers for range and perception apply.)

Some camouflaged zones may be particularly difficult or relatively easy to detect and will increase or decrease this difficulty rating.

DATA TUNNEL

A data tunnel is a secure connection from one quantronic zone to another quantronic zone. With a successful Average (D1) Hacking test, a hacker can use the data tunnel to access the other quantronic zone, even if it's a secured zone.

HIGHSEC

HighSec zones have been hardened against a variety of hacker exploits. HighSec zones grant Security Soak to characters within the zone who have proper authentication:

- Commercial HighSec provides +2 IN Interference Soak.
- Military HighSec provides +4 IN Interference Soak.

PLAYTEST TIP

BACKDOOR ACCESS

Hackers often install data tunnels to create backdoors: Invisible security flaws that they can use to access a system at a later date.

HighSec zones are not without their drawbacks, however. The biggest problem is that even those without proper authentication can subvert them with an Average (D1) Hacking test, after which they can also benefit from the zone's Security Soak.

INTRUSION COUNTERMEASURES (IC)

Intrusion Countermeasure (IC) programs are attached to a zone. Moving into, out of, or within a zone with IC requires a Hacking test. (The difficulty of the test depends on the sophistication of the IC.) Failure on the test means that the character makes no progress after the point where the test was required – so a character attempting to enter a zone stops before they enter the zone. In many cases, there will be an additional consequence for failure (depending on the properties of the IC being encountered).

IC programs are often concealed, requiring a successful scan (using an Analysis test) to detect their presence.

SECURED ZONE

A secured zone has a Firewall score and cannot be entered by anyone who doesn't have authorised authentication. If the zone's Firewall suffers a Breach, it is no longer considered secure and can be entered freely.

CREATING QUANTRONIC ZONE EFFECTS

Some programs can be used to automatically create quantronic zone effects, but hackers can also create most of them on the fly. This requires a Hacking test with a difficulty depending on the type of zone effect, as shown on the *Quantronic Zone Effect Creation Table*.

Creating a quantronic zone effect generally requires authentication. If a hacker does not have authentication for the quantronic zone where they're attempting to create the zone, the difficulty of the Hacking test is increased by one step and the action is automatically considered noisy for purposes of stealth.

Quantronic zone effects are usually created in the hacker's current zone. It is possible to create zone effects in distant zones (as long as those zones can be seen), but the difficulty of the Hacking test is increased by one step per zone of distance.

HIDDEN QUANTRONIC ZONE EFFECTS

Hiding a quantronic zone effect requires a Challenging (D2) Hacking test. On a success, the



effect is hidden with a difficulty modifier of 0. Momentum can be spent normally to increase the difficulty modifier. The GM can similarly use complications to reduce the difficulty modifier.

In order to detect a hidden quantronic zone effect, a character must specifically scan the zone which contains the effect. A character can scan any zone which they can currently “see”, making a Simple (D0) Analysis test modified by the difficulty modifier of the camouflage itself. (The normal modifiers for range and perception also apply.) On a success, the character can identify the zone effect and its properties.

DESTROYING QUANTRONIC ZONE EFFECTS

What can be built can also be dismantled. A quantronic zone effect can be destroyed with a successful Hacking test with a difficulty equal to that required to create the zone effect (including modifications for authentication and range). Enemy hackers can use a Reaction to make this a face-to-face test. Attempts to destroy IC must first overcome the IC by making a Hacking test as if entering the IC’s zone. On a failure, the IC takes effect and the attempt to destroy it automatically fails.

INFOWAR ACTIONS

ACCESS SYSTEM / TERMINATE CONNECTION (STANDARD)

A character can connect to any access point they know as a Standard Action. At the end of the action, they appear within Reach of the access point.

Alternately, characters can terminate their connection to a system at any time as a Standard Action. (They do not have to be within Reach – or even in the same zone – as an access point.) A character cannot simply return to the same location where they terminated their connection, however. If they want to enter the system again, they’ll need to use a known access point.

RESET (STANDARD)

As a Standard Action, a character can make an Average (D1) Hacking test to perform a hard reset on their system. On a success, the character fully recovers their Firewall. It takes time, however, for all of the programs on a comlog or other device to restart and integrate. Any actions the character takes which require their comlog or augmented reality (including using any items with the Comms Equipped or Expert qualities) increase their

difficulty by four steps. This penalty decreases by one at the start of each of the character’s turn’s, and the character can also spend Momentum to reduce this penalty by one per Momentum spent.

TRANSMIT (MINOR)

Sending information across a datasphere the character is connected to – whether it’s transferring a file, sending a text message, initiating a voice call, or broadcasting a life-cast – takes a Minor Action to initiate. Although it’s quick to initiate a transfer, larger data transfers may require additional time to complete (although with the bandwidth available in the Human Sphere the size would have to be truly prodigious – hundreds of hours of high-resolution holographic footage, for example, can be transferred in a matter of seconds across planetary distances).

USE PROGRAM (STANDARD)

Unless specified otherwise, using a program during an action scene requires a Standard Action.

INFOWAR REACTIONS

LINK

If an enemy moves out of Reach in a quantronic zone without taking the Withdraw action, a hacker can attempt to Link by making an Average (D1) Hacking test. On a success, the hacker moves with the enemy, remaining within Reach of them, even if the movement would normally be prohibited to

QUANTRONIC ZONE EFFECT CREATION	
ZONE EFFECT	HACKING DIFFICULTY
Data Flux Camouflage	Challenging (D2)
Data Tunnel	Average (D1)
HighSec, Commercial	Challenging (D2)
HighSec, Military	Dire (D3)
Intrusion Countermeasures (IC)	Requires Program
Secured Zone	Simple (D0) (+2 Firewall per Momentum)
No Authentication	+1 difficulty (noisy action)
Remote Zone	+1 difficulty per zone

them (due to a Secured zone, for example). The link dissolves at the end of the enemy’s turn. (A link can be dangerous because even the hacker forming the link can’t automatically disentangle their system.)

EXAMPLE

HACK

Márcio has been hired through a front company of the Yu Jing Interspace Trust Corporation to retrieve the location of Moto.tronica’s TAG research centre on Svalarheim. After performing some basic research, he’s fairly certain the info he needs can be found on a secure server in a Moto.tronica building on Neoterra. The server is kept offline, however, so he won’t be able to access it through Maya. He puts the building under surveillance, however, and with a successful Analysis test identifies the guards’ comlogs as an access point: They have an encrypted connection to the building’s network. He uses a nanodronbot as a remote, flying it into Close range of a guard and performing an infowar attack using his Tag program. Generating 2 Momentum on the attack, he uses it to Tag the guard’s comlog, which he can now use as a repeater. Dropping into the building’s network, he makes his way through a Secured Zone to access an administration system and grant himself Superuser authentication. He makes an additional research test to identify where the information he wants is stored, but on the way there he spots a security geist. He’ll either have to find an alternate route or, more likely, take out the geist before he can proceed.



WARFARE ACTIONS IN INFOWAR

The following actions from Warfare scenes are also commonly used as part of Infowar:

Abstergo (p. 21)
Assist (p. 22)
Defence (p. 25)
Exploit (p. 29)
Guard (p. 25)
Ready (p. 24)
Recover (p. 24)
Treat (p. 25)
Withdraw (p. 25)

PSYWAR ACTIONS IN INFOWAR

The following actions from Psywar scenes are also commonly used as part of Infowar, but only when dealing with sentient opponents – humans, AI fragments, and other intelligent foes able to make rational decisions.

Intimidation (p. 39)
Persuade (p. 38)
Deceive (p. 38)

SHUTDOWN

A character who resets their system does not need to immediately bring it back online as part of the same action. They can instead leave the system in shutdown. As long as the system is shut down, the character cannot be targeted by infowar attacks. However, they cannot use any function of their equipment which requires a network connection and they cannot benefit from Expert systems (unless those systems have a hardwired connection to their brains). The character also suffers a +1 difficulty to any tasks using equipment that doesn't possess the Non-Hackable quality. (Most equipment in the Human Sphere is designed to be used through your personal network.) Bringing a shut down system back online requires a Minor Action.

INFOWAR MOMENTUM

Momentum spends in Infowar are generally used to trigger program effects, which often allow characters to create specific Breach Effects without inflicting a Breach. Details on Momentum effects can be found under each specific program listing within the Gear section (p. XXX onwards).

BREACH EFFECTS

The following effects can be used for Breaches suffered during an Infowar scene, or in any other circumstance where Breaches are inflicted.

Blind: If the target is using equipment with the Neural quality, a hacker can use a Breach Effect to force them to make a Resistance or Tech test to avoid becoming Blind. The difficulty of the test is equal to the number of Breaches the target is currently suffering from. If the test is successful, the character still suffers the Breach, they merely avoid the Breach Effect. (This condition can be removed with the Abstergo action, ending the Breach Effect.)

Brain Blast: If the target is using equipment with the Neural quality, a hacker can choose to deal them a Wound instead of a Breach.

Command System: The hacker can force the target's system to execute one command. This is often used to effect changes in the physical world, such as activating devices, unlocking doors, opening cockpits, controlling surveillance cameras, instructing dronbots, firing a gun turret, manipulating environmental controls, or the like. Complicated instruction sets may require multiple Breach Effects to implement (at the GM's discretion).

Data Manipulation: The hacker directly accesses the target's files. They can delete information, alter data, create bogus records, hide information, and the like. They can't dupe the entire system, but they could copy one file or limited set of files (such as all the security video from November 11th). If they're attempting to glean specific information, they may ask one question and get an answer to it. Forgeries and the like may require face-to-face tests to determine whether or not the fraud is believed.

Disable Function: One program or piece of equipment possessed by the target ceases to function. (Since the vast majority of equipment in the Human Sphere possesses some measure of connectivity, this can include virtually anything that doesn't possess the Non-Hackable quality.) The hacker can also be very selective, disabling some functions of a program or piece of equipment while leaving others intact.

Lock Connection: The target cannot disconnect from the current system. An Abstergo action can be used to clear this effect.

Revoke Authentication: An authentication possessed by the target (usually to the current system) is revoked. The revocation is permanent and the authentication is not restored even when the Breach is removed, although nothing prevents the character from gaining new authentication on the system.

System Disruption: The target suffers +1 difficulty to any actions requiring use of equipment with the Comms Equipped or Expert qualities (including their comlog).

Spooft/Sniff: The hacker duplicates the system ID of the target, giving them authentication for one system that the target has access to. The hacker can spend Momentum to either improve the quality of the authentication (making their spoof harder to detect) or to gain additional authentication (one per Momentum).

Tag: The hacker tags the target system. This allows them to track the target. In addition, they can use a tagged target as a repeater.

GAME MECHANICS

PSYWAR

Psywar is the ultimate reminder that battles are not won by bullets or TAGs. They are won (and lost) by men and women, and if you can shatter their morale then your victory is no less assured than if you had broken their bodies.

The Psywar system also extends itself throughout the complex, multi-layered society of the Human Sphere. You'll find it in corporate boardrooms, on street corners, at high-stake hostage negotiations, and in romantic first dates. Advertising and propaganda seek to shape the mind, the threat of punishment influences the behaviours of many would-be criminals, while spies and confidence tricksters use the greed and preconceptions of others to achieve their goals. It is, at heart, the relationships between people. More so than any other action scene module, therefore, you'll find the principles of Psywar permeating every aspect of your game.

The essential core of Psywar consists of Metanoia – literally, to affect the changing of someone's mind. Doing this requires:

- Gaining either direct or indirect access to your target.
- Making Psywar attacks in order to create Metanoia, then using the Metanoia Effects to change the target's beliefs, emotions, reasoning, or actions.

Targets are always creatures that possess an independent mind, a sense of self, and the ability to make decisions. These might be humans, aliens, AI fragments, or anything else with enough self-awareness to respond to a request. Animals can also be subject to Psywar, but in a more limited manner.

The means by which this change can be affected are as limitless as the possibilities of human interaction. If an Imperial Agent needs someone to believe something to be true (or at least act as if it were), for example, then it's their choice whether to employ direct methods like persuasion, deception, and torture, or indirect methods like spreading rumours, issuing official propaganda, or planting false information on their comlog.

CONVERSATIONS

A lot of every day interactions don't require the full might and majesty of the Psywar rules. This is particularly true of simple, face-to-face conversations. Just as you wouldn't use the normal Infowar

rules to search for some piece of trivia on Maya, you wouldn't use the Psywar rules when asking someone if the seat next to them is taken.

Some complexity and structure can be introduced to these interactions by requiring a character to inflict a Metanoia Effect to achieve a desired result, but a single Persuade or Command check will often suffice for determining whether or not a character can convince or coerce a particular target. (And, similarly, a Psychology test can quickly determine if someone is lying, or secretly in love with their commanding officer.) Additional guidelines for effectively resolving these kinds of straightforward social engagements can be found in the *Basic Interactions* section starting on the next page.

BATTLEFIELD PSYCHOLOGY

Psywar transfers well to the battlefield. Threats, particularly threats with weapons, can send opponents into a panicked retreat or force them to surrender, but other interactions (while not as deep or involved as they might be off the battlefield) are also possible: Fool enemies into thinking reinforcements are on their way. Trick them into revealing encoded frequencies. Deduce their strategic intentions. Or persuade them to negotiate.

Psywar actions can also target your allies in battle: Rallying troops and bolstering morale can make all the difference if you're facing down a platoon of enraged Morat soldiers.

On the battlefield, Psywar actions, techniques, and reactions are freely used within the combat zones of the Warfare system.

METANOIA

The Greek term *metanoia* means literally “the changing of one's mind”. When making a Psywar attack in *Infinity*, one is literally causing change in the target's mind.

SOCIAL SKILL TESTS

Due to the fluid nature of social interaction, the Psywar system features a lot of flexible mechanical structures. At times, therefore, it will call for a social skill test. The specific skill used for the social skill test will depend on the situation and the approach being taken by the character. (For example, if a character has authority over a target – or the target believes the character has authority over them (a higher rank in an organisation or some other legally given authority) – they might be able to use Command to make their social skill tests against that target.)

Social skill tests are usually made with Analysis, Command, Discipline, Lifestyle, Persuade, or Psychology. Animal Handling can be used when dealing with animals, although such interactions are obviously more limited than when dealing with humans.



THE ONE METANOIA CONVERSATION

One step up from a basic interaction is a simple technique called the One Metanoia Conversation: Each character's desired outcome from a social encounter is defined as a Metanoia Effect and the character who inflicts a Metanoia Effect first gets what they want. The individual attacks and techniques used to build up to the Metanoia Effect you need to accomplish your goal gives a nice back-and-forth structure around which the twists and turns of a conversation can be roleplayed. The One Metanoia Conversation gives a little breathing space for a natural social interaction to take place, and when the Metanoia Effect is inflicted, it brings the roleplaying encounter to an end with a definitive sense of closure so that it doesn't overstay its welcome.

PSYOPS (PSYCHOLOGICAL OPERATIONS)

Beyond the battlefield, a psyop plays out through the interwoven social networks of the Human Sphere. Characters performing a psyop don't even need to be in the same location as their target: As long as they can find a connection they can manipulate, they can wield influence by pulling the right levers.

A full-blown psyop uses all the rules for Psywar, including those for social zones.

BASIC INTERACTIONS

These guidelines are useful when the GM wants to resolve a social interaction using a single skill check instead of launching into a full psyop.

PERSUASION

Persuasion ultimately lays at the centre of most social interactions. It can be achieved through personal magnetism and charisma, by use of compelling arguments or rhetorical techniques, or by exploiting emotional connections, but it all comes down to one person trying to convince another to take an action that they might not ordinarily take.

Context is vital to persuasion. Everyone can be persuaded if the time, place, and the request are all just right. A perfectly reasonable request that a friendly target can easily carry out will have a Simple (D0) difficulty. If the target is unwilling to comply, or dislikes the character, or the request is something dangerous, against the target's morals or ethics, or liable to come with personal consequences, then the difficulty increases.

Persuasion Resolution: The character making the request makes a face-to-face Persuade test opposed by the target's Discipline. If the test is successful, then the target complies with the request. If the test fails, the target refuses and will not consider the same request again unless circumstances change or the request is significantly modified.

Complications on a successful persuasion attempt may indicate that the target is willing to do what they're being asked... for a price. (Which would trigger a negotiation, as described below.)

DECEPTION

A lot of social conflict can be overcome through the careful use of deception. Deception itself isn't a method of confronting a target directly; rather, it serves as a means of shaping the conflict in the deceiver's favour.

No deception, no matter how skilled the deceiver, can completely change a person's beliefs, or make them believe something that runs completely counter to their perceptions and expectations. Deception isn't that overtly powerful. Deceiving someone works most effectively when the deception plays into that person's existing beliefs, or does not challenge their perception of the world around them – the lie appears reasonable in context. Skilled deceivers capitalise on this, often by keeping their lies close to the truth, or by studying the target to learn what lies are more likely to go unchallenged.

Deception is a form of social manipulation. A good lie opens doors, but the lie alone cannot achieve the liar's goals. Instead, the lie serves as a foundation upon which other techniques can be used. Lies can be problematic, however. A failed attempt can jeopardise future attempts to lie; or even future attempts to act in good faith. Once trust is broken, it can be hard to rebuild.

Deception Resolution: The character trying to sell the lie makes a face-to-face Persuade test opposed by the Psychology tests of anyone listening to the lie. If the deceiver is successful, the target(s) believe the lie.

A successful deception can be used to make someone believe that what you are asking them to do is not as onerous as it truly is (effectively reducing the difficulty of a subsequent persuasion attempt).

A failed deception makes it more difficult to sell future deceptions. Complications generated on failed deceptions may result in the target's attitude towards the deceiver being permanently turned to the worse.

NEGOTIATION

A useful way to make persuasion work is to offer something else in return. Negotiation is, in this case, the process of determining what people want in exchange for some favour, service, decision, or action.

Some targets may be reluctant to reveal the price of their compliance, but everyone has a price. Determining this may require investigating the target to uncover their secrets. Or it may be the result of back-and-forth conversation – which can potentially be a long and arduous process in its own right, with a series of offers and counter-offers.

The price does not necessarily need to be large – it could be something small and personal, but very specific; or it could be assistance in the fulfilment of a dream or desire; or even the promise of affection and intimacy (i.e., a seduction). Any price, of course, can be a false promise based on deception.

Negotiation Resolution: If a mutually agreeable price can be easily conceded in a negotiation, no test is required. If not, then both parties to the negotiation must clearly state their current position (how much the party requesting something is willing to pay; how much the party being paid is willing to accept). Once these prices have been proposed, a negotiation can be resolved as a face-to-face Persuade test. The difficulty of the buyer's test is determined by how reasonable their offer is. The difficulty of the seller's test can be determined in a fashion similar to a persuasion attempt.

INTIMIDATION

Effective in combat and other high-tension situations, intimidation is simple, straightforward, and decisive, but it is also quite likely to backfire against determined, disciplined, or confident foes. Threatening someone with a weapon is an easy option. This might be holding a foe at knifepoint or gunpoint, or it might be a warning shot or suppressive fire.

Alternatively, intimidation may include the threat of losing something (or someone) important, or the threat of revealing some incriminating or embarrassing facts as blackmail or extortion. (This, of course, requires that the intimidator actually possess such proof... or is capable of convincing their target that they do.)

Intimidation Resolution: Intimidation is basically resolved as a persuasion attempt, although complications generated on the test are more likely to result in violent reactions.

When intimidating with a weapon, a character can choose to use the skill normally used to make attacks with that weapon instead of the normal Persuade skill. (For example, using the Close Combat skill when threatening to chop a bound prisoner's leg off with a machete.)

Conversations that transition to intimidation tactics are often a sign that the resolution mechanics should also transition towards using Metanoia Effects and the full Psywar rules for resolving conflicts.

SOCIAL ZONES

During a psyop, social zones are used to model the target's social network. Each social zone represents either a social actor or the means by which social actors connect with each other. These can include (but are not necessarily limited to):

- Persons
- Groups
- Locations
- Events

PERSUASION/DECEPTION TABLE

DIFFICULTY	INTERACTION	LIES
Simple (D0)	Requires little time or effort; within the target's normal activities; doesn't impact their lives; otherwise trivial.	Simple
Average (D1)	Requires a small amount of effort; a simple favour; no significant risk.	Plausible
Challenging (D2)	Requires some degree of effort or risk; could impact target's life.	Believable
Daunting (D3)	Requires both risk and effort; will definitely impact target's life.	Unlikely
Dire (D4)	Requires massive effort or serious risk; will significantly impact target's life.	Improbable
Epic (D5)	Requires both serious risk and massive effort; target's life permanently altered for the worse.	Far-fetched

DISCIPLINE/PSYCHOLOGY TABLE

DIFFICULTY	INTERACTION
Simple (D0)	Target has a bad history with the character or considers them an enemy.
Average (D1)	Target is suspicious of or distrusts the character.
Challenging (D2)	Target has no particular opinion of the character.
Daunting (D3)	Target is a friend of the character, or regards them as trustworthy or authoritative.
Dire (D4)	Target is particularly naïve.
Epic (D5)	Target would honestly consider buying the Acheron wormhole from a stranger he just met on the street.

PERSUASION FACTORS TABLE

MODIFIER	ADDITIONAL FACTOR
-1	Target is on friendly terms with the character.
0	Target is indifferent to the character.
+1	Target is unfriendly with character.
+2	Target regards the character as an enemy.
+1	Target is of a different Social Status.
+1	Target is of a different Faction.
+1	Request violates the target's ethics or morals.
+1	Request is shameful or embarrassing.
+2	Request is illegal.

DECEPTION FACTORS

MODIFIER	ADDITIONAL FACTOR
-1	Character's appearance (clothing, etc.) backs up their story.
+1	Character's appearance is inconsistent with their story.
-1	Character has appropriate documentation (IDs, official forms, etc.).
+1*	Character has failed to lie to the target during the scene (cumulative).
+1*	Lie contradicts another lie already told to the target.
-1	Lie is based mostly in truth, with some facts omitted or reinterpreted.
-2*	Lie reinforces target's existing perceptions, assumptions, and world view.
-1*	Lie is convenient for the target to believe.
+1*	Target has identified proof used by the character as suspicious.
-2*	Target's judgment is impaired (drugged, hypnotised, etc.)

* These modifiers apply in reverse to the Psychology test used to oppose a deception.



DYADIC LINKS

You may be familiar with social theories like “six degrees of separation” and “three degrees of influence”. These are the fundamental principles on which the social networks of the Psywar system are built.

Six Degrees of Separation:

The theory that everyone and everything is six or fewer steps away from any other person in the world, such that a “chain of friends” can be made to connect them. (In practice, the number appears to be a little higher than six. The ubiquitous interconnectivity of Maya tends to bind people more closely together, but this is somewhat negated by the interstellar sprawl of the Human Sphere.)

Three Degrees of Influence:

The theory that an individual's beliefs and behaviour ripple throughout the social network which surrounds them, such that they influence not only their friends, but their friends' friends, and also their friends' friends' friends

Bribes

When using Psywar actions or techniques, Assets can be spent to gain a bonus d20 per Asset. (This often represents a bribe, although theoretically money could also be spent to gain other forms of advantage on such tests.) Other valuables – those not represented by Assets – should be converted to an equivalent value by the GM. Minor bribes (a few credits on a flextab or similar offers below the threshold of an Asset) can just be handled as an integral part of the normal social skill test without expending specific mechanical resources.

These social zones are connected by dyadic links – the emotional, professional, practical, familial, or coincidental ties which bind people together. The exact nature of each link isn't specifically important (and, in fact, most people are bound together by a complicated weave of interests and mutual experience); what's important is that those links can be navigated and manipulated in order to access and influence people.

Psywar attacks are most effective when you're at Close range of your target (i.e., in direct contact with them), but it's not strictly necessary: In a fire-fight, you can threaten your foes from the far side of a room, and in a psyop you can influence people through their social network.

SOCIAL ZONE TYPES

As noted above, there are four broad types of social zones.

Persons: Unlike Warfare or Infowar, NPCs in a psyop don't move around. Instead, each NPC exists in their own social zone. (Various Psywar actions will allow them to form and sever connections with other social zones, bringing them either closer or further away from various parts of the social network. Of course, like all social connections, these can prove to be a double-edged sword.) Like any other NPC, the NPCs in a psyop have stat blocks.

Groups: The groups that can be represented by a social zone are far-ranging. They can include formal organisations (including corporations, clubs, political movements, unions, NGOs, mercenary companies, educational institutions, and the like) and informal communities (including cultural groups, social circles, and casual Maya clusters). Mechanically speaking, a group is defined by its social zone effects.

(Although groups are, by definition, made up of people, those people exist in their own social zones which are connected to the group.)

Locations:

Locations are similar to groups. Characters have a dyadic link to the locations they frequent, which often creates relationships with other characters who are also found in that location. In terms of the Psywar system, locations are defined by social zone effects, but they are notable because – as physical places – they can often be accessed through other means (like Stealth or Warfare).

Events: Events create relationships between everyone who attends them. Some events are recurring (on either a regular or irregular schedule), but others may be one-time-only affairs. Events usually force specific timing on those using them

as a route for Psywar actions (i.e., you have to wait until Sunday if you want to talk to someone who attends mass that day). They are often modelled as disappearing zones.

NAVIGATING SOCIAL ZONES

Range and movement between social zones is generally handled using the exact same rules as combat zones, with two significant exceptions.

Reach: The concept of Reach does not exist when using social zones. Once a character enters the same zone as another character, they have direct access to that character.

Access: In order to move between two social zones, a character must first gain access to the dyadic link which connects them. If one of the zones connected to the link is an NPC, this can be accomplished by inflicting a Metanoia Effect on the NPC. For other social zones, it usually means dealing with the zone's social terrain effects.

If multiple characters are acting together on a psyop, they generally gain (or lose) access to a dyadic link collectively.

More so than other action scenes, social zones are heavily abstracted and moving from one zone to another can represent many different things (placing a call, tracking a person down, securing an invitation, paying membership dues, forging an identity, or any number of other possibilities). Psyops also usually play out over long periods of time, and often entire scenes (either directly or tangentially related) can take place in the middle of them. In fact, moving into a social zone often means framing a new scene: How are the characters approaching that person, organisation, location, or event?

SOCIAL OBSERVATION

During a psyop, characters can “see” any of the social zones they're aware of in the social network (although the normal modifiers for range and perception apply). Of course, this observation is usually limited to Psywar actions. (You can become aware that so-and-so is talking to such-and-such, or that Laura is the person spreading rumours about you, but you can't see Sebastian loading his gun in the privacy of his own room.)

Social Stealth: At the beginning of a psyop, it's fairly typical for a character to make a stealth state check and enter a hidden state (i.e., their target doesn't know they're poking around yet). Psywar differs considerably from Warfare when it comes to stealth because many Psywar attacks aren't inherently noisy actions that will automatically result in detection (you can spread rumours about someone without them necessarily realising that you're doing it).

Due to the nature of social zones, stealth in a psyop is also more likely to feature characters who have been detected without being fully revealed. (The PCs can see where the NPCs are in the social network, even if they aren't sure what they're doing.) It's also comparatively less likely to feature fully hidden characters.

A notable exception are characters who have yet to appear on the social network map. When these hidden characters become revealed, their social zone should be added to the map. (It's also possible for characters on the social network map to become hidden by severing their dyadic links – effectively dropping out of sight and out of contact.)

Counterintelligence: A character or organisation can attempt to detect other characters targeting them (or others) for a psyop using the normal rules for actively detecting stealthy characters.

Avoiding Suspicion: When attempting a sneaky or noisy Psywar action, a character can willingly increase the difficulty of the skill test required to perform the action in order to similarly increase the difficulty of Observation tests made to detect them.

HUMAN TERRAIN MAPPING

When initiating a psyop against a particular target, the first step is human terrain mapping. This is the process by which the social networks surrounding the target – the “human terrain” – are studied, analysed, and mapped by psywarriors.

CONTACT POINT

A contact point is a social zone connected to the target of a psyop which the psywarriors have access to. Human terrain mapping begins by determining the closest available contact point.

The base distance of the closest contact point is 4. To this is added the absolute difference in Social Status between the target and the psywarrior. (If multiple psywarriors are involved in the psyop, use the smallest difference in Social Status.) Finally, a distance modifier is applied based on physical proximity to the target (as shown on the *Contact Distance Table*.)

A psywarrior can then attempt an Average (D1) Analysis or Lifestyle test to find their contact point. Momentum can be spent to reduce the number of zones on a one-for-one basis to a minimum of 1. Momentum can also be spent to discover alternative contact points, dyadic links, or social zones. (The GM can similarly use complications

to increase the necessary number of zones.) The former tests represent data mining Maya feeds, financial trails, legal records, professional databases, and the like to identify the target's patterns of behaviour. The latter uses social networking to gather rumours, introductions, and the right sort of invitations to bring the psywarrior into their target's social circle.

Range and Perception, p. 109:
Increase the difficulty of Observation tests by one step at Medium range, two steps at Long range, and by three at Extreme range.

CONTACT DISTANCE TABLE

DISTANCE	CONTACT POINT
Same City	+0 zones
Same Continent	+1 zone
Same Planet	+2 zones
Same System	+3 zones
Different System	+4 zones

SOCIAL NETWORK

Once the distance of the initial contact point from the target has been determined, the GM should identify what the contact point is and the social zones which connect the contact point to the target.

RESEARCHING THE TARGET

Even once a psywarrior has determined their contact point for a target, it's not unusual for them to continue researching them. Depending on exactly what approach they take, this research could include Analysis, Education, Hacking, Lifestyle, Observation, Thievery, or social skill tests. These tests can usually be handled as a Simple (D0) test, with Momentum being saved to assist them in targeting the target or their associates during the psyop. Alternatively, this Momentum could also be used to uncover additional social zones or connections in the target's social network that the character was not yet aware of.

It is also usually not difficult to continue pursuing research even during a psyop – turning up new information that may make the difference in coaxing, breaking, conning, blackmailing, or otherwise influencing the target.

SOCIAL ZONE EFFECTS

In the Psywar system, social zone effects generally model the zone's social relationships or persistent interactions with the rest of the social network. (Non-persistent interactions, of course, are resolved as individual actions.) These can include emotional ties, codes of conduct, community standards, traditional customs, legal obligations, and the like.

PLAYTEST TIP LOW PROFILE

Another way of avoiding undue attention is to simply keep your distance: Each zone between you and your target increases the difficulty of their Observation tests by one step. (Of course, it's also harder to manipulate them from there.)



Social Terrain Tests: Terrain tests in social zones will often use social skill tests. Unlike quantronic or combat zones, where the type of check is usually determined by the type of terrain being interacted with, in Psywar it's more usual for the skill to be determined by the way in which a character is interacting with the zone.

ACCESSIBILITY X

Social zones modelling groups, events, and locations (i.e., social zones which do not belong to a specific character) usually have an Accessibility rating. In order to gain access to one of the dyadic links connected to a social zone, a character in the zone must succeed on a terrain test with a difficulty equal to the zone's Accessibility rating as a Standard Action.

In some cases, a zone may have different Accessibility ratings for each dyadic link.

ANTAGONISTIC

Characters who enter, pass through, or start their turn in an antagonistic zone must make a social skill test as a Free Action. Failure on the test means that the character suffers some form of consequence, usually an amount of Resolve damage (with an associated Metanoia Effect).

The antagonistic effect should generally not be applied to NPC zones: NPCs take action directly. Antagonistic zone effects represent the abstract, general activity taking place within the zone's sphere of influence. (In some cases, these activities will be carried out by specific individuals. If that's the case, it may be better to include those NPCs as separate zones attached to the group, event, or location.)

INSULAR X

Some individuals and communities are hostile or resistant to interacting or cooperating with outsiders. (Examples can include sectarian organisations, intelligence agencies, and parochial settlements.) Social zones can have an Insular rating of 1 to 4, representing the severity of their distrust for outsiders.

When a Psywar attack originates from or passes through a zone with an Insular rating, the target gains a communal bonus to its Morale Soak equal to the zone's Insular rating.

A zone's effective Insular rating can be reduced as a Metanoia Effect with an intransigence equal to the rating (either directly if the zone is an NPC or indirectly by inflicting Metanoia Effects on the appropriate NPCs attached to the zone).

LOYALTY/ENMITY

A zone's Loyalty or Enmity, if any, is directed at a specific person or group other than itself and is rated on a scale of 1 to 4. (It's also possible for a zone to have multiple loyalties and multiple enmities.)

If a Psywar attack would harm, hinder, or otherwise be against the wishes of the person or organisation that a zone has Loyalty to, the target of the attack gains a communal bonus to its Morale Soak equal to the zone's Loyalty rating. Conversely, Enmity grants a Morale Soak if the Psywar attack is perceived to benefit the person or group which has earned the zone's Enmity.

Convincing a character with Loyalty or Enmity that you're on their side and that your Psywar attacks are in line with their desires (and, thus, ensuring that no Soak will be granted) generally requires a Metanoia Effect.

Temporarily changing a character's Loyalty or Enmity rating by one point for the rest of the current psyop requires a Metanoia Effect with an intransigence equal to its rating. Permanently changing a character's Loyalty or Enmity rating by one point requires a Metanoia Effect with an intransigence equal to twice its rating. These changes can be made directly if the zone is an NPC or indirectly by inflicting the Metanoia Effects on NPCs attached to the zone.

PSYWAR ACTIONS

BOLSTER (MINOR)

As a Minor Action, a character can make an Average (D1) social skill test to grant +1*N* Morale Soak to all other characters in their zone for one round. One Momentum can be spent to affect an additional zone, add an additional +1*N* to the Morale Soak boost, or increase the duration of the Morale Soak boost by one round.

DISENGAGE (STANDARD)

A character can attempt to disengage from someone as a Standard Action (they stop listening, they disconnect the call, or in some other way cease interacting with them). At the beginning of the character's next turn, they disengage and can no longer be targeted by Psywar attacks. (During a psyop, the character affected is returned to whichever social zone they came from and loses access to that dyadic link.)

NPCs can use the Disengage action to sever their social connection to another social zone. (The associated dyadic link disappears.)

Other characters can prevent someone from disengaging by inflicting a Metanoia Effect before their next turn (by convincing them to continue the interaction in one way or another).

A character performing the Disengage action can choose to attempt a Simple (D0) social skill test. Momentum can be spent to increase the Intransigence required to afflict the Metanoia Effect to prevent them from disengaging, with each level of Intransigence being purchased separately at a cost equal to the increase in Intransigence.

DISENGAGE INTRANSIGENCE

INTRASIGENCE	MOMENTUM COST
+1 Intransigence	1 Momentum
+2 Intransigence	3 Momentum
+3 Intransigence	6 Momentum

IMPLY (MINOR)

It takes a little more concentration and effort for a character to present their meaning clearly without stating it openly. Use of implication can be valuable when concealing a threat, or when discussing a sensitive subject. The Imply action is taken in concert with a Psywar action or technique and the action's language is deliberately obfuscated. This requires an Average (D1) Psychology test. On a failure, the target fails to understand the character's subtle meaning (and any associated action or technique fails). On a success, the target understands the character's meaning but anyone else must succeed on a face-to-face Psychology test against the character's Psychology test to do the same.

The Imply action can also be taken during normal conversation in order to simply communicate hidden meanings.

RALLY (STANDARD)

A character can attempt to rally those around them as a Standard Action. This requires an Average (D1) social skill test (usually Command, Persuade, or Psychology). On a successful test, their allies in their current zone regain two Resolve, plus two more for each Momentum spent. Alternatively, one additional zone can be affected per Momentum spent.

a social skill test. (The most typical skill associated with each technique is listed in the *Psywar Techniques Table*.) Unless noted otherwise, a Psywar technique deals 1+4*R* Resolve damage.

What fundamentally makes the Psywar system work is that characters can use any technique to create any Metanoia Effect (as long as they can figure out an appropriate way to make that happen). The system is designed to freely model any social interaction instead of constraining the ways in which characters can interact, giving players an incredible flexibility when it comes to playing out social scenes and psyops.

In this vein, characters are not necessarily constrained by the specific techniques listed here. In general, any feat of social engineering or personal persuasion can usually be modelled as a basic Influence attack and, at the GM's discretion, any appropriate social skill test could be used to make the attack.

PSYWAR: CAN'T GET THERE FROM HERE

Unlike Infowar – where it is possible to have systems that are completely offline – finding a contact point for a psyop target should almost always be possible. (The exception would be a literal hermit who is completely cut-off from any social contact whatsoever. Pursuing such a character is less about Psywar and more about a manhunt to physically locate them.)



PSYWAR TECHNIQUES

Techniques are the tools and weapons of the Psywar system. Using a technique requires a Standard Action and is resolved as an attack using



INSULAR COMMUNITIES

It's not unusual for a large number of connected social zones to all share the same Insular rating. Characters who can win over one member of the community (i.e., reduce their effective Insular rating to 0) can gain 1 bonus Momentum when making Psywar attacks for the purpose of reducing the Insular rating of other members of the community.

Such communities are also generally not insular towards each other: If a character can get a member of the community to take action *for* them (as a Metanoia Effect) it can effectively bypass the communal soak.

COMMUNAL SOAK

Communal bonuses to Morale Soak from Insular, Loyalty, and Enmity do not stack. If a Psywar attack passes through multiple zones which grant communal bonuses to Morale Soak, only the highest such bonus applies.

LOYALTY TO AN IDEA

It's also possible to have Loyalty to an idea. For example, the Bushido code of a samurai warrior, the sworn oath of an Imperial Agent, or the street code of a bōsōzoku. It works the same way, with such characters being less willing to participate in actions which would contradict their personal code. (You can also often interpret this as a bonus to their Intransigence against relevant Metanoia Effects.)

COAX

Coaxing someone can be achieved through personal magnetism or charisma; by use of compelling arguments or rhetorical techniques; or by exploiting emotional connections.

DECEIVE

A lot of social conflict can be overcome through the careful use of deception. No deception, no matter how skilled the deceiver, can make someone believe something that runs completely counter to their perceptions and expectations. The best deceptions work by playing into a person's existing beliefs or by fitting into their perception of the world around them. Skilled deceivers will keep their lies close to the truth and study their target to learn what lies are most likely to go unchallenged.

When attempting to Deceive a target, a character makes a Persuade test. A target can use Psychology when making a Defence reaction against the Deceive test.

INTIMIDATE

Intimidation is a brute force approach to psychological warfare. Particularly effective in combat and other high-tension situations, intimidation has the virtue of being simple, straightforward, and decisive. However, attempting to intimidate someone is a sign of aggression. It will change the tone of the proceedings, and it often makes opponents hostile even if they are not affected.

When attempting to Intimidate someone with a weapon, a character can choose to use the skill normally used to attack with that weapon for the social skill test. (For example, using Ballistics to threaten someone at gunpoint.) If successful, the intimidation deals Resolve damage equal to the damage normally inflicted by the weapon used. If no weapon is used, the damage is equal to the intimidator's unarmed damage. (These totals include the normal bonus damage for the attack.)

NEGOTIATE

Negotiation is, ultimately, getting someone to do something by offering them something else in return. Many negotiations will feature a bribe – a gift of money or some other valuable in exchange for acting in the briber's favour.

ORDER

If a character has authority over their target (a higher rank in an organisation, for example) or the target believes that they do (due to some convincing deception), then they can make a Psywar attack using the Command skill.

RUMOUR

Spreading rumours can be effective by either damaging the reputation of a target or by manipulating their perception of a situation (and, thus, the actions they take in response to that information). Unlike most Psywar techniques, spreading Rumours uses a Lifestyle test.

SEDUCE

Seduction is the art of turning someone's desires to act in harmony with your own hungry wants. It is the promise of intimacy, the creation of carnal desire, or the offer to fulfil the same. Most often associated with gaining a reciprocal level of sexuality, seduction can also be used to twist the behaviour of others to suit your whims.

If a seduction attempt is not sincere, the target can use Psychology as a Defence Reaction against it.

PSYWAR TECHNIQUES

NAME	SKILL	DAMAGE
Coax	Persuade	1+4 
Deceive	Persuade	1+4 
Influence	Persuade	1+4 
Intimidate	Persuade	Per unarmed attack / weapon
Negotiate	Persuade	1+4 
Order	Command	1+4 
Rumour	Lifestyle	1+4 
Seduce	Persuade	1+4 

PSYWAR REACTIONS

COUNTER-ARGUMENT

A character aware of a Psywar attack and able to interact with the target can immediately attempt to counter what the attacker is attempting to accomplish by making a Challenging (D2) social skill test. If they succeed, they can use Momentum to defend as per the Defence Reaction. If they fail, or if they do not generate enough Momentum to negate the attack, the original target defends against the attack normally.

METANOIA EFFECTS

The following effects can be applied whenever Metanoia is inflicted during a Psywar scene, or in any other circumstance where Metanoia is inflicted.

Break Social Connection: A dyadic link connecting the target to another social zone is broken. Remove the link from the social network map.

Create Social Connection: A dyadic link is created between the target and another social zone. (This might represent convincing them to join an organisation, swearing a blood oath to destroy their new archenemy, booking them to perform at a concert, or moving them into a safe house.)

Emotional State: The effect creates an emotional state in the target. (Common options might include panic, suspicion, trust, lust, and the like.)

Force an Action: The target is forced, convinced, or otherwise compelled to attempt a particular action. (This might include evincing a confession, convincing them to lay down their arms and engage in negotiation, invest in a particular stock, or any number of things.) These are generally specific actions carried out immediately. Long-term services will usually have higher Intransigence scores.

Forge Friendship: The target becomes friends with someone (usually the person interacting with them, although a good wingman might be able to hook them up with someone else).

Gain Information: This does not necessarily mean getting the target to openly reveal the information in question. You might bluff them into glancing at where they've hidden an object. Or do enough social data mining to crack their password.

Gain/Lose Access: As a Metanoia Effect, a character can gain (or lose) access to a dyadic link (see p. 40).

Influence Belief: Convince the target that something is true (whether it is or not). This can extend to altering their personal value system and reasoning, or at least temporarily being willing to ignore them.

Monitor: Learn what actions the target is taking in the “real world” by collecting gossip, having them followed, questioning their associates, or the like.

PSYWAR AND PCS

The rules for a psyop are based around the PCs targeting a particular NPC or group, but PCs can also be targeted by Psywar attacks. This means that they can suffer Metanoia Effects and, as a result, have their beliefs or actions altered.

For some players, this can be problematic, because their enjoyment of the game depends (for one reason or another) on having complete control over their character. The line between what's acceptable and unacceptable for these players can be a fuzzy one and it can also vary significantly. Some players, for example, will be okay with their characters panicking against their will and fleeing from the scene of a battle, but will not be comfortable if they are “forced” to trust someone or to agree to a particular course of action. Other players will have never played in a system where they can do the same thing to the NPCs and they may find

that this changes their opinion.

If your group has concerns about using Metanoia Effects on the PCs, we recommend having a frank discussion and figuring out where to draw the line. However, we also recommend that what is good for the goose is good for the gander: If, for example, NPCs cannot force the PCs to retreat, then PCs cannot do that to NPCs, either. Keep the playing field level.

Another possible compromise is to allow players to set the Intransigence scores for their own PCs, the same way that the GM sets them for the NPCs. (These can, of course, vary based on circumstance and the Metanoia Effect being attempted.) This only works if the numbers are set in good faith, of course, but it empowers the players to make sure that the system is reflecting their sense of who their characters truly are.

INTRASIGENCE

It's easier to convince people to do some things than it is others. (For example, convincing someone to loan you some money is probably easier than convincing them to kill someone for you.) The difficulty can also vary depending on the individual. (It's easier to convince a Triad member to break the law than it is an Imperial Agent.)

The unwillingness of a particular target to do a particular thing is measured by their Intransigence. In order to achieve a Metanoia Effect, it is necessary to inflict a number of Harms equal to the target's Intransigence towards that effect.

SECRET VICES

Some targets may be reluctant to reveal the price of their compliance, but that doesn't mean there isn't something they prize above all else. Research or Metanoia Effects can be used to identify what a particular target's weaknesses are, granting additional bonus d20s above the base value of an offer if it's of a type the target is particularly susceptible to.

WARFARE ACTIONS IN PSYWAR

Absterge (p. 21)
Assist (p. 22)
Defence (p. 25)
Exploit (p. 29)
Guard (p. 25)
Ready (p. 23)
Recover (p. 23)
Treat (p. 24)
Withdraw (p. 24)

INFOWAR ACTIONS IN PSYWAR

Transmit (p. 35)

PSYWAR MOMENTUM SPENDS

SPEND	COST	EFFECT
Confidence	1	Character gains +1 Morale Soak until start of their next turn
Inspire	2	Allies of the character within Close range gain +1 Morale Soak until start of their next turn; 1 Momentum can be spent to affect an additional zone.
Stubbornness	3	Intransigence for a given Metanoia Effect increases by 1.



CHARACTERS

LIFEPATH SYSTEM

Players create their characters in *Infinity* by walking the character's Lifepath. The Lifepath system begins at the moment of birth and guides the character through nine major Decisions that will chart the course of their personal history and determine their skills, talents, attributes, equipment, and other pertinent details. As you follow your character through the Lifepath, you'll bear witness first-hand to their triumphs and travails, forging a unique and immersive understanding of who they are.

LIFE POINTS

But you do not have to leave your character merely to the whims of fate. During the Lifepath, each player receives five Life Points which they can use to help their character navigate the tumultuous turns of their personal histories. At each Decision point in the Lifepath, you'll be able to invest these

Life Points to either influence the outcome of the random tables or override them completely and guarantee a particular result. (The effect of each Life Point depends on the Decision it is spent to influence, as detailed below. Unless otherwise stated, Life Points spent to override random results must be spent before you roll the dice.)

In this way, the *Infinity* Lifepath system gives you the best of both worlds when creating your character. You can generate a character randomly (discovering the role you'll be exploring), but you also have the power to step in and take direct control (creating the role you want to play). The result is a rich and organic character creation system which you can use to craft multifaceted and dynamic characters ready to leap into the epic stories of the Human Sphere!

LIFEPATH DECISIONS

DECISION ONE – BIRTH HOST

Default attributes to 7 and adjust their values. Calculate the stats for your birth host and check for an alien heritage.

Life Point Spend: Increase your starting attributes or choose an alien heritage.

DECISION TWO – FACTION AND HERITAGE

Determine your current and past factions. Gain skills based on your current faction.

Life Point Spend: Choose your faction and heritage.

DECISION THREE – HOMeworld/HOMELAND

Adjust your attributes, gain skill ranks, and learn languages based on the planet, orbital, ship, or nation where you were raised.

Life Point Spend: Choose your homeworld/homeland.

DECISION FOUR – STATUS

Determine your social class (which will increase one attribute, determine your Social Status, and set your initial Earnings) and your home environment (which will adjust your attributes and grant you a skill rank).

Life Point Spend: Choose both your social class and home environment.

DECISION FIVE – YOUTH EVENT

Experience a random event that defines your youth.

Life Point Spend: Choose a specific result or, after your initial roll, reroll the result.

DECISION SIX – EDUCATION

Determine your education. Adjust your attributes, gain skill ranks, gain a signature skill, gain a talent, and gain equipment.

Life Point Spend: Choose your education.

DECISION SEVEN – ADOLESCENT EVENT

Gain a character trait based on a random event during your adolescence.

Life Point Spend: Reroll the random result or, with GM approval, pick your event.

DECISION EIGHT – CAREERS

Work two, three, or four career phases. Your first career will increase your attributes. All of your careers will grant you multiple skill ranks, a talent, and equipment. Gain additional signature skills up to a maximum of three. Increase your Earnings for particularly profitable jobs and experience career events with various effects. You start Decision Eight at age 18 and you will gain $1d6+1$ years of age per career phase.

Life Point Spend: Pick a basic career, roll on your faction's career table, or change your faction. You can also spend 1 Life Point to undertake a third or fourth career phase. Or you can choose to be Unemployed and gain 1 Life Point.

DECISION NINE – FINAL CUSTOMISATION

Gain two Infinity Points, additional skill ranks, a talent, and (if you don't already have one) a character trait. Calculate your starting assets, stress, and bonus damage. Purchase gear. As an optional rule, determine the effects of aging.

Life Point Spend: Purchase additional Infinity Points, assets, skill ranks, or languages. Change one of your character traits.

SKILLS ON THE LIFEPATH

At various Decision points on the Lifepath, a character will have skills either assigned or chosen. The first time a skill is awarded to a character it should be assigned as an Expertise bonus, after which additional training can be assigned to either Expertise or Focus up to a maximum training of three each. A character's Focus in a skill cannot exceed their Expertise.

If a character has gained a signature skill, Expertise and Focus in that skill can both be trained up to a maximum of five each.

During the Lifepath, you may not select the same skill twice from one set of options at the same time.

At any point during the Lifepath where you are allowed to select a skill from a list of limited options (including a list of one), you can choose to spend 1 Life Point to instead choose a skill not on that list.

TALENTS ON THE LIFEPATH

Talents are specialised uses of certain skills, or the tricks of the trade a character has learned over the course of their career. Each skill has a unique talent associated with it, for example:

ANIMAL HANDLING



Talents are acquired from the top down, meaning a character must acquire the topmost talent before those deeper in the tree become available. During the Lifepath, if the same talent is awarded a second time, the player may instead select another talent from the skill's tree that they're eligible for. Their hard work and training has paid off!

TRAITS ON THE LIFEPATH

Traits are a way to portray a character's failings, weaknesses, and foibles, but they are often things that will enhance the experience of playing them: the headstrong soldier who rushes in first, the tactless politician, the boastful thief. Traits also give players a chance to claim Infinity Points when they trigger their trait and GMs can invoke them to create complications. Interesting things happen when character traits come into play, and

they should be seen as an opportunity, not as a disadvantage.

At any point during your Lifepath, you may spend 1 Life Point to change one of your character traits or add a new one. Describe how that change in your life happened (perhaps with the old trait somehow being transformed into the new trait).

ASSETS AND EARNINGS

Assets are a broad measure of the resources a character can call upon to achieve financial- or reputation-based tests. It includes cash-in-hand, savings, jewellery, deeds, inheritances, and other easily defined assets, but it can also include more conceptual resources like favours, secret contacts, blackmail, and family bonds. Most items, weapons, gear, or services a character may wish to acquire will require them to spend Assets if they are expensive enough. Your character's starting Assets will be equal to their final Personality score (and will be determined at the end of the Lifepath when that score is known).

Earnings represent a character's income, usually tied to a recurring or reliable resource stream (such as drawing a salary, receiving dispensation, regular stock dividends, freelancing contracts, and so on). Your character's Earnings begins at 0, but may be increased by various events on the Lifepath. There is no cap on a character's Earnings and characters are free to reach for the stars in the iota-scarcity economy of the Human Sphere.

Debts incurred during the Lifepath may not be negated with Assets received during character creation. They must be roleplayed, and dealt with, through gameplay.

The use of Earnings and Assets during play is described in *Infinity* corebook.

TRANSHUMAN CHARACTERS

The technology of the Human Sphere allows people an unprecedented ability to alter, adapt, and even swap their bodies.

Implants and Grafts: Some forms of biotechnology and cybertech are designed to be used at any time during a person's life. This can even include radical physical alterations like the Runihura super-soldier program or the genetic antagonistic therapies used to create chimera. These can be purchased like any other type of equipment, typically during *Decision Nine: Final Customisation*.

Bioengineered Bodies: In some cases, bodies are genetically engineered before birth or at a very young age. Basic genetic tweaking can be

Signature Skill, p. 83:
Signature skills represent areas where a character particularly excels. Once selected, signature skills cannot be changed.

PLAYTEST TIP CHARACTER TRAITS

Each trait is a single word or short phrase, describing something important about the character. When a trait is created, the player and GM should discuss what it specifically represents for the character, and how it might influence or complicate their lives. It's important that both player and GM have a common understanding of what each trait means.

EXAMPLE SKILLS ON THE LIFEPATH

During a career phase, Gonzalez becomes a Bodyguard. This allows his player to pick two skills from the list of Discipline, Lifestyle, and Pilot. Gonzalez loves to fly, so he picks Pilot. He can't pick Pilot again (because he can't pick the same skill twice), so Gonzalez' player decides that he's picked up a few tips by hanging around with the PanOceanian hypercorp he's guarding and he chooses Lifestyle as his second skill. After finishing the rest of his career decisions, Gonzalez decides to repeat the Bodyguard career. Now he can pick Pilot for a second time (because this is a different decision point). This time, however, Gonzalez' player decides to spend 1 Life Point and pick Spacecraft for his second skill. (Even though the skill doesn't appear on the elective list for the Bodyguard career, the Life Point spend allows him to do that.)



OPTIONAL RULE

POINT BUY CHARACTER CREATION

With the GM's permission, a player who wants to design a specific character without any of the random elements of the Lifepath System can choose to receive 12 Life Points. This will give them enough to get exactly the role they want with two career phases. This is an all-or-nothing choice, however: Players using point buy character creation do not generate any random elements for their characters. (This does not prevent them from hazarding a career.) Any leftover Life Points are lost and may not be traded for Assets, Skills, Infinity Points, or other resources at the end of character creation.

EXAMPLE BIRTH HOST

Melissa decides that she wants to play a smart, stealthy character. She lowers Brawn from 7 to 6 and increases Intelligence from 7 to 8. She also pays 1 Life Point to increase her Agility from 7 to 8. She rolls 1d20 to determine her alien heritage and, with a roll of 16, discovers that her character has been born human. She notes that her Birth Host has Agility +1, Brawn -1, and Intelligence +1.

PLAYTEST TIP LIFE POINTS

Remember! You receive 5 Life Points at the beginning of character creation.

represented by spending Life Points to improve your attributes during *Decision One: Birth Host*.

Lhosts: At several points during their Lifepath, you may discover that your character has died. Don't worry! They'll have been Resurrected from their Cube. Such characters inhabit Lhost bodies, as described on p. 50. Other characters inhabiting Lhosts include aspects of ALEPH and Recreations.

Aliens: In *Decision One: Birth Host*, you may discover that your character belongs to one of the many alien species who inhabit the universe of *Infinity*.

DECISION ONE: BIRTH HOST

At the beginning of the Lifepath, all of the character's attributes (Agility, Awareness, Brawn, Coordination, Intelligence, Personality, Willpower) begin at 7. This represents the human average in an era of advanced medical science which has filtered out genetic disparities and physical disabilities.

A player may voluntarily lower any number of attributes by one point (to a minimum of 6) and assign these points to other attributes (to a maximum of 8).

Once they've finished adjusting their attributes, players can then spend Life Points to raise an attribute by one point for each Life Point spent. No attributes can be raised higher than 10 in this way, and any attributes above 8 usually represent some form of genetic tweaking or similar modification.

These decisions must be made now. Points cannot be swapped between attributes and Life Points cannot be spent to increase attribute scores later in the Lifepath.

BIRTH HOST

Once you have finalised your attributes, determine the attribute modifiers of your Birth Host by subtracting the base value of 7 from each attribute and record the modifiers in the Host section of your character sheet. (You can also list your current host as "Birth.") Later events on the Lifepath may further modify the character's attributes, representing how they grow and develop over time, but these initial values represent the natural capacities of the character's body at birth.

This distinction between innate capacity and the expertise gained through training becomes important if the character later switches bodies (see

).

ALIEN CHARACTERS

The universe of *Infinity* is filled with non-human species: Dogfaces and Helots work side-by-side with humanity. The Tohaa are our allies in war. The Shasvastii, Morat, and Antipodes are our bitter enemies. While any of these species have the potential to become player characters, the Lifepaths for most alien characters will be radically different from those experienced by citizens of the Human Sphere. These specialised Lifepaths will appear in the appropriate supplements for *Infinity*.

Born from human wombs and almost always living their lives in human communities, however, Dogface characters can be generated using just the core *Infinity* Lifepath system.

Determining Alien Heritage: Roll 1d20. On a roll of 19 or 20, your character belongs to an alien species. (For the purposes of the core rulebook, this means that you're a Dogface.) If you roll an alien heritage, you can instead choose to spend 1 Life Point to be human.

Alien Host: Each alien species has a template. (For example, see the Dogface template on the facing page.) Apply the species' attribute modifiers to both your attributes and the Host section of your character sheet. Make note of any special abilities possessed by the species.

Alien species also have a Life Point cost. You can choose to pay this cost in order to simply choose the species, but the cost must be paid even if you randomly roll into it. (If the cost cannot be paid, the character is considered human.)

DECISION TWO: FACTION AND HERITAGE

Where were you born and to which faction do you owe allegiance? Your faction is the political faction you currently belong to. Your heritage is the faction you were born into.

For most characters, faction and heritage will be the same thing: If you're born in Yu Jing, you'll generally remain a loyal Yu Jing citizen for your entire life.

STEP ONE: DETERMINE FACTION

Roll 1d20 and consult the *Faction Table*. Except as noted below, this single roll will determine both your faction and your heritage. You may pay 1 Life Point to pick the results (including having a different faction and heritage if you wish).

Additional events later in your Lifepath may change your faction, in which case your original faction becomes your heritage.

FACTION TABLE

D20	FACTION/HERITAGE
1–2	Ariadna
3–4	Haqqislam
5–6	Nomads
7–8	Yu Jing
9–10	PanOceania
11–12	Corporation
13–14	Submondo
15–16	Mercenary
17	Minor Nation
18	0–12
19	ALEPH
20	Defection (Roll Again Twice)

Corporation / Submondo / Mercenary: If rolled as a faction, immediately reroll to determine your heritage. If rolled as a heritage, reroll.

ALEPH: If your heritage is ALEPH, you can choose to either be an ALEPH Aspect or a Recreation. See the sidebars on p. 50. (If your current faction is ALEPH but you have a different heritage, then you are merely loyal to the AI.)

Defection: You have defected from your faction of birth. Roll again twice – once to determine your faction and once to determine your heritage. If you get the same result on both rolls, then you remain loyal to your faction but, for some reason, your faction believes you have betrayed it (or has otherwise disowned you). If you roll defection again, it means you've swapped factions multiple times: Continue rolling to track your character's spotted history, but only the first faction rolled (your heritage) and the last faction rolled (your current faction) will be significant for the rest of the Lifepath system.

STEP TWO: FACTION SKILLS

Consult the *Faction Skills Table* and refer to the two skills listed for your current faction. Add one rank of Expertise to each skill, then select one of the skills to become your first signature skill. This signature skill gains one rank of Focus and the first talent on its talent tree.

DOGFACE

ATTRIBUTES

AGILITY	-	AWARENESS	-	BRAWN	-	COORDINATION	-
INTELLIGENCE	-	PERSONALITY	-	WILLPOWER	-		

Claws: Melee, 1+2*IN* damage, Subtle 1, Vicious 1

Scent: Dogfaces have an extraordinary sense of smell. When making an Observation test or any other skill test in which scent would play a factor, the Dogface gains +2d20.

Transform: When a Dogface suffers a Wound, they must succeed on a Discipline (D1) test. On a failure, they transform into their dog-warrior form. The Dogface can choose to voluntarily fail this check (although this does not count as a fail-safe test). When in Dogface form, they gain the following traits:

- +2 Brawn, +2 Agility
- +1 soak against attacks dealing Vigour damage
- Transformation while wearing human-sized armour inflicts 2+3*IN* damage and will render the armour in need of repair.
- Upon transformation, immediately recover all Vigour.
- Gain the character trait Dog-Warrior.
- **Monstrous:** A dog-warrior has considerable bulk and mass. Increase the difficulty of tests where great size or weight would be problematic by one step. Monstrous creatures are not required to brace Unwieldy weapons and can use two-handed weapons in one hand without difficulty or penalty. They may spend 1 Momentum to add Knockdown to all of their melee attacks for a turn.
- **Snarling Beast:** All Personality-based tests that are not based on intimidation are made at +2 difficulty. This penalty does not apply to other Dogface characters.
- **Super-Jump:** The dog-warrior gains one rank in the Catfall talent. They can also vault over obstacles up to their height without penalty. This also reduces the difficulty of skill tests to move through difficult terrain by one step.
- **Fatigue:** At the end of the current encounter or scene, the Dogface returns to their normal form and suffers from the Fatigued condition.

Lifepath Special Rules: In Decision Two, unless you roll "Defection" you belong to the Ariadna faction. (If you roll "Defection", roll again twice normally: It's possible you're the incredibly rare Dogface who was born somewhere other than Dawn.)

Life Point Cost: 3

FACTION SKILLS TABLE

FACTION	FACTION SKILLS
Ariadna	Survival, Medicine
Haqqislam	Medicine, Education
Nomads	Hacking, Extraplanetary
PanOceania	Tech, Lifestyle
Yu Jing	Tech, Education
Corporation	Lifestyle, Persuade
Submondo	Observation, Thievery
Mercenary	Athletics, Survival
Minor Nation	Education, Pilot
0–12	Education, Persuade
ALEPH	Analysis, Education

EXAMPLE

FACTION AND HERITAGE

Melissa rolls 1d20 on the *Faction Table* and gets 15. That means her character is a Mercenary and she immediately rerolls to determine her heritage. With a roll of 9 she discovers she was born in PanOceania. Turning to the *Faction Skills Table*, she checks the entry for Mercenary (her current faction) and gains Expertise 1 in both Athletics and Survival. She then chooses Athletics as her first signature skill, gaining Focus 1 in the skill and the Rigorous Training talent.

ALEPH ASPECTS

Fragments of ALEPH known as Aspects are sometimes given enough functional autonomy to be considered individual characters despite their connection to ALEPH's greater consciousness. (In some rare cases, these Aspects become completely separated from ALEPH. These renegade Aspects, however, are effectively independent – and therefore outlaw - AIs. Many of them hide by disguising themselves as resurrected humans.) If the Lifepath reveals that you are an ALEPH bioform, then the artificial nature of your "birth" will colour the rest of your Lifepath.

Host: Change your current host from "Birth" to "Custom Lhost" and gain the Inured to Disease special ability. (Your attributes do not change under the assumption that the values selected in *Decision One: Birth Host* represent the custom body ALEPH created for you. Similarly, if you were determined to have an Alien Heritage and are also an ALEPH Aspect, you can assume that ALEPH has designed an alien-like body for you.)

Decision Three: Instead of determining a homeworld, pick any two attributes and increase them by one each. Pick any skill and gain one rank in it. Then roll five times on the *Random Language Table*.

Decision Four: If your faction is ALEPH, then your Social Status is Elite (and you gain the normal benefits for that Social Status). If your faction is not ALEPH, then you have become a renegade

and you determine your Social Status normally. Roll your Home Environment normally. Although this doesn't, of course, describe how you were "raised", it does give some indication of which "flavour" of ALEPH's personality you're predisposed to.

Decision Five: On the *Event Table*, interpret any result involving your "family" as "Bureau Toth". (For example, a result of "parents killed" would mean that Bureau Toth agents you were involved with were killed.) Similarly, interpret any event resulting in you contracting a disease as being a quantronic virus.

Decision Six: Roll your Education normally. This represents the skill loadout that the Aspect was imbued with when it was created.

Decision Seven: See *Decision Five* (above).

Decision Eight: Careers are resolved normally. These are actual life experiences of the Aspect, possibly representing whatever purpose it was originally instantiated for. (In the special case of a Bureau Toth career, it can be assumed that this represents an Aspect working in close conjunction with Bureau Toth. They gain the benefits of the career normally.)

Decision Nine: Complete this step normally, except that Lhosts are immune to aging.



ALEPH RECREATIONS

ALEPH is also responsible for the Recreations, a combination of innovative biogenics and experimental Cubes. Hosted in sophisticated Lhosts, Recreations are faithful simulations of the personalities of important historical figures, although their skills have been adapted to the modern age so they can work as diplomats, soldiers, spokespeople, and artists.

If the Lifepath reveals that you are a Recreation, change your current host from "Birth" to "Custom Lhost". (Your attributes do not change under the assumption the values selected in *Decision One: Birth Host* represent the custom body ALEPH created for you.) Then roll again on

the *Faction Table* to determine which faction ALEPH created you for. Gain a 50 Asset debt, owed to whoever funded your creation.

You can then complete the Lifepath normally, although the results of the Lifepath should be interpreted as representing the simulated reality or false memories that ALEPH used to create you.

Alternatively, with the GM's permission, you could choose an actual historical personality and use the optional point buy character creation (see sidebar on p. 48) to craft ALEPH's interpretation of that specific person.

DECISION THREE: HOMeworld / HOMELAND

Roll 1d20 and consult the *Homeworld/Homeland Table* for your heritage to determine where you were born (and most likely grew up). You may spend 1 Life Point to pick the result.

After you've determined your homeworld or homeland, make the following adjustments:

- Add the language(s) listed to your list of fluent languages.
- Increase the two listed attributes by one each.
- Gain one rank in the listed skill.

LINGUA QUANTRONICA

There is no single “common tongue” or *lingua franca* in the Human Sphere. English, Yujingyu, and Spanish are all common, but not universal. It’s quite possible for a table full of players to end up with characters who can’t talk to each other. Fortunately, the quantronic revolution has largely made this irrelevant: Your comlog can translate other languages in real-time, making it simple to talk to people even if you don’t share a common tongue. (Unless, of course, your systems are offline for some reason.)

CORREGIDORAN

Corregidoran is a creole of Spanish and Portuguese, with a healthy dose of loan words from English and Swahili.

ARIADNA HOMELAND TABLE

D20	REGION	LANGUAGE	ATTRIBUTE	ATTRIBUTE	SKILL
1	Antipodean Wilds	Antipodean creole (Snarl)*	Willpower	Brawn	Animal Handling
2–6	Caledonia	English (Scots)*	Agility	Brawn	Resistance
7–10	Merovingia	French*	Personality	Brawn	Lifestyle
11–15	Rodina	Russian (Kazak)*	Agility	Brawn	Discipline
16–20	USAriadna	English (American)*	Coordination	Brawn	Survival

HAQQISLAM HOMELAND TABLE

D20	REGION	LANGUAGE	ATTRIBUTE	ATTRIBUTE	SKILL
1–3	Bourak (Funduq Sultanate)	Arabic, Turkish	Intelligence	Willpower	Lifestyle
4–6	Bourak (Iran Zhat al Amat Shanate)	Arabic, Farsi	Awareness	Willpower	Persuade
7–9	Bourak (Gabqar)	Arabic, Kyrgyz	Brawn	Willpower	Survival
10–12	Bourak (Al Medinat Caliphate)	Arabic*	Personality	Willpower	Science
13–14	Bourak (Islands)	Arabic*	Agility	Willpower	Persuade
15–16	Caravanserai	Arabic*	Awareness	Willpower	Extraplanetary
17–18	Paradiso	Arabic*	Agility	Willpower	Survival
19–20	Sol	Roll on <i>Random Languages Table</i> *	Coordination	Willpower	Pilot

NOMAD MOTHERSHIP TABLE

D20	REGION	LANGUAGE	ATTRIBUTE	ATTRIBUTE	SKILL
1–5	Bakunin	German, English	Willpower	Agility	Science
6–10	Corregidor	Corregidoran or Swahili (choose one), English or Corregidoran (choose one)	Brawn	Agility	Resistance
11–15	Tunguska	Russian, English	Intelligence	Agility	Lifestyle
16–17	Human Edge	Roll on <i>Random Languages Table</i> *	Willpower	Agility	Tech
18–19	Commercial Mission	Roll on <i>Random Languages Table</i> *	Intelligence	Agility	Pilot
20	Sol/Sol Orbitals	Roll on <i>Random Languages Table</i> *	Willpower	Agility	Extraplanetary

PANOCEANIA HOMeworld TABLE

D20	REGION	LANGUAGE	ATTRIBUTE	ATTRIBUTE	SKILL
1–4	Acontecimento	Hindi, Punjabi, or Portuguese (choose one) and Spanish	Willpower	Intelligence	Animal Handling
5–8	Neoterra	English, Hindi, or Italian (choose one) and Spanish	Awareness	Intelligence	Lifestyle
9–12	Varuna	Spanish, Malay	Brawn	Intelligence	Athletics
13–16	Sol	Roll on <i>PanOceanian/Sol Languages Table</i> *	Willpower	Intelligence	Extraplanetary
17–18	Paradiso	Spanish or English *	Personality	Intelligence	Survival
19	Human Edge	Spanish or English*	Agility	Intelligence	Tech
20	Svalarheima	English or German (choose one) and SvalarNorse	Willpower	Intelligence	Survival

YU JING HOMeworld TABLE

D20	REGION	LANGUAGE	ATTRIBUTE	ATTRIBUTE	SKILL
1–5	Shentang	Yujingyu and roll on <i>Regional Yu Jing Languages Table</i>	Intelligence	Awareness	Lifestyle
6–10	Yutang	Yujingyu	Intelligence	Awareness	Lifestyle
11–15	Sol (Chung Kuo)	Yujingyu and roll on <i>Regional Yu Jing Languages Table</i>	Willpower	Awareness	Extraplanetary
16–17	Paradiso	Yujingyu and roll on <i>Regional Yu Jing Languages Table</i>	Personality	Awareness	Survival
18–19	Svalarheima	Yujingyu	Willpower	Awareness	Survival
20	Human Edge	Yujingyu	Agility	Awareness	Tech

MINOR NATIONS HOMeworld TABLE

D20	REGION	LANGUAGE	ATTRIBUTE	ATTRIBUTE	SKILL
1–4	Earth	Roll on <i>Random Languages Table</i> *	Intelligence	Awareness	Lifestyle
5–7	Lunar Colonies	Roll on <i>Random Languages Table</i> *	Intelligence	Awareness	Lifestyle
8–9	Venusian Aerostats	Roll on <i>Random Languages Table</i> *	Willpower	Awareness	Extraplanetary
10–13	Mars	Roll on <i>Random Languages Table</i> *	Personality	Awareness	Survival
14–15	Jovian Colonies	Roll on <i>Random Languages Table</i> *	Willpower	Awareness	Survival
16–18	Orbitals	Roll on <i>Random Languages Table</i> *	Agility	Awareness	Tech
19–20	Human Edge	Roll on <i>Random Languages Table</i> *	Willpower	Awareness	Survival

0-12 HOMELAND TABLE

D20	REGION	LANGUAGE	ATTRIBUTE	ATTRIBUTE	SKILL
1–6	Concilium	Spanish*	Intelligence	Personality	Persuade
7–12	Concilium	English*	Intelligence	Personality	Persuade
13–18	Concilium	German*	Intelligence	Personality	Persuade
19–20	Concilium	Roll on <i>Random Languages Table</i> *	Intelligence	Personality	Persuade

* Roll again on your Homeworld/Homeland table to determine a second language you're fluent with. If you roll the same result, that's the only language you're fluent with.

PANOCEANIA/SOL LANGUAGES

D20	LANGUAGE
1–2	Roll on <i>Random Languages Table</i>
3–4	English
5–6	Portuguese
7–8	German
9–10	Italian
11–12	French
13–14	Filipino
15–16	Hindi
17–18	Malay
19–20	Spanish

REGIONAL YU JING LANGUAGES

D20	LANGUAGE
1	Roll on <i>Random Languages Table</i>
2–4	Yujingyu
5–6	Japanese
7–8	Korean
9–10	Laotian
11–12	Thai
13–14	Mongolian
15–16	Uyghur
17–18	Cantonese
19–20	Roll Again Twice

RANDOM LANGUAGES

D20	LANGUAGE
1	Yujingyu
2	Spanish
3	English
4	Hindi
5	Arabic
6	Portuguese
7	Russian
8	Japanese
9	Punjabi
10	German
11	Javanese
12	Malay
13	Vietnamese
14	Korean
15	French
16	Turkish
17	Italian
18	Thai
19	Farsi
20	Roll Again Twice

EXAMPLE

HOMEWORLD

Because her heritage is PanOceanian, Melissa rolls 1d20 on the *PanOceania Homeworld Table*. She rolls 20, which means she's from Svalarheim. Her character can speak SvalarNorse and (at Melissa's choice) German. She also increases her Intelligence and Willpower by one point each (to 9 and 8, respectively). Finally, she gains a rank in Survival. Because she already has Expertise 1 in Survival, she could choose to increase either her Expertise or Focus in the skill. She chooses to increase her Focus to 1.





DECISION FOUR: STATUS

EXAMPLE STATUS

When she discovers that her character – who she's decided is named Cassandra – was raised on Svalarheim, Melissa has a very strong image of what her childhood was like. She decides to spend 1 Life Point to choose an Upper social class in a Frontier Life. As a member of the Upper class, she gains one point of Agility and has an Earnings of 4. Coming from a Frontier Life, she gains one point of Brawn and gains one rank of Resistance. (Since she didn't previously have the skill, she has to take this rank as Expertise 1.)

EXAMPLE YOUTH EVENT

On her first roll on the *Youth Event Table*, Melissa gets a 20. So she rerolls on the table twice, getting results of 2 and 11 on a d20 and then results of 4 and 1 on a d6. Cassandra has witnessed an assassination (2,4) and discovered a family secret (11,1). Keen to merge the two results, Melissa decides that Cassandra's mother was a government assassin and that she witnessed her assassinate a defector who was selling surveying data to Yu Jing.

Now that you know where you were born and raised, let's find out more about how you grew up. What were your economic circumstances? What was life like and what type of people were you surrounded by?

You may spend 1 Life Point to pick the result on both the *Social Class Table* and the *Home Environment Table*.

STEP ONE: SOCIAL CLASS

Roll 2d6 and consult the *Social Class Table*. Increase the listed attribute by one point and set your Earnings equal to the number shown.

The wonders of the quantronic revolution have pushed the Human Sphere to the cusp of a post-scarcity economy. The resulting realignment of social classes, and the lives they lead, can be dizzyingly different from what you might expect. Here are some short descriptions to help orient you.

Underclass: Although it's become incredibly difficult for true poverty to exist, there are some people who slip through the cracks. (PanOceanians will talk about the tragic conditions of backcountry Ariadnans, but Yu Jing would be quick to point to the Ateks in PanOceania's own backyard. Elsewhere there are minor nations and small habitats in places like Human Edge.)

Demigrant: The demigrant is a basic income guaranteed to every member of the major powers (and most of the minor powers, too). The immense manufacturing capacity of dedicated nanoassemblers combined with the rich resources available to an automated, interstellar civilisation make it possible for all citizens to enjoy a more than comfortable standard of living.

Middle: Most of humanity is living in a golden age of luxury. It's easy for people to be part of the middle class while working twenty hours a week or less. The large middle class is constantly seeking out activities both real and virtual to fill their idle hours.

Upper: This is a life of utter affluence. For the rich of the Human Sphere, thought has become the equivalent of action and desire can be instantaneously met by reality. For the upper class, the physical world can trivially transform itself almost as easily as the virtual playgrounds of the middle class.

Elite: The vast wealth of the elite creates specialist micro-cultures that cater to their needs, a market of ultra-luxury goods and bespoke items that are casually created on demand, and a plethora of body modifications unheard of in previous ages. Their lives, swaddled in advanced domotics, are virtually effortless, like endless theme park rides that are malleable to their will.

Hyper-Elite: The hyper-elite flit across interplanetary distances or rule over *de facto* fiefdoms rendered in their own image. Their control over their physical reality is almost unlimited, allowing them to realise their ultimate fantasies in flights of whimsy.

SOCIAL CLASS TABLE

2D6	SOCIAL STATUS	ATTRIBUTE	EARNINGS
2	Underclass	Willpower	1
3–5	Demigrant	Personality	2
6–8	Middle	Willpower	3
9–10	Upper	Agility	4
11	Elite	Personality	5
12	Hyper-Elite	Willpower	6

STEP TWO: HOME ENVIRONMENT

Roll 1d6 and consult the *Home Environment Table*. The result most likely describes your parents and immediate family, but not necessarily. (For example, if you had a Violent childhood it's possible that your parents were loving, but your neighbourhood was filled with gangs. If you grew up in High Society but your Social Status was Demigrant, then your family may have worked as servants.)

Increase the listed attribute by one point and gain one rank of training in the listed skill.

HOME ENVIRONMENT TABLE

D6	ENVIRONMENT	ATTRIBUTE	SKILL
1	Happy Home	Personality	Education
2	Violent	Brawn	Acrobatics
3	Frontier Life	Brawn	Resistance
4	Rebellious	Awareness	Pilot
5	Regimented	Coordination	Discipline
6	High Society	Willpower	Lifestyle

DECISION FIVE: YOUTH EVENT

Roll 1d20 and 1d6 and reference the *Youth Event Table* below. Each event indicates a massive impact on your youth. It might be something you've long since put behind you or it may still be the core of your later life, but either way, you'll want to use the simple description

as a springboard for your imagination and detail exactly what happened.

You can spend 1 Life Point to choose an Event from the table or, after your initial roll, to reroll the result.

YOUTH EVENT TABLE

D20	EVENT TYPE	1	2	3	4	5	6
1–2	Witnessed	perjury	a murder	police corruption	assassination	high level corruption	a secret pregnancy
3–4	Witnessed	embezzlement	a violent crime	long-term abuse	cybercrime	backroom deals being made	political corruption
5–6	Involved in	an accident	a shooting	a transit disaster	police action	a scandal	mass arrests
7–8	Involved in	a suicide	narcotics sale	Resurrection Lottery	faking a suicide	a cover-up	smuggling
9–10	Discovered	religion	a suicide	a fandom	a secret	an infiltration	elite hypocrisy
11–12	Discovered	a family secret	a body	a valuable secret	sexual attraction	personality tampering	a scandal
13	Family Change	1+ 6 \mathbb{N} siblings	parents killed	parent walks out	kidnapped	family member resurrected	population relocation
14	Family Change	divorce	sibling killed at a young age	gained an extended family	parents incarcerated	family member's Cube corrupted	moved to a new planet
15	Media Fad	joined a popular movement	joined a radical movement	got involved in life-streaming	established Arachne nodes	Maya addiction	appeared on a popular Maya broadcast
16	Succumbed to	propaganda	social exclusion	a scam	personality tampering	boredom	brainwashing
17	Social Contacts	escaped the neighbourhood	had brush with opposite social class	gained enemy (roll on <i>Faction Table</i>)	gained contact (roll on <i>Faction Table</i>)	gained mentor (roll on <i>Faction Table</i>)	joined Submondo faction
18	Special	gain a 1 Asset debt	Cube destruction	Cube theft	changed social class	Gain 1 Asset	Defection!
19	Special	learned a new language	gained blackmail material	biological/chemical weapons	radical biomodification	serious genetic illness	Died!
20	Reroll Twice and Combine Results						

SPECIAL YOUTH EVENTS

Gain a 1 Asset Debt: You owe someone a debt worth one Asset.

Cube Destruction: The Cube used to store your personality has been destroyed (or perhaps you never had one to begin with). You'll begin play without a Cube and, if you want to have one implanted, you'll need to figure out some way to pay for it.

Cube Theft: Your Cube or the data on your Cube was stolen. Who took it? Do they still have it? What have they done with it?

Changed Social Class: During your youth, your family experienced a shift in their economic status. Roll on the *Social Class Table* and change your Social Status and Earnings to the new value.

Gain 1 Asset: You've gained 1 additional Asset. Add this Asset to your total Assets at the end of character creation.

Defection: You've switched to a new faction. Roll on the *Faction Table*.

Learned a New Language: Roll once on the *Random Languages Table*.

Gained Blackmail Material: You have been given proof that a person or organisation has committed misdeeds against another. You can roll twice on the *Faction Table* (p. 49) to determine which factions the two parties belong to. Either party will grant a favour for the evidence.

Biological/Chemical Weapon: You were exposed to some form of biological weapon. Reduce one attribute of your choice by one point.

Radical Biomodification: You gain a Cosmetic Augmentation 3. Describe how your body has been transformed.

Serious Genetic Illness: You suffer from a serious genetic illness (either inherited or teratogenic). Reduce one attribute of your choice by one point. A cure is possible, but it's expensive and will cost 5+5 \mathbb{N} Assets. Each Effect rolled on the \mathbb{N} reduces an attribute by an additional point.

Died: Your character died and was resurrected. See the rules for *Resurrection* on p. 62.

DECISION SIX: EDUCATION

As we move into the next phase of your life, you may discover that your Lifepath has taken you abruptly in a new direction. Think about how your Youth Event may have precipitated this change, or perhaps it was the last memory you had of your old life.

EXAMPLE EDUCATION

Melissa rolls 15 on the *Education Table*, discovering that Cassandra's mother shipped her off to a military academy after she witnessed the assassination. She gains two points of Brawn and one point of Agility, but her Intelligence decreases by 1. She gains one rank in each of the mandatory skills – Acrobatics, Athletics, Ballistics, Close Combat, and Observation. Since she didn't previously have ranks in most of these skills, she gains Expertise 1 in them. She previously had Expertise 1 and Focus 1 in Athletics, however, and although she would have liked to gain an additional point of Focus, that would make her Focus higher than her Expertise and so she can't. She instead increases her Expertise to 2.

Her elective skills for Military Training are Command, Education, and Tech. She chooses Education and Tech, gaining Expertise 1 in each. Now she can select her second signature skill: Once again she would like to increase her Athletics skill, but can't because it's already a signature skill. Instead, she selects Ballistics, increasing her rating to Expertise 2 and gaining the Marksman talent. Finally, she adds a military dress uniform, pistol, and knife to the Gear section of her character sheet.

On the other hand, perhaps your young adulthood will simply flow naturally out of everything you've experienced before. Does that make you feel trapped? Are you comfortable with the path that fate (or your family) has set for you?

To determine the type of Education your character received, roll 1d20 and consult the *Education Table*.

You may spend 1 Life Point to pick your education. Once you've determined your Education, check the *Education Benefits* tables.

- Increase one attribute by two points.
- Increase one attribute by one point.
- Decrease one attribute by one point.
- Gain 1 rank of training in all of the mandatory skills.
- Choose two of the three elective skills and gain 1 rank of training in each.
- Choose one of the skills (either elective or mandatory) gained from your Education to become a signature skill. Add 1 rank of training to this skill and take a talent from its talent tree.
- Gain the equipment (if any) indicated.

EDUCATION TABLE

D20	EDUCATION	EXAMPLE
1	Grew Up on the Streets	Lazareto district, Atek shanty town, Merovingian urchin gang
2–3	Rural/Colonial Education	Commercial Mission, Acontecimiento Farmer, Svalarheima Career Prep
4–5	Creative Education	LoroLocco Youth Program, Maya Virtual Academy, Atek artist apprenticeship
6–8	White Collar Education	Tunguska internship, Startecto Corporate Academy, Haqqislamite guild apprenticeship
9–11	Technical Education	Amaravati Institute, Haqq Mutazilite Academy, Imperial Service
12–14	Scientific Education	Black Laboratories, Espiritu Santo University, Talawat University
15–17	Military Training	Yu Jing military academy, Alguaciles Tour, Highlander clan
18–20	Orbital Training	Caravanserai academy, Corregidor station education, Saturn Star Academies

EDUCATION BENEFITS – MANDATORY

EDUCATION	+2	+1	-1	MANDATORY SKILLS
Grew Up on the Streets	Agility	Brawn	Intelligence	Discipline, Observation, Resistance, Stealth, Survival
Rural/Colonial	Awareness	Brawn	Personality	Education, Pilot, Resistance, Survival, Tech
Creative	Personality	Willpower	Brawn	Discipline, Education, Lifestyle, Observation, Persuade
White Collar	Awareness	Personality	Brawn	Education, Lifestyle, Observation, Persuade, Stealth
Technical	Awareness	Intelligence	Willpower	Education, Observation, Pilot, Tech, Thievery
Scientific	Intelligence	Awareness	Personality	Education, Lifestyle, Pilot, Tech, Medicine
Military	Brawn	Agility	Intelligence	Acrobatics, Athletics, Ballistics, Close Combat, Observation
Orbital Training	Intelligence	Awareness	Personality	Discipline, Education, Pilot, Spacecraft, Extraplanetary

EDUCATION BENEFITS – SKILLS AND GEAR

EDUCATION	ELECTIVE SKILLS (PICK 2)	GEAR GAINED
Grew Up on the Streets	Athletics, Close Combat, Lifestyle	Fake ID 1, Micro-Torch, Knife
Rural/Colonial	Animal Handling, Athletics, Observation	Survival Kit, Survival Rations (x3), Nav Suite, Knife
Creative	Analysis, Pilot, Tech	AR Eye Implants or Cosmetics Kit, Recorder, 1 Asset
White Collar	Command, Stealth, Thievery	AR Eye Implants or Neural Comlog, Stims, 1 Asset
Technical	Hacking, Lifestyle, Extraplanetary	Powered Multitool, Repair Kit (with 5 Parts)
Scientific	Medicine, Science, Spacecraft	Analytical Kit (with 5 Reagents), Sensor Suite
Military	Command, Education, Tech	Armoured Clothing (Dress Uniform), Pistol
Orbital Training	Lifestyle, Resistance, Tech	Vac Suit (with Locational Beacon, 5 Oxygen Loads)

DECISION SEVEN: ADOLESCENT EVENT

At some point during your adolescence, you experienced a defining event which still shapes who you are today. Roll 1d6 to determine which *Adolescent Event Table* to use and then roll 1d20 to determine your Adolescent Event.

Based on your Adolescent Event, pick one character trait. Each Adolescent Event has a suggested trait listed, but there are many traits you could have and you should feel free to pick any word or short phrase which feels appropriate.

Each Adolescent Event also lists an optional effect which can be used to further customise your character. You can choose whether or not to use the optional effect, but if you do then you must resolve the entire effect.

You can spend 1 Life Point to reroll or, with GM approval, pick your Adolescent Event. With your GM's permission, you could also design your own event.

EXAMPLE

ADOLESCENT EVENT

With Cassandra's education complete and a military career seeming likely, Melissa rolls on the *Adolescent Event Table*. She gets 2 on her d6. Consulting *Event Table A*, she rolls 12 on her d20. Cassandra's parents are killed! Cassandra's Social Status is changed to Middle and she gains the character trait Orphan. She gains 6 Assets from the generous Hexahedron pension plan.

ADOLESCENT EVENT TABLES

D6	TABLE
1–2	Adolescent Event Table A
3–4	Adolescent Event Table B
5–6	Adolescent Event Table C

ADOLESCENT EVENT TABLE A

D20	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAIT	OPTIONAL EFFECT
1	You contracted an alien disease, spore, or macrovirus. It has been forced into remission but only a constant regimen of medication keeps it tame. It doesn't appear to be infectious (yet).	Alien Typhoid	You have a symbiotic organism attached to you that looks like a bad rash. It grants 1 bonus Momentum for Observation tests to determine whether there is anyone hidden within close range, but increases the difficulty of all social skill tests by 1 step.
2	You were seriously injured and died on the operating table. You were resuscitated but your Cube had a manufacturer's glitch and memories/episodes of a Maya ever-caster became merged with your own.	Dual Identity	Gain 1 Asset in compensation and roll a new Youth Event. One of your Youth Events is a fake.
3	While they were on a journey, your sibling vanished. No one has ever discovered what happened to them, but you've been obsessed with figuring it out.	Missing Sibling	Gain 1 rank in Analysis.
4	A stranger visited your home and spoke in hushed tones with a family member. What did they talk about?	Shady Past	Your family's surname is infamous amongst society's elite. Your social skill tests amongst them suffer +2 complication range.
5	The personality of your geist radically shifted overnight. You gradually became aware that it has become an Aspect of ALEPH.	Watched by the AI	You may switch your faction to ALEPH at this time. You may also choose the Bureau Toth career freely for any of your career phases.
6	You ran away from home.	Low Self-Esteem	Reduce your Social Status by 1.
7	You said "yes" and someone you cared about got hurt.	Weak Willed	Social skill tests against you receive 1 bonus Momentum, but your openness to adventure has paid off. Gain 1 Asset.
8	After someone close to you was murdered, your family confessed to you that they were deeply involved in a criminal conspiracy.	Criminal Connections	You may switch to the Submondo faction at this time. You may also freely choose the Criminal career for any of your career phases. You are often a suspect in police enquiries and all social skill tests with security or police services are increased in difficulty by one step.
9	You are a prodigy and excelled at a particular skill from a very young age. You could have been a talented musician or a math whiz. Regardless, your talent got a lot of attention in the media before you grew out of it.	Bitter	Gain 1 level of Social Status or 5 Assets. Alternatively, gain a contact in media, academia, or the entertainment industry.
10	You suffered a traumatic head injury.	Slow Thoughts	Reduce Intelligence by 1, but gain 1 rank of training in Discipline.
11	You got mixed up with the wrong people and were involved in a serious crime.	Criminal Record	Spend 1d6 years in jail before starting your first career. Gain a Criminal Record (see p. 62).

ADOLESCENT EVENT TABLE A

D20	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAIT	OPTIONAL EFFECT
12	Both your parents died in a mysterious accident. You were sent to an orphanage.	Orphan	Reduce Social Status by one (minimum 1). Gain 1d6 Assets from an estate left to you.
13	You became friends with a powerful and important person. Is your relationship with them still solid?	Silver Spoon	If you get a "Fired" result during Decision Eight: Careers you can ignore it, but reduce your Earnings by one.
14	You were taken from your home at 4am. You heard shots and never saw your family again.	Lost Family	You have a mysterious benefactor who saved you, and you grew up with family friends. Decrease your Social Status by one (minimum 1), but gain a free reroll on a Career Event.
15	You messed up and were arrested for a minor crime.	Criminal Record	Spend one year in jail before starting your first career. Gain Criminal Record (see p. 62).
16	You had a terrible childhood accident.	Disabled	All movement-related skill tests are one difficulty harder, but you have gained a strong will. All Discipline tests are one difficulty lower (minimum 1).
17	You contracted colonial wasting disease.	Feel Every Punch	Reduce your Vigour by 1.
18	Your body is intolerant to chemical substances.	Allergies	All Resistance tests for artificial substances are increased by one level of difficulty. Serum provides no bonuses.
19	A woman in a conservative suit approaches you one day and reveals what really happened to someone that you loved. Then she asks what you want to do about it.	Traitor	You defect to a new faction. Roll on the <i>Faction Table</i> on p. 49 to determine your new allegiance.
20	You died.	Cube Weary	Your character died and was resurrected. See the rules for <i>Resurrection</i> on p. 62.



ADOLESCENT EVENT TABLE B

D20	ADOLESCENT EVENTT	SUGGESTED CHARACTER TRAIT	OPTIONAL EFFECT
1	While on a spacewalk, your tether snapped and you were knocked off-station.	Zero-G Terror	You cannot select Extraplanetary as an elective skill during any career phase. (You can still improve it normally through other means.)
2	Volunteering for “human tests” seemed like easy money. The physical scars healed, but you’ve never really learned to control your new “gift”.	Rogue MetaChemistry	Gain any Biograft or Silk augmentation that requires an action to use. To use it, however, you must pass a Daunting (D3) Willpower test.
3	You were detained by national law enforcement. Although ultimately exonerated, your records are still notated from the incident.	Stained Record	All tests with security forces are made at +1 difficulty. Attempts to access classified information suffer a +2 complication range (possibly resulting in unwanted official attention).
4	You joined a Maya cluster and became obsessed with the infowarrior subculture.	Neophile	Gain 1 rank in Hacking.
5	Your parents or guardians were unexpectedly fired by their corporate employers and blacklisted.	Rage Against the Corporation	Reduce Social Status by one (minimum 1) and Earnings by one (minimum 0).
6	Someone witnessed you do something terrible. They’ve kept your secret, but they’ve never let you forget it.	Blackmailed	Gain a debt worth 5 Assets.
7	You had an imaginary friend. Nobody else could see them, but you went on grand Maya adventures together. Now you see hints of your imaginary friend when you’re online.	Quantronic Ally	Pick a topic that your imaginary friend was enamoured with. You gain +1d20 when making research tests on Maya regarding that topic.
8	A rogue retrovirus rewrote your genetics, causing a shift in aggression and fight/flight reactions.	Quick with a Fist	You fly off the handle faster than people can react. You gain +1d20 to Surprise tests in Mexican standoffs and similar situations.
9	Your parents or guardians became radical converts to a religion. Was your time with their church a happy one?	Religious Upbringing	Gain 1 rank in either Psychology or Command.
10	A distant family member died and unexpectedly named you their executor. Their recordkeeping was atrocious, though, and their old debts keep coming back to haunt you.	Unexpected Obligations	Gain 10 Assets and a debt worth 5 Assets.
11	When you first signed up for school, a network glitch merged all of your quantronic records with someone else who shares your exact name. Your Maya footprints have never been fully untangled.	Confused Identity	Persuade tests made against targets you are not face-to-face with suffer a +1 complication range.
12	When your first love was forced to move across the Human Sphere by their parents, you both swore to find each other one day.	Lost Love	Roll on the <i>Faction Table</i> on p. 41 and gain an ally in that faction.
13	There was a terrible accident on the orbital you were visiting and you were badly injured due to an equipment failure.	Safety First	Reduce Brawn by 1 point, but gain 1 rank in Extraplanetary.
14	You spent most of your free time as an urban spelunker, exploring the ruins and hidden places. What was the most unusual place you went?	Killer Curiosity	Gain 1 rank of Stealth.
15	After finding an injured animal, you nursed it back to health.	Bleeding Heart for Animals	Gain 1 rank in Animal Handling.
16	You have a relative or godparent with connections.	Annoying Family	You may reroll your first career, but must accept the new career rolled.
17	You fell in with a bad crowd. Who was your worst “friend” from those days?	Shady Past	Gain 1 rank in Thievery.
18	You tried to upgrade your geist’s software... and failed badly.	Faulty Geist	Reduce Firewall by 1.
19	You were awoken in the middle of the night by your parents and told to quickly pack a suitcase. Two days later, you were on a new planet.	True Believer	You defect to a new faction. Roll on the <i>Faction Table</i> on p. 49 to determine your new allegiance.
20	You were murdered.	Paranoid	Your character died and was resurrected. See the rules for <i>Resurrection</i> on p. 62.

ADOLESCENT EVENT TABLE C

D20	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAIT	OPTIONAL EFFECT
1	What your family did haunts you wherever you go.	Infamous	Difficulty to avoid attention is one step higher when your true identity is known.
2	While visiting a petting zoo you were bitten by one of the animals.	Animal Hatred	Your Animal Handling tests suffer a +1 complication range.
3	You became a local champion in your sport of choice. There was talk about taking it to the next level. Did you? Or did something happen to cut your career short?	Nagging Injury	Gain 1 rank in Acrobatics.
4	Your flight crashed out on the frontier. It was weeks before the rescue teams found you.	Survivor's Guilt	Gain 1 rank in Survival.
5	Either you or your partner became pregnant.	Dependent	Gain a debt worth 3 Assets.
6	Once you were exposed to the writings of a political ideologue, you became obsessed with their vision of what the Human Sphere should be.	Disillusioned	Select a new faction of your choice.
7	You decided to pursue a second degree.	Studious	Gain 1 rank in Education and add 1d6 years to your age.
8	An unexpected boon, random chance, or personal merit allowed you to transfer into an elite training academy.	Overconfident	Increase your Social Status by 1.
9	It was just a minor invention, but it exploded in popularity. Did you sell out or did it just fade away as a seasonal fad?	Mad Tinkerer	Gain 10 Assets.
10	Someone dear to you died in a hull breach. You couldn't do anything to save them.	Vacuum Phobia	Gain 1 rank in Extraplanetary.
11	You spent a summer painstakingly restoring a classic car (or other vehicle).	Nostalgia Freak	Gain the Greasemonkey talent for the Tech skill.
12	It can be argued that the accident wasn't your fault, but the courts didn't see it that way.	Careless	Gain a debt worth 10 Assets.
13	You were framed for a crime you didn't commit. Who framed you? What did they do?	Criminal Record	Spend 1d6 years in jail before starting your first career. Gain a Criminal Record (see p. 62).
14	It took two years, but you did the training and successfully completed one of the Planetary Ironmen competitions.	Tenacious	Gain 1 rank in Athletics.
15	A stranger came to the house and left a package for you. What is so important about it? How will you know when to open it?	Unwanted Heritage	You gain a package worth 5 Assets that you must never lose. You do not know what is inside. Decide when you will know whether to open the package.
16	You spent half a year on a field study. How far did you go? Who ran the study?	Neuroticism	Gain 1 rank in Science.
17	Your best friend joined the military. And then he was killed. You realised all this jingoism doesn't make any sense.	Judicious	You may switch your faction to O-12 at this time.
18	You were kidnapped and tortured. Why?	Skittish	Reduce Resolve by 1.
19	Your first real job took you to a new planet. It felt like home.	Laissez-Faire	You defect to a new faction. Roll on the <i>Faction Table</i> on p. 49 to determine your new allegiance. You may choose to roll on that faction's career table for your first career at no cost.
20	You committed suicide.	Suicidal	Your character died and was resurrected. See the rules for <i>Resurrection</i> on p. 62.

DECISION EIGHT: CAREERS

What career (or careers) do you decide to pursue? Are you doing something that you love? Are you trapped in a job that you hate? What are you good at and what are you learning out among the planets? Are you aggressively seeking promotions or happy where you are?

Mark your starting age as eighteen. You will complete a minimum of two career phases, and you can spend 1 Life Point to pursue an additional career (to a maximum of four career phases).

STEP ONE: SELECT CAREER

By default, roll 1d20 and consult the *Basic Career Table*. If it instructs you to roll on the *Faction Career Table*, roll on the table belonging to your current faction. (Members of the ALEPH faction roll on the *O-12 Faction Career Table*.)

Alternatively, you can choose to hazard any career. See *Hazarding a Career*, p. 62.

You can also spend Life Points to wield various degrees of control over your career phase.

- Spend 1 Life Point to pick a career from the *Basic Career Table*.
- Spend 1 Life Point to roll on your *Faction Career Table*.
- Spend 1 Life Point to change your faction.

You can also choose to select the Unemployed career to gain 1 Life Point. (You can gain a maximum of 2 Life Points in this way. You do not gain the Life Point if you are forced to become Unemployed by a random roll, event, or hazard test.)

BASIC CAREER TABLE

D20	CAREER
1–2	Unemployed
3–4	Corporate
5–6	Technician
7–8	Military
9–10	Medical
11–12	Academic
13	Criminal
14	Police
15	Frontiersman
16	Media
17	Ship Crew
18	Pilot
19–20	Roll on <i>Faction Career Table</i>

STEP TWO: WORK CAREER

Once you've selected a career, refer to the description for your career on p. 67–78.

- For your first career (and ONLY your first career), add the attribute improvements listed.
- Gain 1 rank of training in all mandatory skills.
- Pick two of the three elective skills and gain 1 rank of training in each.
- If you have less than three signature skills, choose one of the skills (either elective or mandatory) gained from your career to become a signature skill. Add 1 rank of training to this skill.
- Choose one of the skills gained from this career and select one talent from the associated tree for which you fulfil the prerequisites.
- Roll the career's Earnings. If the result is higher than your current Earnings, increase your Earnings to the new rating. For each Effect rolled, adjust your Social Status one step in the same direction as the Earnings you rolled. (If the rolled rating is lower than your rating, decrease your Social Status; if it was higher, increase your Social Status.) If your Social Status decreases, your Earnings decrease by one point. Regardless of the number of Effects rolled, the maximum change in your Social Status is equal to the difference between your current Earnings and the Earnings rolled for your career.
- Raise your Earnings to match your career's rating if your current rating is lower.
- Gain the equipment (if any) indicated for your career. (When repeating a career, you do not gain duplicates of the same equipment. But you do gain additional equipment for each new career.)

STEP THREE: CAREER EVENT

While working your career, what was the most significant event in your life? Roll 1d6 to determine which *Career Event Table* to use and then roll 1d20 to determine your Career Event.

You can spend 1 Life Point to reroll or, with GM approval, pick your Career Event. With your GM's permission, you could also design your own event.

STEP FOUR: FINISH CAREER PHASE

As you finish your career, increase your age by 1d6+1 years. (This is in addition to any changes in age as a result of Career Events.)

If this was your first career phase, return to *Step One: Select Career* and begin your second career phase. However, instead of rolling randomly or hazarding a career, you can choose to simply repeat your current career. If you do so, proceed to *Step Two: Work Career* and begin working the career (gaining all the usual benefits for doing so).

EXAMPLE

CAREER PHASE

With the death of her parents, Melissa feels that Cassandra has become rudderless. Uncertain of where she might end up, she rolls 1d20 on the *Basic Career Table* and gets 7, discovering that Cassandra ended up falling back on the Military for her first career.

Because this is her first career, she gains the attribute improvements listed for the Military career (+2 Agility, +1 Awareness, +2 Brawn, +1 Coordination, +1 Intelligence, +2 Willpower). She gains one rank of training in the mandatory skills of Athletics, Close Combat, and Ballistics (finally gaining Focus 2 in Athletics). She chooses Acrobatics and Tech as her elective skills, gaining one rank in each, and then also chooses Tech as her third and final signature skill. Finally, she chooses to gain a Ballistics talent. Because she already has the Marksman talent for Ballistics, she can choose one of the next talents on the Ballistics tree. She chooses Clear Shot.

Cassandra's Earnings is higher than that granted by her Military career, so it remains unchanged, but Melissa writes down her Military gear.

EXAMPLE

CAREER EVENT

After Cassandra completes her Military career phase, Melissa rolls on the *Career Event Table* and discovers that she's been involved in a serious crime: She's Fired, gains a Criminal Record, and rolls 1d6 to determine that she adds 6 years to her life. Melissa chooses not to spend 1 Life Point to remain in her current career, so Cassandra is drummed out of the military. Her new Criminal Record reduces her Social Status to Demigrant and her Earnings to 3. She finishes her career phase by rolling 1d6+1 and adding 2 more years to Cassandra's age.



EXAMPLE

HAZARDING A CAREER

Melissa decides that Cassandra must have tried profiteering – diverting military equipment from the PanOceanian Military Complex to a mercenary company called SecLock Contingencies. After she's released from prison, Cassandra is in bad shape and unemployed. Cassandra decides to use her mercenary connections and hazard the career of Bounty Hunter: She chooses Athletics as the hazarding skill and spends 1 Life Point to decrease the difficulty of the check from Challenging (D2) to Average (D1). The target number of the check is 14 (Cassandra has Brawn 12 and Athletics Expertise 2.) On 2d20, she rolls 18 and 4, generating one success and successfully hazarding the career.

This is her second career, so Cassandra doesn't improve her attributes. She's also maxed out with three signature skills, so she won't gain a new one. But she still gains training in mandatory and elective skills, an additional talent, and the career's gear. She then experiences another career event and increases her age by 1d6+1 (3) years. At the end of this career phase, Melissa chooses not to spend 1 Life Point in order to attempt a third career phase.

If this was your second career phase, you can spend 1 Life Point to undertake a third career phase (using the same procedure as your second career phase). If this was your third career phase, you can do the same for a fourth career phase. (You cannot attempt a fifth career phase.) If this was your final career phase, proceed to *Decision Nine: Final Customisation*.

EXTENDING CAREERS

With GM approval, you may voluntarily spend 1d6+1 additional years in any career phase, rolling again for a Career Event for each extension. You do not receive any other benefits for extending your career phase, nor does it count against the number of career phases you may have. It is simply a way to represent older, more experienced characters who have seen more of what life has to throw at them.

HAZARDING A CAREER

When hazarding a career, you are taking a risk and hoping it pays off. Choose a career from any table (including other *Faction Career Tables*) that doesn't have a faction prerequisite and make a Challenging (D2) skill test using one of the mandatory skills listed for the career. On a success you have found employment in your career of choice and can now work that career.

If you fail your hazard test, however, you must either repeat your previous career or become Unemployed. (If this was your first career phase or if you were Unemployed in your previous career phase, you have no choice but to become Unemployed.) You can reduce the difficulty of the hazard test by 1 per Life Point spent.

CRIMINAL RECORD

If you gain a criminal record, reduce your Social Status and Earnings by one each. You can also choose to immediately join the Submondo faction if you wish.

Some careers (such as Police) cannot be taken if you have a criminal record unless you spend 1 Life Point to do so. If you randomly roll such a career while having a criminal record, you must immediately spend 1 Life Point in order to take it. If you cannot (or choose not to), you can immediately hazard another career, but the difficulty of the hazard test is increased by one step.

If a criminal record is gained during a career phase, you must immediately attempt a hazard test for your current career. If you fail the hazard test, you are also Fired (see below).

With a criminal record, you reduce the difficulty of the hazard check for any Criminal career by 1.

It should be noted that simply having a Criminal career does not result in a criminal record: You only get a record if you get caught.

DEFECTION CHECK

If you roll a career on a *Faction Career Table* other than your own, there is a chance that you have defected to that faction. Roll 1d20, on a roll of 1 change your current faction. You do not have to make a defection check if you hazard a career on another *Faction Career Table*. You only make the defection check if you randomly roll on that table.

FIRED

If you are fired, you may retain all the benefits of your current career but you may not repeat or extend the career unless you spend 2 Life Points and lose 1 Earnings.

RESURRECTION

If you die on the Lifepath, it's assumed that you've been Resurrected from your Cube. (All PCs on the Lifepath are assumed to have a Cube, even if they come from a background – like Ariadna – where many people do not have one.)

Losing Current Host: Subtract your host's attribute modifiers from your attribute scores and remove any other special abilities or qualities that your current host grants you.

New Lhost: By default, you've been placed in an antiquated Lhost. By spending 1 Life Point, however, you can instead be placed in a standard Lhost. Using the Lhost stat blocks below, adjust your attributes and note any special abilities granted by your Lhost.

Other Lhosts: You can also select more advanced or experimental Lhosts by spending additional Life Points. Alternatively, you can use Assets to purchase an alternative Lhost, either immediately at the time of your resurrection or during *Decision Nine: Final Customisation*.

LHOST

ANTIQUATED LHOST

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
-1	-1	-1	-1	-1	-1	-1

SPECIAL ABILITIES

- Inured to Disease

LHOST

STANDARD LHOST

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
-	-	-	-	-	-	-

SPECIAL ABILITIES

- Inured to Disease

FACTION CAREER TABLE A

D6	ARIADNA	HAQQISLAM	NOMADS	PANOCEANIA	YU JING
1	Special Forces	Special Forces	Special Forces	Special Forces	Special Forces
2	Intelligence Operative	Hassassin ¹	Intelligence Operative	Intelligence Operative	Intelligence Operative
3	Assault Pack Controller ¹	Corsair	Reverend Agent ¹	Lobbyist ¹	Celestial Guard ¹
4	Sports Personality	Terraforming Scientist	Heavy Industry	Maya Personality	Bōsōzoku
5	Paratrooper	Bodyguard	Investigative Journalist	Corporate Executive	TAG Pilot
6	Roll on <i>Faction Table of Your Choice</i>				

FACTION CAREER TABLE B

D6	CORPORATION	MERCENARY	MINOR NATION	0-12/ALEPH	SUBMONDO
1	Special Forces	Special Forces	Special Forces	Special Forces	Special Forces
2	Intelligence Operative	Intelligence Operative	Intelligence Operative	Intelligence Operative	Corsair
3	Corporate Executive	Bounty Hunter	Heavy Industry	Diplomat	Smuggler
4	Trader	Remote Operator	Trader	Politician	Hacker
5	Field Scientist	Ship Crew	Investigative Journalist	Bureau Toth Agent ¹	Bodyguard
6	Roll on <i>Faction Table of Your Choice</i>				

CAREER EVENT TABLES

D6	TABLE
1–2	Career Event Table A
3–4	Career Event Table B
5–6	Career Event Table C

¹ Career has a prerequisite of belonging to this faction. You can't hazard this career unless you're of the matching faction. If you roll into this career, you automatically fail your defection check. You can override these limitations by spending 1 Life Point (in which case you were somehow undercover while working the career).



CAREER EVENT TABLE A

D20	CAREER EVENT	GAME EFFECT
1	You develop a rare genetic disorder or are afflicted by a genomic toxin.	Your genetic disorder reduces your maximum Vigour by 1. The treatment required to cure your condition will cost 10+5 Assets.
2	Both the authorities and organised crime are hunting for you. What do you know, or what have you got that they want?	Gain both a criminal enemy and a police enemy. You must pass an Average (D1) hazard test for your current career or you are Fired (see p. 62).
3	You are on the run. Who is after you, and why?	Gain Trait: Hunted
4	You've accrued the enmity of a powerful enemy. They might be a district authority, well-connected ex-lover, or a jealous colleague.	Gain Trait: Persecuted
5	An old debt has caught up with you. Who is it to, and what will happen if you do not pay?	Gain a conflict with an organisation as a character trait. You have a 20 Asset debt that must be paid off with that organisation.
6	You're involved in a serious crime. Guilty or not, you are sentenced to hard labour and lose your job.	Add 1d6 years to age. You are Fired (see p. 62) and gain a Criminal Record (see p. 62)
7	You develop a fierce rivalry with someone in your organisation or faction.	Gain a character trait describing your rivalry or its consequences.
8	You have an affair with someone wealthy, but it ends poorly. Was it your fault?	Randomly determine the faction your ex-lover belongs to. The GM can use them as a character trait when purchasing complications that affect you.
9	You are called in for questioning by the authorities. What do they want to know? They let you go, but on what condition?	Gain a debt worth 1d6 Assets to a random faction.
10	You gain a criminal record. What happened? Are you guilty or innocent?	Gain a Criminal Record (see p. 62).
11	You are injured in a shooting accident. What were you doing? Who shot you?	Roll a random body location. You have a gunshot wound that has not healed well in this location. Gain Trait: Old Wound.
12	Someone has been keeping an eye on you. They always seem to be there when you look around. What do you think they are interested in? Who are they?	Gain Trait: Under Surveillance
13	You become tangled up in a plot being run by a rival faction. What do you do for them? Why do you do it?	You must pass a Challenging (D2) hazard test for your current career or you gain a Criminal Record (see p. 62).
14	They are on to you! Who are they and what have you done?	Gain Trait: Paranoia
15	Someone you know is a criminal, but you cannot turn them in. What hold do they have over you?	Gain Trait: Blackmailed
16	Whatever you did, and it was bad, you've paid for it now – but they will not give up.	Gain a character trait describing your nemesis.
17	You volunteered to take part in a secret medical experiment which succeeded. Well, almost.	Gain Trait: Curse of the Mayfly. You may roll an aging test (p. 79) to regain an Infinity Point once per session.
18	You are fired. What did you do?	You are Fired (see p. 62).
19	While doing your job, you are killed. What happened?	Your character died and was Resurrected. See the rules for <i>Resurrection</i> on p. 62.
20	You are suffering from the Chinese Curse: May you live in interesting times!	Roll again three times on the <i>Career Event Tables</i> for this career phase. (When spending a Life Point to choose a specific event, you may not choose this result. If you roll duplicate events, it means some similar event has occurred. If you roll the Chinese Curse again, add additional rolls.)

CAREER EVENT TABLE B

D20	CAREER EVENT	GAME EFFECT
1	You are dating a wealthy and generous person.	Increase Earnings by one (to a maximum of six) whilst they are still in love with you, but they are very demanding or vulnerable (gain Vulnerable Lover as a trait).
2	You are forced to evacuate. What is the threat? Where do you have to go?	Immediately spend 5 Assets or gain the trait Homeless.
3	You foil some form of nefarious plot on your own (or with the help of your friends). Why didn't you go to the authorities?	Gain an enemy in a rival faction. Gain 5 Assets in "liberated" equipment.
4	You survive a serious natural disaster.	Gain Trait: Nightmares
5	You are remembered in the will of a relative. Who died? What were your feelings for them?	Gain 2 Assets.
6	You help solve a serious crime.	Gain a favour with a senior figure in either law enforcement or the intelligence community in your faction.
7	You discover that you have a talent for something you'd never considered trying before. What happened? Why do you love it?	Gain 1 rank of training in a skill you currently have no training in.
8	You are scouted by an unexpected employer.	If you hazard your next career, reduce the difficulty of the hazard test by two steps. If you stay in your current career or roll randomly, increase your Earnings by one.
9	You discover that your friend is a traitor working for a rival faction. The authorities request your help in arresting them.	If you cooperate with the authorities, gain 5 Assets as a reward. If you help your friend, you gain a contact in a random faction but you must make an Average (D1) hazard test in your current career or gain a Criminal Record (see p. 62).
10	You stumbled on a previously unknown alien ruin (possibly while on vacation). You found something before you got out. What was it?	Gain an item worth 10 Assets.
11	Your lucky day! Something paid off – a lottery ticket, a risky business venture, or a hard-won contract.	Gain 5 Assets.
12	You save someone from a terrible accident.	Gain an ally in a random faction.
13	You achieve notoriety or fame as a minor Maya star.	You gain 1 bonus Momentum on successful social skill tests, but all Stealth tests are increased in difficulty by one step in situations where being recognised would cause you a problem.
14	Your Cube experiences a malfunction in which its input is fed back into your brain.	Gain Trait: Cube Echoes. You'll need a completely new Cube to solve the problem.
15	A pseudo-AI personality you've had since childhood begins to degrade, but you can't bear to part with it.	The pseudo-AI provides 1 Momentum to Education tests, but the GM can use it as a trait when purchasing complications that are related to the outcome of the test.
16	You join a new religion. What prompted your conversion? What article of faith is most important to you in your new belief?	Gain a character trait describing your religion or religious experience.
17	You volunteered to take part in a secret medical experiment that succeeded. Well, almost.	Gain a talent in a talent tree of your choice and describe how you can do this as a result of the experiment. However, sometimes you lose the plot or wake up in strange places. Gain the character trait of Experimental Subject.
18	A co-worker frames you for something they did.	You are Fired (see p. 62).
19	You are violently killed. What happened? Who killed you?	Your character died and was Resurrected. See the rules for Resurrection on p. 62.
20	You are suffering from the Chinese Curse: May you live in interesting times!	Roll again three times on the <i>Career Event Tables</i> for this career phase. (When spending a Life Point to choose a specific event, you may not choose this result. If you roll duplicate events, it means some similar event has occurred. If you roll the Chinese Curse again, add additional rolls.)

CAREER EVENT TABLE C

D20	CAREER EVENT	GAME EFFECT
1	A family member tells you a dark family secret. What has been hidden from you for all these years?	Gain a character trait related to your family's secret.
2	You receive exotic cosmetic surgery. What do you look like now? Do you have tapered ears? Lizard scales? A prehensile tail?	Gain a character trait describing your new look and Cosmetic Augmentation 2.
3	The building you call home burns down.	Gain Trait: Homeless and lose 5 Assets (this may result in a debt).
4	Your employer hits a slump and is struggling to make ends meet.	You can either agree to a pay cut (reduce your Earnings by 1) or you can choose to make a Challenging (D2) hazard test for your current career. If you fail the test, you are Fired (see p. 62). But if you succeed, your Earnings is unchanged as you swap to a new employer.
5	You're betrayed by someone you trust. Who was it? What did they do to you?	Gain Trait: Untrusting
6	You have survived a Combined Army attack. Where were you? What form did the attack take?	Gain Trait: Shell Shocked
7	You get enrolled in an advanced training program at your job (possibly experimental or cybernetic in nature).	Gain 1 rank in the elective skill from your current career that you did NOT choose to advance during this career phase.
8	You are recruited or selected to travel to a different planet in order to continue your career.	Randomly determine which planet and gain the trait Mudhopper.
9	A family member is in desperate financial need and they come to you for help. How bad is it and how did they get into this situation?	Gain a debt worth 10 Assets or gain the character trait Disowned.
10	You are sent out into the field as a roving specialist (either in person or through immersive VR). Where do you go? What do you experience?	Gain 1d6 languages from the <i>Random Languages Table</i> (see p. 53).
11	A family member is murdered. Who was killed? Do you know who did it? And, if so, why?	Gain Trait: Thirst for Vengeance
12	You are one of the only survivors when a ship you were travelling on broke down or crashed, and rescue was a long time coming.	Add one year to your age and gain the character trait Space Sickness.
13	You earn a big promotion.	Increase Earnings by one.
14	Your childhood friend moves back home. It's great to see them again, but they're acting strangely.	Gain an ally from a random faction.
15	You thought that you'd gotten away with the crime you committed ten years ago, but new evidence has been discovered.	Gain a Criminal Record (see p. 62).
16	Due to what's claimed to be a clerical error, your stored personality backup is placed in a Lhost. Your IQ-doppelganger disappears before the error can be corrected.	Gain Trait: IQ-Doppelganger
17	You volunteered to take part in a secret medical experiment. It failed.	Reduce one random attribute by 1 point.
18	You show up for work one day and your employer is gone. The office is empty. Nobody is there. What happened?	You are Fired (see p. 62). Gain Trait: Surrounded by Conspiracy.
19	Your death is a famous event. How did it happen? Why is it so well known?	Your character died and was Resurrected. See the rules for <i>Resurrection</i> on p. 62. You gain 1 bonus Momentum on successful social skill tests, but all stealth tests are increased in difficulty by one step in situations where being recognised would cause you a problem.
20	You are suffering from the Chinese Curse: May you live in interesting times!	Roll again three times on the <i>Career Event Tables</i> for this career phase. (When spending a Life Point to choose a specific event, you may not choose this result. If you roll duplicate events, it means some similar event has occurred. If you roll the Chinese Curse again, add additional rolls.)

CAREER PROFILE

UNEMPLOYED (SPECIAL)

Tens of billions live scattered throughout the Human Sphere and the unemployed number in the hundreds of millions. Robust demigrants, well-funded support networks, and abundant resources, however, mean that the unemployed generally live comfortably while Maya makes a seemingly infinite variety of entertainment and virtual experiences available.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
+2	+1	+2	+1	+2	-	+2
SKILLS						
Mandatory	Survival	none	none			
Elective	Any 1 other	Any 1 other	-			
EARNINGS						
1  (max. 0)						

GEAR: None

CAREER PROFILE

ACADEMIC

Bright minds across the Human Sphere develop and implement the latest technology, direct expansion efforts, and guide humanity in all its endeavours. The Academic can be a brilliant but introverted scientist creating miracles in the lab, or she could be a weathered biologist out working in the field. Historians study the past to glean clues about humanity's future. Roboticists and engineers devise the tools that build the high-tech cities gleaming upon countless worlds. An Academic applies theory, study, and experimentation to solve the problems of the Human Sphere. Knowledge in a wide variety of fields makes the Academic career desirable on every world. Brilliant minds are in perpetual demand, especially in troubled times.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
-	+2	-	+1	+3	+1	+2
SKILLS						
Mandatory	Education	Medicine	Science			
Elective	Discipline	Education	Tech			
EARNINGS						
2+1 						

GEAR: Laboratory (3 month lease)

CAREER PROFILE

ASSAULT PACK CONTROLLER

Assault Pack Controllers guide mind-controlled Antipodes into battle. The fierce lupine natives of Ariadna possess heightened senses and ferocious strength. A Controller must lead these creatures, biochemically manipulated to be pliable and obedient, with equally fierce determination. Assault Pack Controllers use their bestial troops to break through enemy lines and shatter their resolve. Life as a Controller means harsh training and rigorous discipline to carry the strength and presence of an alpha. Controllers face danger every day that they lead their packs, from the savagery of the Antipodes themselves to the missions that require an Assault Pack. Because a Controller must be strong, ruthless, and driven, few forces are more feared on the battlefield than an Assault Pack. Many Controllers form close bonds with their Antipodes.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
+1	+2	-	+2	+2	+2	+1
SKILLS						
Mandatory	Athletics	Animal Handling	Stealth			
Elective	Close Combat	Survival	Ballistics			
EARNINGS				2+1 		

GEAR: Antipode Control Device, Teseum Chopper, Pheromone Dispenser

SPECIAL: Prerequisite (Ariadna Faction)



CAREER PROFILE

BODYGUARD

Bodyguards are in high demand for the rich and important people of the Human Sphere. A Bodyguard might serve as protection for a high-ranking political leader, a controversial Maya personality, or a religious figurehead. A Bodyguard must be quick-witted, tough, and skilled in both offensive and defensive techniques. Bodyguards are usually well-armed and willing to take a bullet for their charges. Consequently, a Bodyguard is well paid, at least if the employer wants any sense of loyalty. The best Bodyguards are prized for their attention to discipline and skill at arms, often heading security details guarding convoys, foreign dignitaries, and important frontier missions. Most Bodyguards also display a variety of other skills picked up during their assignments.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
+2	+2	+2	+1	+2	-	+1
SKILLS						
Mandatory	Observation	Close Combat	Ballistics	EARNINGS		
Elective	Lifestyle	Pilot	Discipline	1+2 		

GEAR: Multispectral Visor 1, High-Fashion Clothing, Ballistic Vest, Heavy Pistol (with 3 Standard Reloads)

CAREER PROFILE

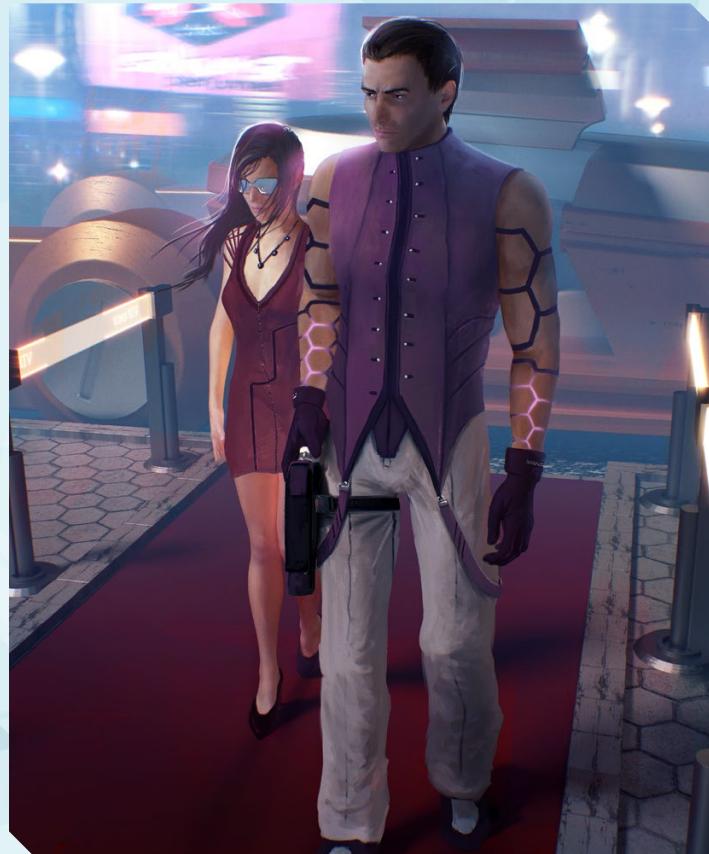
BOSOZOKU

Bōsōzoku is an illegal form of street racing originating in Yu Jing. It is a cutthroat competition often involving the use of violence in a no-holds barred race. The Bōsōzoku racers are incredibly skilled and daring. They lead a lifestyle steeped in underground fame, danger, and hot-blooded pursuit of victory set amid the backdrop of blazing neon cities. A Bōsōzoku racer must be tough and fast to survive, even outside the races, often forming connections with other underworld elements. Bōsōzoku gangs kill for one another, and a racer often adopts an "us against the world" mentality. With such a risky yet lucrative occupation, most Bōsōzoku racers approach life with a "live fast, die young" outlook.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
+2	+2	+2	-	+2	+1	+1
SKILLS						
Mandatory	Pilot	Thievery	Stealth	EARNINGS		
Elective	Pilot	Tech	Hacking	0+2 		

GEAR: Motorcycle, AP Pistol (with 2 AP Reloads), Armoured Clothing (Racer's Suit)

SPECIAL: Criminal Career



CAREER PROFILE

BOUNTY HUNTER

As spread out as humanity is among the stars, criminals inevitably escape. Outlaws build up power bases away from the centres of law enforcement, pirates retreat to dens of scum after raiding merchant vessels, and unscrupulous executives flee prosecution to other countries or other worlds. Bounty Hunters act where traditional law enforcement cannot. The bounties commanded by high-profile criminals are tremendous. Hunters go where others won't in order to bring back their quarry, or maybe just a piece of them. Skilled in tracking, battle, and guerrilla tactics, Bounty Hunters are the basis of countless romanticised legends and thrilling Maya programs.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
-	+2	+2	+1	+1	+2	+2
SKILLS						
Mandatory	Athletics	Observation	Stealth	EARNINGS		
Elective	Ballistics	Pilot	Tech	1+2 		

GEAR: SecurCuffs, Heavy Pistol (with 4 Standard Reloads), Light Combat Armour

CAREER PROFILE

BUREAU TOTH AGENT

Agents of Bureau Toth have a specific and demanding duty: watch over ALEPH. Tasked by O-12 with this most important duty, Bureau Toth Agents serve as one part law enforcement and one part hacker. They fend off foreign attempts on ALEPH's stability, help maintain ALEPH's operations, and supervise its actions on behalf of O-12. The Bureau's means and resources are hidden from all but the organisation itself, including ALEPH. Agents work to make sure that ALEPH remains functional, unimpeded, and most of all, benign.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
+1	+2	-	+1	+2	+2	+2
SKILLS						
Mandatory	Analysis	Hacking	Tech			
Elective	Ballistics	Education	Persuade			
EARNINGS						
	3+1					

GEAR: Heavy Pistol (with 4 Standard Reloads), Assault or Defensive Hacking Device, E/M Grenade

SPECIAL: Prerequisite (O-12 Faction)

CAREER PROFILE

CELESTIAL GUARD

The famed Yu Jing Celestial Guard protect the Imperial Palace and the Celestial Emperor. Their duty even extends to the whole of the Forbidden City. These crack troops specialise in urban warfare, each soldier highly experienced and impeccably disciplined. Only the most loyal and proven members of the Yu Jing military can ascend to the ranks of Celestial Guard. The Guard acts on direct orders from the Emperor, and function as a police unit with vast authority and resources. The Celestial Guard are known to bend or break laws that bind other police units in their pursuit of Imperial justice. Guard members are brutal and decisive, trained to bring a swift end to any threat Yu Jing faces.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
+1	+2	+2	+1	+2	-	+2
SKILLS						
Mandatory	Athletics	Acrobatics	Observation			
Elective	Close Combat	Ballistics	Analysis			
EARNINGS						
	2+1					

GEAR: Light Combat Armour, Combi Rifle, Recorder

SPECIAL: Prerequisite (Yu Jing Faction); cannot be selected by character with a Criminal Record.

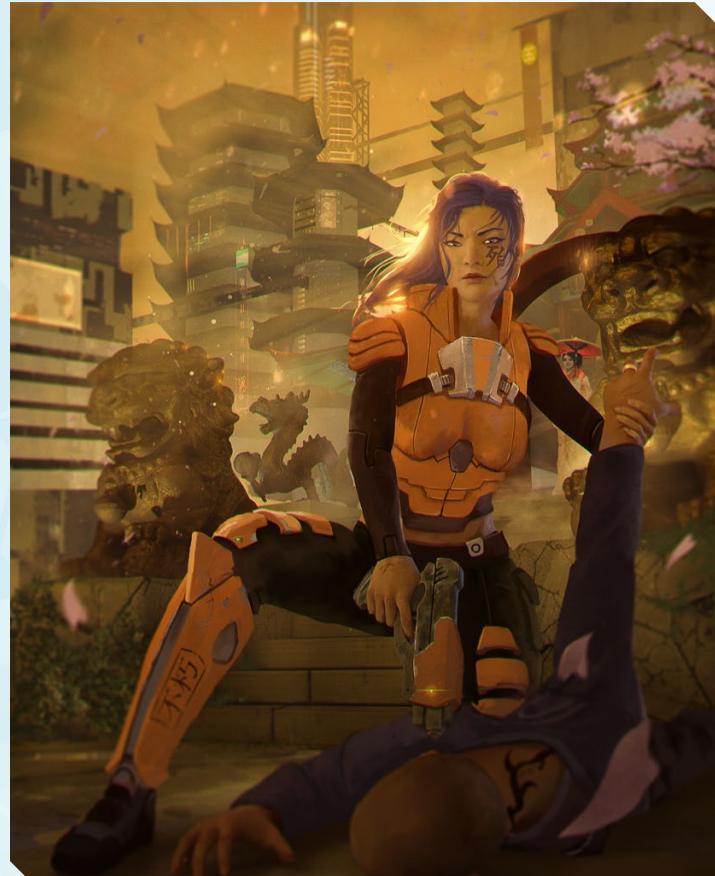
CAREER PROFILE

CORPORATE

Corporate workers labour at all levels to keep the megacorps and hypercorps of the Human Sphere running. Managers ply their people skills to keep stressed and overworked staffers productive. Accountants and actuaries calculate risk and determine investments. Working a Corporate career, whether in a small start-up on the frontier or as part of a massive conglomerate, means being perceptive, wary, and opportunistic – always ready to adapt to a changing corporate environment or the fast-paced demands of interplanetary business.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
-	+2	+1	+2	+2	+2	+1
SKILLS						
Mandatory	Lifestyle	Observation	Stealth			
Elective	Lifestyle	Discipline	Education			
EARNINGS						
	2+1					

GEAR: AR Eye Implants, Implanted Knife, or Bioimmunity Organ; Cosmetics Kit





CAREER PROFILE

CORPORATE EXECUTIVE

Executives in the most influential hypercorps wield more power than many sovereign rulers among the minor nations. With the trade of currency and favours, an Executive alters the course of political development, positions their company to benefit first and foremost from government contracts, and helps shape the Human Sphere. A Corporate Executive swims in shark-infested waters, vying with competitors for the best deals. An Executive is responsible for their company's interests, which often means meeting and negotiating with the most high-powered individuals in human space. They must adapt to constantly changing situations with a quick wit and keen eye for opportunity.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
—	+1	+1	+2	+2	+3	—
SKILLS						
Mandatory	Persuade	Lifestyle	Command	EARNINGS		
Elective	Education	Lifestyle	Discipline	3+3 <small>IN</small>		

GEAR: High-Fashion Clothing (with Locational Beacon), Tonfa Bangles or AP Pistol, Neural Comlog or AR Eye Implants, 1 dose of a recreational drug

CAREER PROFILE

CORSAIR

Every major nation employs Corsairs, privateers commissioned to capture military and merchant ships of enemy nations. Some Corsairs hunt other Corsairs, but most make a living pursuing less suspecting prey. Authorised to keep part of the loot, Corsairs make a profit by targeting the least-protected vessels and keeping more than their contracted allotment of bounty. A Corsair lives a dangerous lifestyle, considered by law to be an enemy combatant but without the honour or respect due the military. Despite their reputation as lawless dogs, most Corsairs stick to a strict code among their own people. Corsairs can be charming and sly in turns, skilled negotiators and dangerous in a fight. Their experience travelling human space is second to none.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
+2	+2	+2	+1	+2	+1	—
SKILLS						
Mandatory	Spacecraft	Extraplanetary	Thievery	EARNINGS		
Elective	Close Combat	Acrobatics	Ballistics	0+3 <small>IN</small>		

GEAR: Boarding Shotgun (with 4 Normal Shell Reloads, 1 AP Shell Reload), Surge (x2), Vac Suit (with 3 Oxygen Loads)

SPECIAL: Criminal Career

CAREER PROFILE

CRIMINAL

Perhaps the one profession most common across all factions is that of Criminal. Smugglers sneak contraband into and out of system borders. Thieves test the security systems of ships, banks, and corporate business records, looking to steal identities, leverage, access codes – anything that lets them tap into their targets' wealth. Lawless gangs haunt the fringes of civilised society, like the destitute underclass that lurks in the bowels of gleaming mega-cities, or the pirates that attack shipping lanes. Ecoterrorists and those with an axe to grind against the massive economic power players strike out to disrupt the status quo, or take revenge on the ones who took away their livelihoods. It's also possible that one could find themselves trapped in a Criminal life for reasons beyond their control, such as fleeing wrongful prosecution or crossing the wrong bureaucrat.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
+2	+2	+2	+2	—	+1	+1
SKILLS						
Mandatory	Thievery	Observation	Stealth	EARNINGS		
Elective	Close Combat	Ballistics	Tech	0+2 <small>IN</small>		

GEAR: Cosmetics Kit, Heavy Pistol (with 3 Standard Reloads), Fake ID 2

SPECIAL: Criminal Career

CAREER PROFILE

DIPLOMAT

Diplomacy is a fine art in the Human Sphere, especially with a Code Infinity looming over everyone's heads. Diplomats work to smooth over relations between rival nations, force alliances of convenience or sometimes shared ideology, and keep disparate countries connected by more than just trade. A good Diplomat exhibits great personal charm and integrity, conducting business on foreign soil with the utmost of respect and care. Diplomats travel to foreign countries and distant worlds, meeting with envoys of sovereign nations, corporate rule, and new settlements. They broker trade agreements and peace treaties, negotiate political alliances, and defuse tense situations. The life of a Diplomat is one of constant engagement with many different representatives in locales all across the Human Sphere.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
+1	+2	—	+2	+2	+2	+1
SKILLS						
Mandatory	Persuade	Education	Discipline	EARNINGS		
Elective	Psychology	Pilot	Education	2+2 <small>IN</small>		

GEAR: Cosmetics Kit or AR Eye Implants, Negotiation Suite (3 days rental credit)

CAREER PROFILE

FIELD SCIENTIST

The Field Scientists that work for more advanced nations seek out natural mysteries. They experiment with (or upon) local wildlife and vegetation, they test out new wetware implants or high-tech devices, and their laboratories are often little more than camps set up to brave the elements. Field Scientists aren't afraid to get their hands dirty in order to discover new chemicals or capture promising flora and fauna, and the true Field Scientist is a renaissance specialist. They study a mixture of biology, chemistry, geology, and the like by immersing themselves in it, rather than isolating it in a lab.

CAREER PROFILE

HACKER

Nearly any conceivable information exists on the Maya network. Hackers make a living breaking down electronic barriers and uncovering secrets, or taking data from others for the purposes of fraud, theft, or mere thrills. Hackers also work with law enforcement, helping to track those with similar skills or counter their efforts. Some specialise in hacking corporate networks, like those of the massive banks and producers of consumer products. Others see it as an art form, hacking challenging military networks or plunging into the depths of Maya in order to find something no one else can.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
+1	+2	+1	+2	+3	+1	-

SKILLS

Mandatory	Science	Education	Survival	EARNINGS		
Elective	Observation	Tech	Athletics	2+1 		

GEAR: Analytical Kit, Survival Kit, Sensor Suite (x3)

CAREER PROFILE

FRONTIERSMAN

The men and women of the frontier explore the little-known regions of human space. They are the first to expand the maps, eager to set foot on new ground and stake a claim in humanity's interstellar expansion. These rugged folk brave environmental dangers, unknown flora and fauna, and set up trading posts in seldom-travelled regions. A frontiersman is skilled at hunting, gathering supplies, and often in working with technology out away from urban centres, with little to no technical support. Frontiersmen prospect for resources, like the rare and valuable Teseum, or rare herbs and wildlife with properties useful to the medical industry. Some are criminals fleeing the reach of the law by living on the frontier, and others are bounty hunters sent to hunt down those who would otherwise escape justice.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
+2	+2	+1	+1	+2	-	+2

SKILLS

Mandatory	Survival	Animal Handling	Resistance	EARNINGS		
Elective	Discipline	Athletics	Thievery	1+1 		

GEAR: Survival Rations (x6), Survival Kit, Axe or Powered Multitool

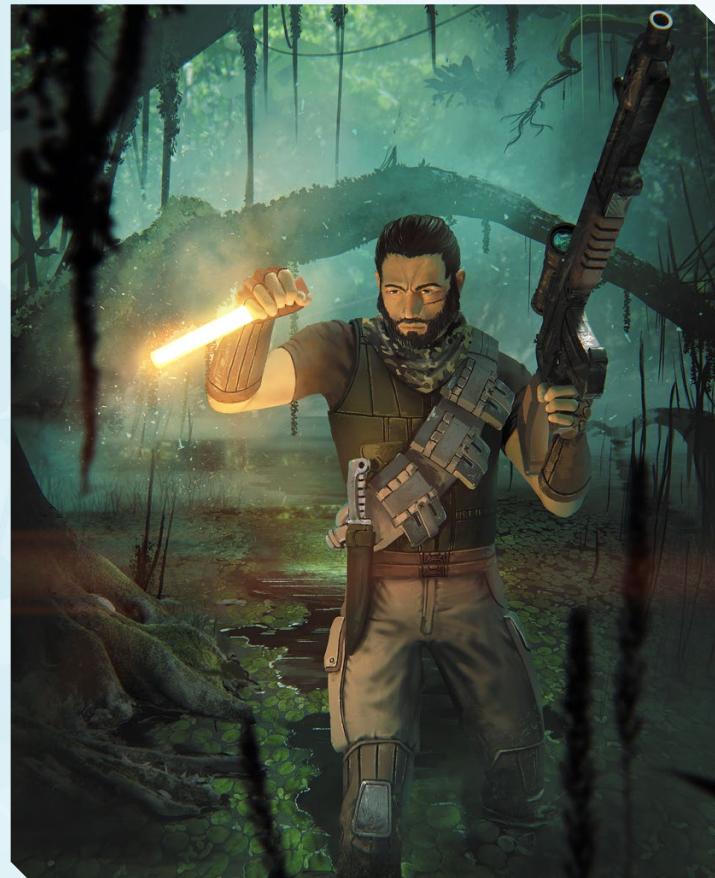
ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
+1	+2	+1	+2	+2	+2	-

SKILLS

Mandatory	Thievery	Hacking	Tech	EARNINGS		
Elective	Observation	Ballistics	Stealth	2+2 		

GEAR: Deployable Repeater (x3), Powered Multitool, Assault or Defensive Hacking Device



ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
+2	+2	+1	+1	+2	-	+2

SKILLS

Mandatory	Survival	Animal Handling	Resistance	EARNINGS		
Elective	Discipline	Athletics	Thievery	1+1 		

GEAR: Survival Rations (x6), Survival Kit, Axe or Powered Multitool

CAREER PROFILE

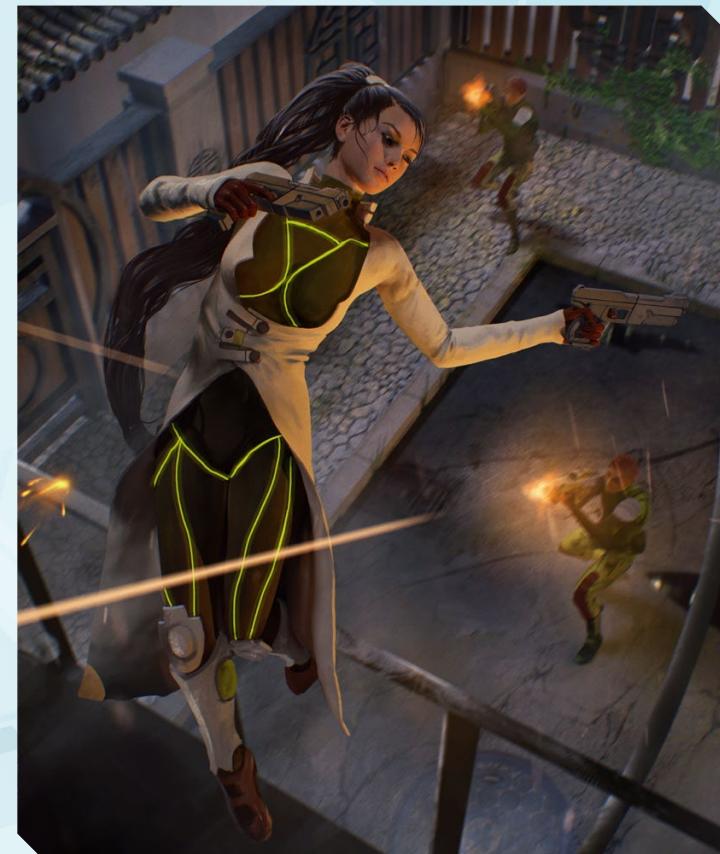
HASSASSIN FIDAY

No covert operative in human space is deadlier or more feared than those of the Hassassin Society. These mysterious agents act as spies and assassins, completing missions too dangerous for lesser agents. A Hassassin is a protector of Haqqislamic interests as well as a devout believer in the Search for Knowledge. Many Hassassins possess a zeal even their countrymen cannot match. Theirs is dangerous and often thankless work, like the dreaded Fidays who embrace death as part of their duty. In secret camps known only to the Hassassin Society and the Hachib, the President of Haqqislam, Hassassins undergo the most gruelling training. Nearly limitless funds, a long tradition of discipline, honour, and deadly focus, and an unquenchable desire to guard humanity's evolution give the Hassassins incomparable ability.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
+1	+2	+1	+2	+2	+3	-
SKILLS						
Mandatory	Stealth	Persuade	Thievery	EARNINGS		
Elective	Close Combat	Ballistics	Hacking	1+2 IN		

GEAR: Fake ID 3, Cosmetics Kit, Climbing Plus, Grazeblade, DT Sniper Rifle (with 2 Reloads)

SPECIAL: Prerequisite (Haqqislam Faction)



CAREER PROFILE

HEAVY INDUSTRY

While expert systems and automation has reduced the number of workers involved in industrial pursuits, those that remain are all the more critical, providing skills and judgment. Modern materials require vacuum purification in electron-beam furnaces; titanic terraforming processors need calibration and adjustment to local conditions before being set to automated operation; volatile planetary core taps demand human decisions where predictive physics break down; and even automated maintenance systems want for their own upkeep. Industrial specialists are an increasingly rare breed that understand the link between sweat and advanced technology. Their knowledge spans grease guns to exclusion fields, and they have the experience to apply either to a problem. Professionals in this field are the gears that keep the Human Sphere turning.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
+1	+2	-	+2	+2	+1	+2
SKILLS						
Mandatory	Resistance	Pilot	Tech	EARNINGS		
Elective	Close Combat	Persuade	Thievery	2+1 IN		

GEAR: Gruntsuit (with Respirator 1), Powered Multitool, Painkillers (x3), Repair Kit

CAREER PROFILE

INTELLIGENCE OPERATIVE

The tense state of conflict in the Human Sphere means every agency looks for an edge over its competitors. Intelligence Operatives conduct corporate espionage, deep-cover spy missions, acts of sabotage, and other acts which risk their life and limb for agencies that would disavow any knowledge of, or connection to, their operations. An Intelligence Operative is quick-witted, highly disciplined, and often alone in a place surrounded by enemies unaware of the traitor in their midst. They trade in secrets – information that can turn the tide of small-scale conflicts, like raids on secret warehouses holding valuable experimental gear or data – and they can influence the large-scale skirmishes that take place between rival nations. The intelligence an operative collects can cause wars or end them with equal facility.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
+1	+3	-	+2	+2	+1	-
SKILLS						
Mandatory	Observation	Stealth	Analysis	EARNINGS		
Elective	Hacking	Education	Thievery	3+1 IN		

GEAR: Fake ID 2, AP Pistol (with 4 Reloads), Breaking & Entering Kit, Recorder

CAREER PROFILE

INVESTIGATIVE JOURNALIST

Maya has more than its fair share of tabloid reporting and fluff stories, but the Investigative Journalist seeks the real stuff. Journalists hunt the truth, bringing word to the public about enemy action, the heroic efforts of national forces, and of course the latest scandals to haunt politicians and entertainers alike. Investigative Journalists often face hostility from those they investigate, and tend to have more than a few criminal skills like shadowing, breaking and entering, and sometimes falsifying data to gain admittance to places otherwise barred from them. Some see their cause as bringing the truth to light, while others simply have an insatiable curiosity and a penchant for getting into (and hopefully out of) trouble.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
+2	+2	-	+2	+1	+2	+1
SKILLS						
Mandatory	Stealth	Persuade	Observation	1+2 		
Elective	Hacking	Education	Thievery			

GEAR: Recorder or AR Eye Implants, Analysis Suite, Breaking & Entering Kit



CAREER PROFILE

LOBBYIST

The PanOceanian government is immense, the largest in the Human Sphere, and it has ended the hypocritical separation between political power and economic power. The old political parties, now abolished, have been replaced by a substantial number of lobbies. Lobbyists vie for political favour, coordinate the activities of lobby members, and engage in covert battles of clout with rival lobbies. With the unprecedented level of transparency in modern lobbies, a Lobbyist can be practically anyone – from a citizen with a very active interest in the groups that preside over matters they are about to a prestigious and influential leader intimately guiding the lobby's political fortunes. Any Lobbyist, however, is highly motivated and skilled in whatever arena they choose, and the lobbying game is both robust and demanding.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
+1	+2	-	+2	+2	+2	+1
SKILLS						
Mandatory	Persuade	Psychoogy	Command	4+2 		
Elective	Discipline	Lifestyle	Education			

GEAR: Negotiator's Suite (10 days rental credit), Geist Upgrade (+2 ranks in Psychology or Research Specialist talent for Education)

SPECIAL: Prerequisite (PanOceania Faction)

CAREER PROFILE

MAYA PERSONALITY

Would-be Maya Personalities number in the millions, but the real stars reach hundreds of millions of viewers and are fueled by devoted, fanatic fans. A Maya Personality might be a popular musician, a comedian, or spiritual speaker. Artists and life-casters broadcast their work and live sensory feeds across the Sphere. The Maya datasphere hosts a staggering variety of content, and talented Maya Personalities rise from the faceless multitudes to become somebody. Popular newscasters and public speakers can gain far more fame and influence through legions of followers than they would have experienced as a government official. Larger-than-life personalities create legions of fans who hang on their every feeling, perception, thought, or word. They spawn both blind conformance and vehement dissent, filling up forums and editorial screeds with endless debate.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
+1	+2	+1	+2	+2	+2	-
SKILLS						
Mandatory	Persuade	Lifestyle	Observation	1+4 		
Elective	Hacking	Discipline	Tech			

GEAR: Recorder (x3), High-Quality Clothing, Fake ID 1, AR Eye Implants



CAREER PROFILE

MEDIA

The media is perhaps the single largest industry in all of the Human Sphere, the one constant binding disparate nation states, cultures, and spiritual organisations together. Despite the glamour accorded to actors, WarCors, event-casters, and the other public faces of news and entertainment, a legion of writers, editors, producers, and effects artists support their work. These media professionals support the select few in the spotlight, always battling for better ratings and the sponsorships that come with them. Despite limited time in the public eye, media corporations covet the most talented behind-the-scenes professionals more than the personalities they support. The Sphere is filled with potential stars, but only a select few can make those stars shine.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
-	+3	-	+2	+1	+2	+1
SKILLS						
Mandatory	Education	Hacking	Analysis	EARNINGS		
Elective	Hacking	Stealth	Tech	2+1 IN		

GEAR: TinBot (with Recorder), AR Eye Implants, Analysis Suite

CAREER PROFILE

MEDICAL

Medical science has advanced by leaps and bounds, but hospitals often see a wide variety of strange cases and few professions can match the Medical career for a wealth of odd experiences. Doctors perform miracles, including resurrections, for those capable of paying the costs. Combat medics save the lives of wounded soldiers, or perform gruesome examinations on the fallen aliens. Some medics seek out new chemicals on alien worlds, hoping for the next big breakthrough. Ambitious medical scientists also push the envelope of human engineering, with advances in biotechnology, cybertechnology, and genetic therapies producing super-soldiers, making whole regions impervious to disease, or strengthening workforces to perform the most hazardous jobs where lesser people would fail.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
+1	+2	-	+2	+2	+1	+2
SKILLS						
Mandatory	Medicine	Athletics	Psychology	EARNINGS		
Elective	Animal Handling	Survival	Discipline	2+2 IN		

GEAR: Armoured Clothing (Medical Uniform), MediKit (with 5 Serum), Basic Medical Supplies

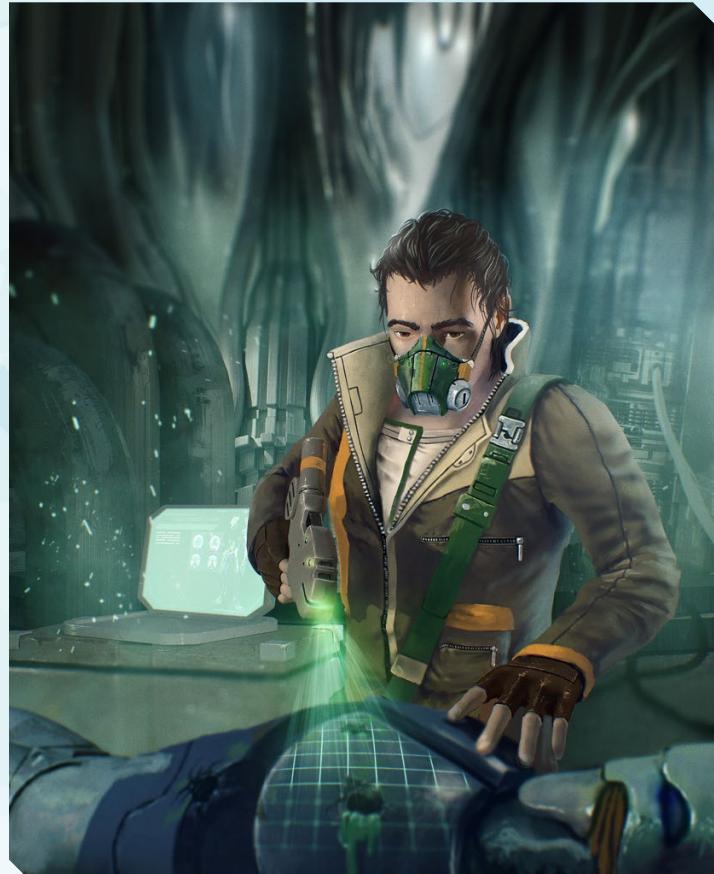
CAREER PROFILE

MILITARY

Military characters run the gamut from professional soldiers employed by nations to loosely defined mercenary camps. Yu Jing employs the most well-disciplined soldiers as part of its interplanetary armed forces, while PanOceania makes heavy use of mercenaries with little connection to a larger governmental branch. At Paradiso, on the front lines, soldiers of all stripes work to halt the Combined Army's advance. ALEPH helps direct these battles, a fact that doesn't always sit well with the soldiers: Nomads would rather strike at the AI's own information centres and mercenaries would prefer to pirate poorly protected vessels carrying sensitive information. As the Human Sphere constantly expands, soldiers stand at the forefront, pushing the boundaries and forming the first line of defence against the dangers of the frontier.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
+2	+1	+2	+1	+2	-	+2
SKILLS						
Mandatory	Athletics	Close Combat	Ballistics	EARNINGS		
Elective	Survival	Acrobatics	Teach	2+1 IN		

GEAR: Medium Combat Armour, Rifle (with 4 Standard Reloads), Stims (x3)



CAREER PROFILE

PARATROOPER

In the advanced warfare of the Human Sphere, Paratroopers drop onto planets and battlefields inaccessible by land. These brave men and women parachute into hostile territory, using high-tech glider suits and stealth chutes to slip past enemy defences. Air support is key to victory in the countless conflicts that grip the Human Sphere, and airborne soldiers engage in dynamic operations all across space. Paratroopers often adopt a “live fast” motto, jumping out of the sky and into combat for a living. This can give them a reputation for wild behaviour, but Paratroopers are every bit as disciplined as their fellow soldiers. A Paratrooper character often finds themselves far behind enemy lines, facing challenges that less elite soldiers could only imagine.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
+2	+2	+2	+1	+1	-	+2
SKILLS						
Mandatory	Survival	Athletics	Ballistics	EARNINGS		
Elective	Close Combat	Pilot	Discipline	2+1 		

GEAR: Combat Jump Pack, Medium Combat Armour, Combi Rifle (with 4 Standard Reloads)

CAREER PROFILE

PILOT

Atmospheric, suborbital, and intrasystem shuttles ply the skies and space lanes everywhere humanity has touched. From the humble city hopper to deadly assault dropships, pilots ensure these vessels make it from origin to destination, quickly and in one piece, under both mild and dire circumstances. Acceleration crèches, physical alteration, and MetaChemicals help these pilots endure the prolonged periods at high-g with limited ill effect, but it's still a hard, very physical life. Still, very little cargo, passengers, or sensitive data would flow throughout the Sphere without pilots at the controls of a host of scows, skiffs, and couriers. Pilots also helm the military's vast fleet of dropships, high-g interceptors, net weasels, stealth infiltrators, and many other craft for accomplishing their missions.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
+2	+2	+1	+2	+2	+1	-
SKILLS						
Mandatory	Pilot	Observation	Spacecraft	EARNINGS		
Elective	Ballistics	Hacking	Tech	3+1 		

GEAR: Armoured Clothing (Pilot's Uniform) or Crashsuit, Pistol (with 2 Standard Reloads), Inlaid Palm Circuitry or AR Eye Implants

CAREER PROFILE

POLICE

Law enforcement adapted to the advances of the 22nd century. Humanity is spread so far that just as often police are privately contracted from the best mercenary agencies. Government-employed police forces work to keep the most flagrant abuses at bay, though no law enforcement agency can hope to properly police the nightmare tangle of corporate laws. A police officer is highly trained in combat, negotiation tactics, and technical skills to help them in apprehending criminals. Police employ cutting-edge equipment and an officer also possesses specific skills related to their field: cybercrime, undercover and espionage, high-pressure hostage situations, and more.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
+2	+2	+2	-	+2	+1	+1
SKILLS						
Mandatory	Athletics	Observation	Persuade	EARNINGS		
Elective	Close Combat	Ballistics	Medicine	2+1 		

GEAR: Armoured Clothing (Police Uniform), Heavy Pistol (with 4 Standard Reloads), Adhesive Grenade (x2) or Stun Baton

SPECIAL: Cannot be selected by characters with a Criminal Record.

CAREER PROFILE

POLITICIAN

Few professions are as simultaneously reviled and necessary as that of a Politician. With so many human souls and so much chaos threatening to engulf the Human Sphere at any moment, Politicians manage states, nations, whole interstellar empires. They conduct debates when the latest discovery of foreign action against their home comes to light. They work to develop and implement laws that better regulate the societies of which they are a part—or apart, if the Politician puts their own interests ahead of the people's. To work in politics is to be a fighter; it is not a profession for the faint of heart. A Politician constantly struggles for influence on their own behalf and that of their constituents. Every new campaign brings with it hostile lobbyists, rival corporate interests, and ideological nemeses, all seeking to tear the Politician's foundation out from beneath them.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
+1	+2	-	+2	+2	+2	+1
SKILLS						
Mandatory	Persuade	Psychology	Discipline	EARNINGS		
Elective	Education	Lifestyle	Command	2+1 		

GEAR: Negotiator's Suite (3 days rental), Stims (x3)

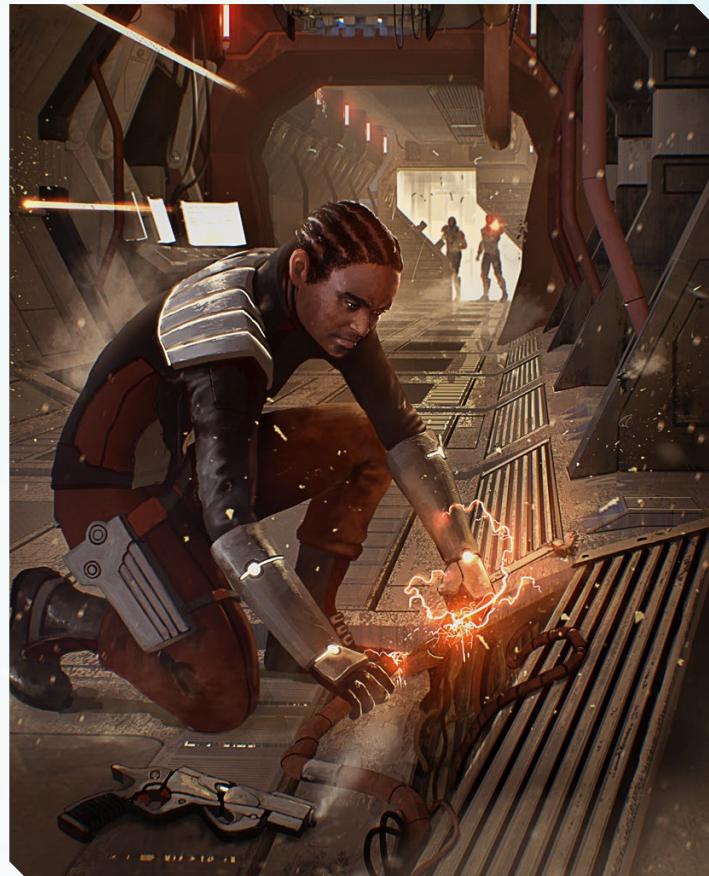
CAREER PROFILE

REMOTE OPERATOR

Remote Operators pilot advanced combat and exploration machines. Highly advanced interface designs allow these operators to feel like they are right in the action, much like a TAG pilot. Due to their specialised training they come to know their machines as well as any pilot of a manned vehicle. Remote Operators engage in urban warfare, fighting in dense population centres where TAGs and large war-machines can't go, relying on speed, mobility, and a keen sense of the battleground. Many Remote Operators also function in a scientific capacity, piloting submersible or deep-space salvage and forensics units to carry out delicate missions in extreme environments.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
+2	+2	+1	+2	+2	+1	-
SKILLS						
Mandatory	Pilot	Observation	Tech	EARNINGS 2+1 IN		
Elective	Education	Hacking	Discipline			

GEAR: Armoured Clothing (Uniform, with Bioscanner), Remote Presence Gear or Spotbot, Stims (x3)



CAREER PROFILE

REVEREND AGENT

The Nomads keep secrets of their own within the Observance; a religious organisation ideologically opposed to technology domineering humanity. The Observance charge several types of Reverend Agents with the sacred duty of protecting the human race. Elite women fighting against technologically superior enemies, Reverend Moiras enact terrible vengeance upon those who have wronged the righteous. Reverend Custodiers specialise in security programming and intelligence management to wage war across the battlefields of the datasphere and operate intelligence networks. More than capable of fighting alongside their Reverend sisters, Reverend Healers perform field medicine. Reverend Agents are among the most fearsome and inspiring of soldiers to be seen on the battlefield.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
+2	+2	+1	+2	+2	-	+1
SKILLS						
Mandatory	Extraplanetary	Athletics	Hacking	EARNINGS 1+1 IN		
Elective	Close Combat	Ballistics	Acrobatics			

GEAR: Light Combat Armour, Vac Suit (with 2 Oxygen Loads), Assault Hacking Device or AutoMediKit, Viral Pistol or Light Shotgun
SPECIAL: Prerequisite (Nomads Faction)

CAREER PROFILE

SHIP CREW

Millions upon millions of ships fill the interplanetary routes of the Human Sphere. While a few, such as some employed by the AI ALEPH, can operate autonomously, the vast majority require skilled crew. Intrepid crewmembers keep their ships running both in and out of battle. A good crew is worth more than good upgrades, especially in a pinch. Ship Crew tends to form tight bonds with one another and with the ship itself, working in tandem to achieve victory. A wide variety of experience lends ship crew members a versatile set of skills: they have zero-g training, most acquire significant technical skills, and many have been in more than their share of scrapes. As a result, crew members tend to be some of the toughest and most experienced travellers in any system.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
+1	+2	+1	+3	+2	-	-
SKILLS						
Mandatory	Survival	Tech	Extraplanetary	EARNINGS 2+1 IN		
Elective	Science	Spacecraft	Ballistics			

GEAR: Vac Suit (with 5 Oxygen Loads), Powered Multitool, Repair Kit

CAREER PROFILE

SMUGGLER

Smuggling is a lucrative but highly dangerous career. Skilled Smugglers slip past the constant vigil of advanced nations with weapons and industrial secrets to sell to competitors. Contraband reaches every world with a demand for it, brought in by crafty Smugglers. Scoundrels who smuggle objects from or perhaps through the territories of powerful leaders fetch a high bounty, but they are highly skilled in evading trouble, understanding the behaviour and methods of law enforcement, and above all, covering their own retreat.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
+2	+2	+2	+1	+2	+1	-

SKILLS				EARNINGS
Mandatory	Pilot	Observation	Thivery	0+4
Elective	Tech	Hacking	Discipline	

GEAR: Adhesive Grenade or Banshee Grenade, Smoke Grenade (x2), AR Eye Implants or Long ModCoat

SPECIAL: Criminal Career



CAREER PROFILE

SPECIAL FORCES

The most elite soldiers in the Human Sphere carry out spec ops missions across known space... and sometimes upon unknown worlds. Special Forces units operate in covert missions of international warfare, hunting down war criminals, striking important assets, and retreating before anyone can blame their acting governments. These elite units also carry out the most difficult ops in the war for Paradiso, attacking Combined Army commanders and bases, rescuing allies caught far behind enemy lines, and countering the threat of elite enemy units. Governments deploy Special Forces when discretion is needed—all too common in the shadow warfare fought between nations of the Human Sphere—and when regular mercenaries or law enforcement simply aren't enough. A Special Forces soldier receives the finest training, equipment, and most important missions, demanding as much from themselves as their people do.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
+2	+2	+2	+1	+1	-	+2

SKILLS				EARNINGS
Mandatory	Survival	Resistance	Ballistics	2+1
Elective	Close Combat	Hacking	Discipline	

GEAR: Medium Combat Armour, Combi Rifle or AP Rifle (with 5 Standard Reloads), Climbing Plus or Combat Jump Pack, Garrote

CAREER PROFILE

SPORTS PERSONALITY

Sporting events are a time-honoured tradition of competition between cities, countries, even whole worlds. The greatest sports stars are legends, heroes to their people, larger than life. They possess a sway and a swagger that few political leaders can match, all stemming from their ability to perform incredible athletic feats. With the advances in genetic engineering, wetware implants, and cybernetics, professional athletes boast physiques and abilities the common person can only imagine. A Sports Personality could be a rising star of Dog-Bowl or the Aristea! Underground. Champions of these bone-breaking contests and professional duels can rise from humble roots to touch immortal fame. Sports Personalities can bear the colours and face of a nation, quest only for the next adrenaline rush, or hunt for personal glory.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
+2	+2	+1	-	+1	+2	+2

SKILLS				EARNINGS
Mandatory	Athletics	Persuade	Close Combat	1+3
Elective	Acrobatics	Athletics	Ballistics	

GEAR: Biografted Attribute Augmentation 2 or Super-Jump, Uniform



CAREER PROFILE

TAG PILOT

TAG (Tactical Armoured Gear) units command a presence on the battlefield with their hulking armour platforms. One part personal tank and one part weapons arrays, TAGs turn pilots into one-person armies. They bear heavy firepower and tremendous strength. Pilots thus develop a certain confidence born of the machines they so skilfully command. TAG Pilots often fight on the front lines against the Combined Army, or lead forays into enemy territory when stealth and subtlety are lost. TAG Pilots command some of the deadliest forces on the battlefield and they know it. Most are all too happy to show off their skills, eager for the kind of victory only TAGs can bring.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
+2	+2	+1	+2	+2	-	+1
SKILLS						
Mandatory	Pilot	Tech	Ballistics	EARNINGS		
Elective	Discipline	Extrplaetary	Survival	2+1 IN		

GEAR: Armoured Clothing (Uniform), Inlaid Palm Circuitry or AR Eye Implants, Pistol (with 2 Reloads)

CAREER PROFILE

TECHNICIAN

The Technician possesses skills desired all across the Human Sphere. Technology-dependent nations like PanOceania need Technicians to keep industry booming. Backwater worlds and gleaming metropolises alike need technical knowledge, whether the Technician is servicing farm equipment or the latest model of racing cars. Nomads employ Technicians to salvage, jury-rig, and dismantle their gains. Their colossal motherships exist in a state of constant repair and modification, with Technicians working beneath cascades of welding sparks, stringing cable throughout the hulls, and finding ingenious ways to recycle scrap. PanOceanian and Yu Jing techs produce the latest and greatest models of vehicles and weaponry, working to ensure their nation's continued dominance in the intergalactic arena. Ariadnan Technicians possess unrivalled skills in field-testing and repairing rugged equipment, despite their lack of the most modern advances.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
+2	+2	+1	+2	-	+1	+2
SKILLS						
Mandatory	Teach	Pilot	Hacking	EARNINGS		
Elective	Observation	Resistance	Discipline	1+1 IN		

GEAR: Powered Multitool, Repair Kit (with 5 Parts), Stims (x1)

CAREER PROFILE

TERRAFORMING SCIENTIST

Terraforming Scientists help transform new worlds into places much more fit for human habitation. Terraforming is an expensive and time-consuming process, so only the brightest minds oversee the work. Characters in this profession possess a wide variety of scientific knowledge, from geology, climatology, and biology, to engineering and chemistry degrees. A Terraforming Scientist is usually adventurous, as they must brave alien environments filled with dangerous flora and fauna. Every new world is a potential gold mine of resources. A Terraforming Scientist must be ambitious and persistent in order to prosper. She has probably seen stranger things than most, living out on the frontier. Terraforming Scientists are often more rugged than lab-bound folk, though it'd be a mistake to doubt their academic prowess.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
-	+2	+1	+3	+2	+1	-
SKILLS						
Mandatory	Science	Education	Observation	EARNINGS		
Elective	Pilot	Tech	Extrplanetary	2+1 IN		

GEAR: Survival Kit, Analytical Kit (with 5 Reagents), Sensor Suite or Recorder

CAREER PROFILE

TRADER

Trade is the lifeblood of the Human Sphere. Nomads know it better than anyone. Because of their unique lifestyle, trading has become an art for them, maximising the gains in value for as little as they can trade in return. Other Traders make a living on the frontier, conducting business with settlers and miners, frequenting planetary bazaars where a skilled Trader can find anything for the right price. Some trade honestly with one hand and reach for the valuables with the other, like traders conducting business with Ariadna to bring them the latest in technological wonders... while also looking for ways to strip whatever resources they can manage. Haqqislam caravanserai serve as giant hubs of trade, where buyers can find and acquire (or offload) nearly anything for the right price.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
+1	+2	+1	+1	+2	+3	-
SKILLS						
Mandatory	Persuade	Psychology	Discipline	EARNINGS		
Elective	Pilot	Education	Lifestyle	1+2 IN		

GEAR: Long ModCoat (with Survival Kit and Bottled Water), Cosmetics Kit

DECISION NINE: FINAL CUSTOMISATION

As you complete your final career, you are at the cusp of beginning play. As you perform the final adjustments and calculations which will finish your character, give some thought to what brought you from your last job to where you are now.

For example, if your group is playing as a direct action team for Bureau Noir, did you apply for work with them? If so, why? Or did they actively recruit you? Did you get tangled up in one of their ops and then brought in when the chaos died down? What unique skills or connections made you an appealing recruit for them? Or maybe you were already working for them during your last career. If so, how did your last career event bring you where you are now?

STEP ONE: FINAL TWEAKS

- Set your Infinity Point refresh rate to two.
- You may increase any one attribute by two or any two attributes by one each.
- You may increase two skills from Focus 0 to Focus 1 or Expertise 0 to Expertise 1.
- You may choose one talent for any of your skills.
- You have starting Assets equal to your final Personality score (plus any additional Assets gained during your Lifepath).
- If your character has not gained a character trait through the event tables, decide on a trait now. (See *Traits* on p. 47.)

STEP TWO: SPEND REMAINING LIFE POINTS

- You may spend 1 Life Point to increase your Infinity Point refresh rate by one point, up to a maximum of four. (This will increase the number of Infinity Points you start with at the beginning of each session.)
- You may convert any number of Life Points to Assets on a one-for-one basis.
- You may convert any number of Life Points to ranks of training in a skill on a one-for-one basis, but no Skill Focus or Expertise may be increased more than one in this way.
- You may spend 1 Life Point to either gain 1d6 rolls on the *Random Languages Table* (p. 53) or gain one specific language of your choice.

STEP THREE: STRESS

A character's Stress track determines how long they can stand up under quantronic, psychological, and physical assaults.

- **Firewall** is equal to Intelligence + Hacking Expertise.
- **Resolve** is equal to Willpower + Discipline Expertise.
- **Vigour** is equal to Brawn + Resistance Expertise.

STEP FOUR: BONUS DAMAGE

Characters with above-average attributes have the potential to inflict bonus damage with their attacks. The *Bonus Damage Table* shows the amount of bonus damage a character inflicts with their attacks, depending on the associated attribute.

ATTRIBUTES		BONUS DMG	
TYPE OF ATTACK	ASSOCIATED ATTRIBUTE	ATTRIBUTE	BONUS
Infowar	Intelligence	8 or less	None
Psywar	Personality	9	+1 <i>IN</i>
Melee	Brawn	10–11	+2 <i>IN</i>
Ranged	Awareness	12–13	+3 <i>IN</i>
		14–15	+4 <i>IN</i>
		16+	+5 <i>IN</i>

STEP FIVE: GEAR

You may spend your Assets to immediately purchase additional equipment, or you can choose to save your Assets for later use. All characters start with a comlog. All non-Ariadnan characters (or Ariadnan characters who have been Resurrected on the Lifepath) start with Cubes. You also receive a free, basic geist, which you can update by spending additional Assets (see *Supporting Cast*, on the next page).

STEP SIX: AGING (OPTIONAL)

In a cinematic world, age really means nothing. And that's even more true in the world of *Infinity* where advanced genetic therapies and anti-agathic treatments have been made possible through the wonders of biotechnology. However, if you would like age to have some impact on your character (perhaps they're an Atek, old school Ariadnan, or simply bioconservative) you can use this optional rule.

When a character reaches the age of 30, and every three years thereafter, roll 1*IN*. If an Effect is rolled, roll 2d6 on the *Aging Table* and reduce the resulting attribute modifier of your host by one. (This also has the effect of reducing the current value of your attribute.) You can spend 1 Asset to reroll your aging test (representing some corrective medical procedure).

EXAMPLE

FINAL CUSTOMISATION

Melissa sets Cassandra's Infinity Point refresh rate to two. She increases her Intelligence by two points (to 12). She bumps the Focus on her Ballistics and Stealth skills to 1 and chooses a Stealth talent. Her final Personality score is 7, so adds the 6 Assets she gained during the Lifepath and sets her starting Assets at 13. She already has several character traits, so she doesn't need to add one.

Melissa has 2 Life Points remaining. She chooses to spend 1 Life Point to increase Cassandra's Infinity Point refresh rate to 3. She also decides that Cassandra's bounty hunting has taken her across the Human Sphere, so she spends the other Life Point to roll 1d6 twice on the *Random Languages Table*, revealing that Cassandra now speaks Italian and Vietnamese. (She'll have to give some thought to how that happened.)

Melissa then calculates her Firewall (12+0), Resolve (10+0), and Vigour (11+1). Then she consults the *Bonus Damage Table* and records her four bonus damage values.

AGING TABLE

2D6	ATTRIBUTE
2	Intelligence
3	Willpower
4–5	Agility
6–7	Brawn
8–9	Coordination
10–11	Awareness
12	Personality



SUPPORTING CAST

No man is an island. As you've followed your character's Lifepath you've most likely encountered their friends, family, enemies, allies, and acquaintances. As you're filling in the gaps, there are a few specific connections you'll want to pay particular attention to.

RELATIONSHIPS

The *Relationship Table* can be used to discover the relationships you have with other player characters. Roll 1d20 and check the table. You can pick one of the other characters in the group to have this relationship with or determine it randomly.

RELATIONSHIP TABLE

D20	RELATIONSHIP
1	Your parents had some secretive business together. They all disappeared on the same night and you became friends as you tried to find out what happened to them.
2	You were both betrayed by a mutual friend or professional contact. What happened and how are you going to make them pay?
3	You were both on a small orbital that suffered a complete environmental collapse (due to meteor strike, system failure, contamination, or the like). You helped each other escape.
4	A mysterious malfunction stranded you together (100 floors up in a lift, on a deserted island, in a rail car on a broken down train, etc.) and you've been friends ever since.
5	You live together.
6	You were both briefly arrested and put in the same cell. Were you guilty of the charges or was it all a misunderstanding? Though you were released without charge, you'd already come to a mutual understanding.
7	You've been assigned to work together by your current employers, but you have this odd feeling that you've met before.
8	Someone suspects that there's a mole or a traitor in your group. You've been assigned to make friends with one of them and are ordered to report the first sign of criminal or suspicious behaviour.
9	You both met in a bar fight. You were the only two left standing.
10	You met on a previous contract. What went wrong?
11	Your families were (or are) bitter enemies.
12	You were in a bad relationship and they helped you get out of it.
13	They remind you of someone you used to know. Who? And why?
14	They used to be your boss.
15	They screwed up and you got hurt. Maybe it's not really their fault, but you don't really trust them anymore.
16	ALEPH recommended that the two of you should meet. It has refused to explain why.
17	You owe them a lot of money. How did you get in over your head? Did they bail you out, or are they holding something over you?
18	They saved your life and you've never been able to figure out how to repay them for that.
19	They know a secret about you that you've never told anyone else. What is it? And how do they know it?
20	You both belong to the same esoteric Maya fandom.

FACTION HANDLER

If you're playing in a Wilderness of Mirrors campaign, you'll most likely have a handler who delivers your covert objectives. Work with your GM to develop your handler.

- How did you meet them?
- What do they look like?
- How do they send you instructions? (There may be multiple methods.)
- What's your contact protocol? How do you get in touch with them?
- What resources do they have access to?
- Who do they answer to?
- What is their (or their organisation's) agenda?
- Are you a member of their organisation? A free-lancer? A civilian asset?

This *Player's Guide* includes exclusive bonus material in *Appendix 1: Agent Handlers* providing additional guidance for the creation of both your faction handler and the group's Bureau Noir handler.

GEIST

Geists are pseudo-AIs who act as companions and quantronic assistants. (They are also referred to as domotic partners, domótica, hantu, QPAs (quantronic personal assistants), VPGs (virtual personal guides), and a wide variety of cute nicknames.) Basically everyone in the Human Sphere has one. In fact, most people have had the same geist since they were very young children. Over time, a geist learns your habits and preferences, usually becoming so familiar with you that they can seamlessly predict what you want (sometimes before you even realise it yourself). They become invisible extensions of their partner's will. Their persistent presence and collaboration in every facet of a person's life is a transformative experience. Life without your geist watching over you would be difficult for most people to imagine.

Things a geist will do for you:

- Anticipate your daily needs and arrange for automated services to fulfil them.
- Perform research for you.
- Monitor and maintain your Firewall.
- Coordinate your social mesh.
- Scan Maya channels for search keywords.
- Manage AR support interfaces (like live translation, navigation, etc.).

Most people run an instantiation of their geist on their comlog. Others have their geist running on a remote server and simply communicate with them via Maya. Some people prefer to load their geist into a TinBot or other remote platform in order to have them physically present.

BASIC GEIST

All non-Ariadnan characters begin play with a basic geist. (Ariadnan characters can purchase a geist for themselves if they wish, but they are not yet common on Dawn.) You can upgrade your geist like any other piece of equipment, but even a basic geist has a unique personality shaped by the time they've spent with their owner. In addition to customising their stat block, as shown below, you should also consider what their AR avatar is (their "physical" appearance in augmented or virtual reality) and what their personality is like.

Customising Your Geist: Choose two of your geist's attributes and increase them by one point each. Then add four ranks to any combination of your geist's skills.

GEIST**BASIC GEIST**

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
4	4	4	4	4	4	4
SKILLS						
Any 4 ranks						
DEFENCES						
Firewall	*	Resolve	4	Vigour	–	
Security	–	Morale	–	Soak	0	

*Per owner

CHARACTER ADVANCEMENT

One of the more exciting aspects of a roleplaying game is watching the development and growth of a player character over the course of a campaign. Players in *Infinity* have a number of options available to them in order to develop and customise their characters.

GRAINING EXPERIENCE POINTS

After each game session, the GM should award experience points (XP) to each player character.

Base Award: Everyone in the group should receive 300–500 XP based on the amount of progress they've achieved, their level of teamwork, their primary mission goals accomplished, and how well they roleplayed their characters.

Faction Goals: Completing a Wilderness of Mirrors faction goal should be worth 50–100 XP depending on their complexity and difficulty.

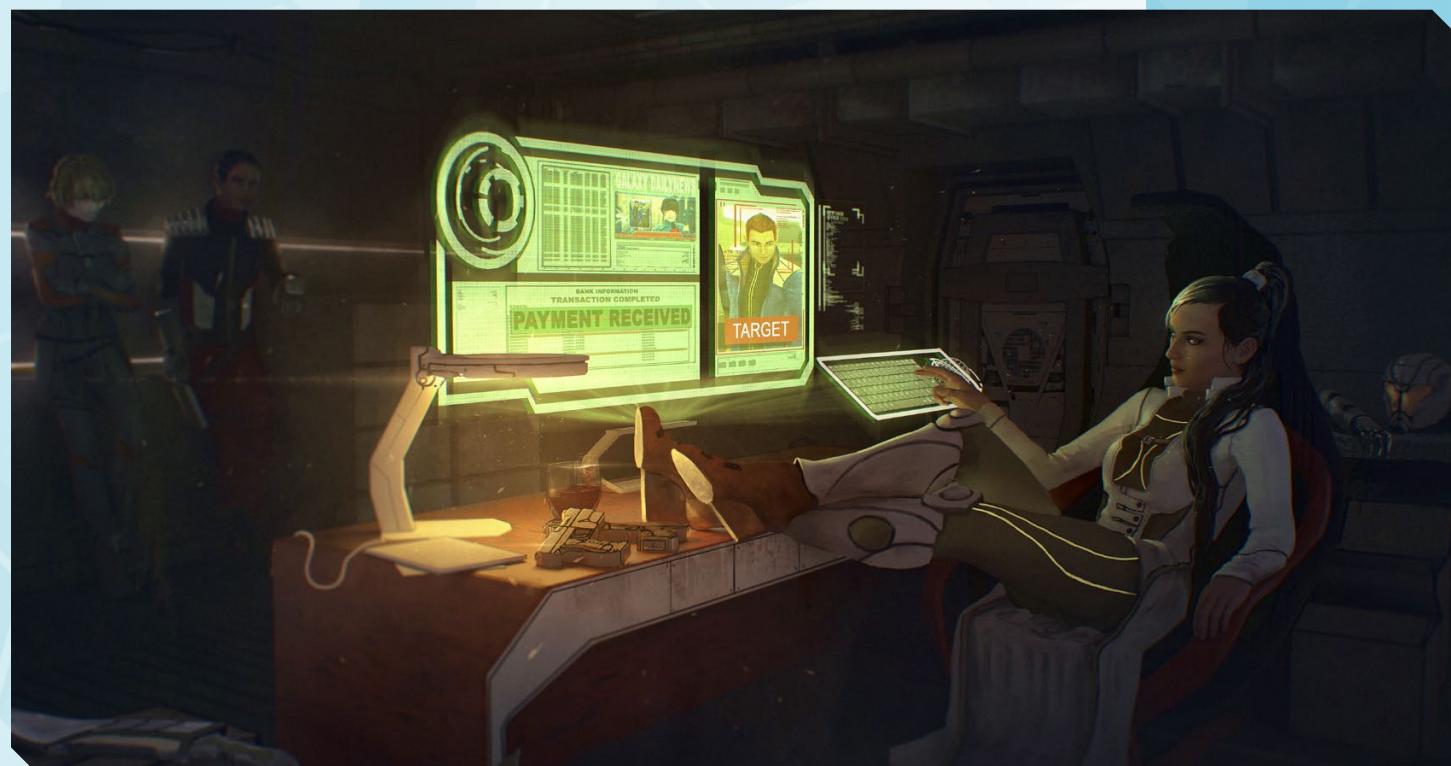
Bonus Awards: In addition, based on individual accomplishments or achievements, the GM should award a small amount of bonus experience points to each player character. Each individual award should be 25–50 XP, and the GM should generally award no more than 100 bonus XP to any one player.

OPTIONAL RULE**GEIST ON YOUR LEFT**

Most people in the Human Sphere are continuously interacting with their geist from the time they wake up until the time they go to bed. But if you're roleplaying both your character and your character's geist, it can get awkward if you're constantly talking to yourself. As an option, therefore, we recommend that each player hand their character's geist to the player on their left. That means you'll be simultaneously running your own character and the geist of the player to your right.

Geist Briefing Sheet: Prepping a roleplaying template for your geist can be a very effective way to let the player to your left know what your geist is like. It can also be a useful tool for making the geist's personality distinct from the player character's.

Splitting with Geists: This can also make it easier to split the party because many or all of the players who aren't present may still have a geist to play.





INVESTING EXPERIENCE POINTS

OPTIONAL RULE HEATED EXPERIENCE

Instead of awarding an ad hoc base award, the GM can instead choose to award 10 XP per spent Heat to a maximum of 500 XP per session. (Additional bonus awards can still be offered normally.) In other words, player characters only learn from their experiences when the stakes are high and the heat is on!

This optional rule marginally increases bookkeeping for the GM, but it also gives the players an incentive to generate Heat. It encourages the player characters to push themselves to the edge, because it's only when you're pushing yourself to your limits that you can find out what you're capable of.

EXAMPLE ACQUIRING TALENTS

Cassandra has already gained the Stealth talents of Scout (the first talent in the tree) and Living Shadow. After gaining some XP, she considers acquiring the Infiltration talent. As shown in the talent tree on p. 101, Infiltration is two steps away from Scout, so it would normally cost 400 XP (2×200 XP). However, Cassandra has Stealth Focus 1, which reduces the cost to 350 XP. Infiltration, however, had a prerequisite of Stealth Expertise 2 and she only has Stealth Expertise 1. She decides to get Camouflage instead, which is one step away from Scout and costs her 150 XP (200 XP – 50 XP).

Improve Attributes: To improve a character's attribute by one point, spend XP equal to 100 times the new value of the attribute. For example, raising Brawn from 7 to 8 costs 800 XP. An attribute cannot be increased above 16.

Improve Skills: To improve a character's Skill Expertise or Skill Focus, spend XP equal to 200 times the new ranking. Each type of training (Expertise or Focus) must be acquired separately. A character's Focus in a skill can never be higher than their Expertise. For example, if a character has Expertise 1 and Focus 1 in Tech, they would need to spend 400 XP to improve to Tech Expertise 2 before they could spend an additional 400 XP to improve their Tech Focus to 2.

A character cannot increase their Expertise or Focus in a skill above 3 unless that skill is a signature skill (which cannot be increased above 5).

Acquiring Talents: Talents are acquired from the top down, meaning a character must acquire the top-most talent before those deeper in the tree become available. Some talents also have additional prerequisites (usually a certain number of Expertise ranks in the skill) that must be met before it can be selected. The first talent in any tree costs 200 XP. Other talents on the tree cost 200 XP for each step away from the first talent. (A step measures the talent's distance from the starting talent and is based on the number of arrows or spaces it takes to draw a path back to that first talent.) Having Focus in a skill, however, represents an intense dedication and a deep, specialised understanding of that skill. Reduce the cost to acquire any talent by 50 XP per level of Focus the character has in that skill, to a minimum cost of 50 XP.

Character Traits: Gaining a new character trait costs 200 XP and requires GM approval. The new trait should flow naturally out of the character's experiences.

Removing a character trait is generally more difficult. In general, the cost to permanently remove a character trait is 800 XP, although the GM may require additional actions to be taken before the XP can be spent. (For example, it might require restorative surgery to remove an Old War Wound.)

In some cases, the GM may waive the XP cost if the situation described by the character trait has been completely resolved during a session. (For example, if a character has Nemesis: Clara Jamieson as a character trait and they kill Clara Jamieson, the GM may allow them to simply remove the trait.)

In many cases, however, the GM may find it more appropriate to change the trait instead of removing it. (For example, if a character is killed, resurrected, and placed in a Lhost, their Old War Wound may become Awkward Body Syndrome. Upon killing Clara Jamieson they may discover that Nemesis: Clara Jamieson has become Vengeance of the Jamieson Clan.)

Learning Language: A character can learn a new language for 50 XP.

CASSANDRA THE BOUNTY HUNTER

Faction: Mercenary

Heritage: PanOceania

Homeworld/Homeland: Svalarheim

Social Status: Demigrant

Age: 29

INFINITY POINTS

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ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
12	8	11	8	12	7	10

SKILLS

SKILL	EXP	FOC	SIG	SKILL	EXP	FOC	SIG
Acrobatics	2	0		Observation	2	0	
Athletics	3	2	•	Resistance	1	0	
Ballistics	3	2	•	Stealth	1	1	
Close Combat	1	1		Survival	1	1	
Education	1	0		Tech	3	1	•

STRESS

Vigour							
Resolve							
Firewall							

BONUS DAMAGE

Infowar Bonus	+3	Melee Bonus	+2
Psywar Bonus	+0	Ranged Bonus	+1

TALENTS

Rigorous Training (Athletics), Marksman (Ballistics), Clear Shot (Ballistics), Scout (Stealth), Living Shadow (Stealth)

TRAITS

Orphan, Criminal Record, Relentless Nemesis

EARNINGS

3

ASSETS

13

LANGUAGES

German, Italian, SvalarNorse, Vietnamese

GEAR

Armoured Clothing (Uniform), Medium Combat Armour, Pistol, Heavy Pistol (with 4 Reloads), Rifle, Knife, SecurCuffs, Stims (x3)

CHARACTERS

SKILLS AND TALENTS

Skills represent a character's training, knowledge, and proficiency. They are acquired through study, practice, and experience. Skills are ranked by both Skill Expertise and Skill Focus.

Talents are a further specialisation in a particular skill. They represent distinctive prowess, tricks of the trade, and uncommon mastery of specific tasks. Each skill has a unique talent tree, with different options for a specialist to pursue.

ACROBATICS (AGILITY)

This skill is a measure of body control, covering whole-body movements such as jumping, tumbling, and diving. Attempts to dodge enemy attacks also fall under Acrobatics.

ACROBATIC TALENTS



CATFALL

Prerequisite: Long Jumper, Acrobatics Expertise 2
Maximum Ranks: 3

The character has learned to take advantage of wind resistance and surface conditions when making a landing. For every rank of Catfall, the character treats the distance fallen as being one zone shorter when calculating damage.

FREE RUNNER

Prerequisite: Graceful
Maximum Ranks: 3

A free runner trains to recognise the environment and let their body move naturally in response to it, taking advantage of what the terrain offers them. For every rank of Free Runner, the character reduces the difficulty of Acrobatics tests to move through, past, or over obstacles and hindering terrain by one step, to a minimum of Simple (D0).

GRACEFUL

Prerequisite: Acrobatics Expertise 1

The character may reroll one d20 when making an Acrobatics test, but must accept the new result.



LONG JUMPER

Prerequisite: Graceful

The character is able to leap extraordinary distances. When making an Acrobatics test to jump, the character reduces the difficulty by one rank, to a minimum of Simple (D0).

ROLL WITH IT

Prerequisite: Catfall

When the character fails a Defence test against a melee attack or a ranged attack with the Area or Indiscriminate qualities, they gain additional **INT** Cover Soak equal to the character's Acrobatics Focus.

SIXTH SENSE

Prerequisite: Total Reaction, Acrobatics Expertise 2

The character has a natural sense for when their life might be endangered. They can make a Defence Reaction against any ranged or melee attacks, including ones they might not have any immediately apparent reason to know about. (They must still pay the normal Heat cost for taking a reaction.)

TOTAL REACTION

Prerequisite: Graceful

Maximum Ranks: 3

During combat, the character is in a constant state of fluid motion, making it difficult to hit them with

Skill Expertise, p. 17: A character's Expertise in a skill is their mastery of the subject.

Skill Focus, p. 17: A character's Focus in a skill is achieved through constant practice, superior discipline, and deeper insight.

SIGNATURE SKILLS

Signature skills represent areas where a character particularly excels. Once selected during character creation, signature skills cannot be changed. Although characters are normally limited to an Expertise and Focus in a skill of three ranks each, for a signature skill this limit is increased to five ranks each.

ACROBATIC TIPS

Common Uses: Evading an opponent, tightrope walking, landing safely after a fall.

Common Difficulty Factors:
 Terrain, Distraction, Encumbrance, Poor Oxygen, Gravity



ranged attacks. When they take a Defence Reaction against ranged attacks, each rank of Total Reaction counts as an additional point of Acrobatics Focus. (This can increase the character's effective Acrobatics Focus above its normal limits. For example, their effective Focus may be higher than their Acrobatics Expertise.)

ANALYSIS (AWARENESS)

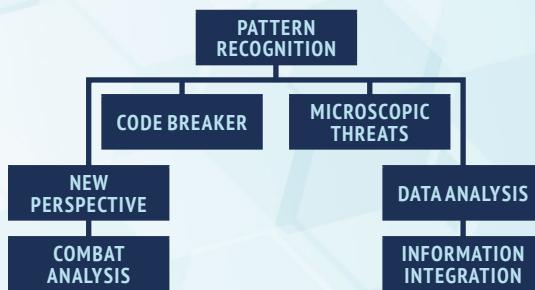
The Analysis skill doesn't cover the acquisition of information, but it does cover the myriad ways in which it can be parsed, combined, studied, interpreted, audited, and generally evaluated for valuable intel. In addition to yanking key insights out of any bundle of raw or streaming data, Analysis also includes all forms of pattern recognition, from basic code-breaking to discerning human behaviour, and determining details from small clues.

ANALYSIS TIPS

Common Uses: Studying data, analysing communications traffic, code breaking, behavioural analysis, accounting

Common Difficulty Factors: Corrupted Data, Misinformation, Distraction, Limited Time

ANALYSIS TALENTS



CODE BREAKER

Prerequisite: Pattern Recognition

Maximum Ranks: 3

The character has developed an uncanny insight into cryptographic patterns and the quantronic tools required to crack them. When making an Analysis test related to cryptography, the character reduces the difficulty by one per rank of Code Breaker, to a minimum of Simple (D0).

COMBAT ANALYSIS

Prerequisite: New Perspective, Analysis Expertise 2
During combat, the character may attempt an Average (D1) Analysis test as a Minor Action. On a success, they can identify one special power, hidden piece of equipment, technological advantage, alien ability, or similar effect that an opponent has in use. Each Momentum spent allows the character to recognise one additional effect.

DATA ANALYSIS

Prerequisite: Pattern Recognition

Maximum Ranks: 2

When analysing data, the character enters a fugue state. Each rank of Data Analysis counts as an additional point of Analysis Focus. This can increase the character's effective Analysis Focus above its normal limits.

ANIMAL HANDLING TIPS

Common Uses: Controlling animals that are confused, scared, or startled; understanding animal behaviours

Common Difficulty Factors: Distraction, Unfamiliarity, Complexity

INFORMATION INTEGRATION

Prerequisite: Data Analysis, Analysis Expertise 2

The character is skilled at rapidly collating and integrating information from a team of assistants. When analysing data as a teamwork test, those assisting the character may roll two d20 each, instead of being limited to a single d20.

MICROSCOPIC THREATS

Prerequisite: Pattern Recognition

Maximum Ranks: 2

The character has a knack for recognizing the subtle clues of biological, chemical, nanonic, and similar threats. Whenever the character is in the presence of biohazards that would be protected by BTS – even if the character is not aware of it – the GM should call for the character to make a Challenging (D2) Analysis test. On a success, the character recognises the presence of the threat and may spend Momentum to identify protective measures against said threat. Every Momentum spent increases BTS by 1 against that attack for the remainder of the scene. A second rank of Microscopic Threats reduces the difficulty of this check to Average (D1).

NEW PERSPECTIVE

Prerequisite: Pattern Recognition

The character can intuitively analyse the world around them. They may substitute their Analysis skill for Observation for any task which is not a split second reaction.

PATTERN RECOGNITION

Prerequisite: Analysis Expertise 1

The character may reroll one d20 when making an Analysis test, but must accept the new result.

ANIMAL HANDLING (PERSONALITY)

This skill governs a character's ability to care for, train, and work with domesticated animals, including riding mounts, security animals, and rescue animals. The skill also provides an understanding of wild animals and a knowledge of how to interact with them safely.

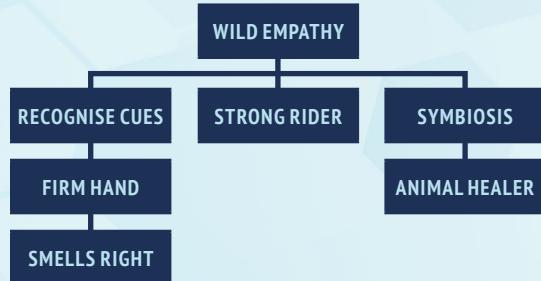
Commanding Animals: Issuing a command to a trained animal is a Simple (D0) test and thus usually does not require a dice roll. Untrained animals generally won't respond to specific commands (although some non-terrestrial animals are particularly clever), but an Animal Handling test can generally influence their behaviour. This takes one minute of effort and the effects of a successful test will last for ten minutes, plus an additional ten minutes per Momentum spent.

Animals in Combat: Issuing commands to a trained animal in combat is a Minor Action that requires

an Average (D1) test. Untrained animals cannot be controlled in combat – they will act purely on instinct.

Animal Reaction: Particularly wilful animals may attempt a Reaction to resist efforts to control them, opposing the Animal Handling test with the creature's Discipline test.

ANIMAL HANDLING TALENTS



ANIMAL HEALER

Prerequisite: Symbiosis, Animal Handling Expertise 2

Any time the character is called upon to make a Medicine test upon an animal, they may instead use their Animal Handling skill. Characters with this talent may also substitute their Animal Handling skill for Medicine tests upon humans, but make such tests at +1 difficulty.

FIRM HAND

Prerequisite: Recognise Cues, Animal Handling Expertise 2

The character has experience with animals that are resistant to training. Any time the character attempts to direct an animal to take an action that goes against its instinct or training – including if the animal is in service to another – any Momentum spent to add extra dice to the skill test add two d20s to the dice pool instead of one. (The normal maximum of three bonus d20s still applies.)

RECOGNISE CUES

Prerequisite: Wild Empathy

The character has come to recognise when and how an animal is reacting to their environment. Any time the character is in the company of animals and needs to make an Observation test, they may substitute their Animal Handling skill instead. This includes active searches if the character can use an animal to aid in the search.

Smells Right Prerequisite: Firm Hand

Any time the character encounters a new animal, they make an Average (D1) Observation test as a Minor Action. On a success, the animal immediately considers them a friend. If the target is a guard animal, it does not alert its handlers to the

character's presence.

STRONG RIDER

Prerequisite: Wild Empathy

The character is particularly adept at riding mounts. When making a skill test to ride an animal, the character reduces the difficulty by one rank. This may eliminate the need for the skill check.

SYMBIOSIS

Prerequisite: Wild Empathy

The character is particularly adept at recognising the needs of their animal companions. Any time the character succeeds on a Survival test, they automatically also find food and shelter for their animal companions. (Note that the presence of animals does not increase the difficulty of the test for characters with this talent.)

WILD EMPATHY

Prerequisite: Animal Handling Expertise 1

Maximum Ranks: 3

Having spent much of their lives in the company of animals, the character can quickly recognise personality quirks and sources of distress. On any Animal Handling test where the character generates at least one success, they may immediately roll an additional number of bonus d20s equal to their ranks in Wild Empathy. Any successes generated on these additional dice are added to the initial success total and complications on these additional dice may be ignored.

ATHLETICS (BRAWN)

This skill is a measure of how well a character can apply their overall body strength and endurance. Examples using Athletics include lifting objects, breaking down doors, swimming, climbing, or running.

ATHLETICS TALENTS



ATHLETICS TIPS

Common Uses: Climbing, swimming, running, wrestling, races, kicking down doors, lifting weights

Common Difficulty Factors:

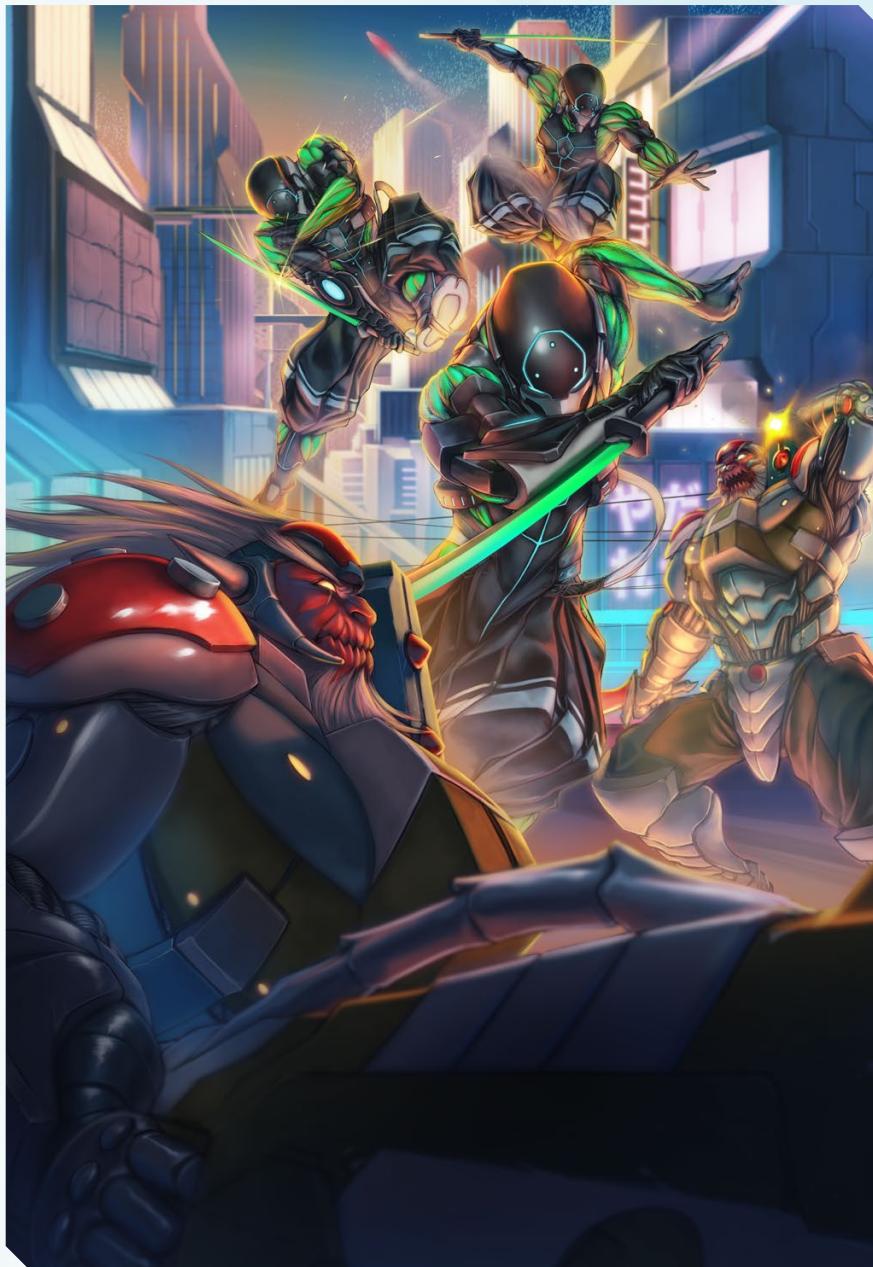
Terrain, Distraction, Encumbrance, Poor Oxygen

CLIFF DWELLER

Prerequisite: Rigorous Training

Maximum Ranks: 3

The endless hours of climbing have made vertical surfaces a natural environment for the character. The character never suffers from vertigo or a fear of heights. In addition, they may reduce the difficulty



BALLISTIC TIPS

Common Uses: Identifying weapons based on the sound of their fire or physical inspection; studying the wounds or other evidence left by such weapons

Common Difficulty Factors:
Distance, Unfamiliarity, Complexity, Poor Equipment

of any climbing test by one step per rank of Cliff Dweller, to a minimum of Simple (D0).

IRRESISTIBLE FORCE

Prerequisite: Leverage, Athletics Expertise 2
The character gains the weapon quality Knockdown on all melee attacks.

LEVERAGE

Prerequisite: Rigorous Training
Maximum Ranks: 3

Due to a combination of training and technique, the character is able to perform feats of strength that seem at odds with their physique. On any test to lift or move an inanimate object where the character generates at least one success, they may

immediately roll a number of bonus d20s equal to their ranks in Leverage. Any successes generated on these additional dice are added to the initial success total and complications on these additional dice may be ignored.

RIGOROUS TRAINING

Prerequisite: Athletics Expertise 1
Maximum Ranks: 3

The character is exceptionally athletic and physically gifted. For each rank of Rigorous Training, the character generates 1 bonus Momentum on any Athletics test.

STRONG GRIP

Prerequisite: Irresistible Force
The character never drops or surrenders an object unless they have chosen to do so. They are immune to any attempt to forcibly disarm them or otherwise knock a weapon or other held object from their hands.

STRONG SWIMMER

Prerequisite: Rigorous Training
Maximum Ranks: 3

The character is a prodigious swimmer. He reduces the difficulty of any swimming test by one step per rank of Strong Swimmer to a minimum of Simple (D0).

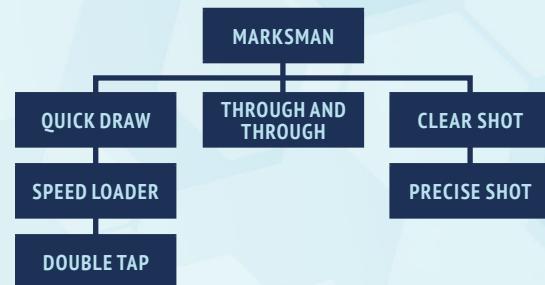
WALL CRAWLER

Prerequisite: Cliff Dweller, Athletics Expertise 2
The character has learned to climb comfortably without equipment, even while carrying significant burdens. They never suffer any penalty for climbing without proper equipment. Furthermore, if rope, harness, or other climbing equipment is available, they can add a bonus d20 to their Athletics test.

BALLISTICS (COORDINATION)

This skill is used for firefights. It covers the use and maintenance of ranged weapons, as well as familiarity with the damage they inflict. It includes both hand-held weaponry and heavy weapons (including vehicle-mounted weapons).

BALLISTICS TALENTS



CLEAR SHOT

Prerequisite: Marksman

The character reduces the penalty for firing at a range other than the weapon's optimal range by one step (to a minimum of 0).

DOUBLE TAP

Prerequisite: Speed Loader

Maximum Ranks: 2

If the character succeeds at a ranged attack and spends Momentum or an Infinity Point to make another attack with the same weapon against the same target, the difficulty of the attack is decreased by one step, to a minimum of Average (D1). Double Tap can only be used once per turn per rank in the talent.

MARKSMAN

Prerequisite: Ballistics Expertise 1

When making a ranged attack, a character with this talent may reroll a number of damage dice equal to the number of Ballistics talents they have acquired. (As normal, each die may only be rerolled once.)

PRECISE SHOT

Prerequisite: Clear Shot, Ballistics Expertise 2

When spending Momentum for a Called Shot with a ranged attack it only costs 1 Momentum (instead of two).

QUICK DRAW

Prerequisite: Marksman

The character is always prepared for a firefight. They can draw a weapon or other item as a Free Action (instead of a Minor Action) and do not need to have a weapon in their hand in order to respond to attacks. As long as they have a free hand and a weapon within Reach, they can always make a Close Combat test as part of a Defence or Guard Reaction. This can only be done once per turn, although when the Quick Draw action is taken the character can draw a different item into each hand (in order to dual wield pistols, for example). This talent exists for both the Ballistics and Close Combat skill, and if it is purchased for either skill it can be used as a prerequisite for talents in the other skill.

SPEED LOADER

Prerequisite: Quick Draw, Ballistics Expertise 2

The character can disassemble and reassemble their weapon and its components with little thought. During combat, they may spend a Minor Action to increase their rate of fire, allowing them to count the weapon's Burst as one higher than its listed value. They can also swap ammo loads in a MULTI weapon as a Free Action. This talent cannot be used with weapons which have the Munitions quality.

THROUGH AND THROUGH

Prerequisite: Marksman

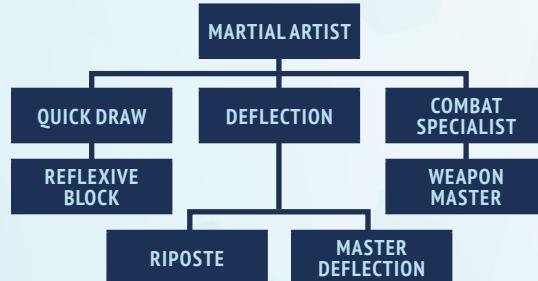
Maximum Ranks: 3

When the character spends Momentum on a Secondary Target effect for a ranged attack it only costs 1 Momentum (instead of two). In addition, the character can use this Momentum spend a number of times equal to their ranks of Through and Through on any given attack.

CLOSE COMBAT (AGILITY)

This skill governs the ability to hit targets within Reach with hand-held weaponry and with the character's own body. This includes objects intended for this purpose – such as knives or swords – but also improvised weaponry like metal bars, barstools, and broken beer bottles.

CLOSE COMBAT TALENTS



COMBAT SPECIALIST

Prerequisite: Martial Artist

Each point of Momentum or Heat the character pays to gain additional dice for a Close Combat test provides two dice instead of one. (The normal maximum of three bonus d20s still applies.)

DEFLECTION

Prerequisite: Martial Artist

Characters with this talent reduce the Heat cost of Defence or Guard reactions using the Close Combat skill by one. (This can reduce the cost to zero, but no less.)

MARTIAL ARTIST

Prerequisite: Close Combat Expertise 1

When making a melee attack, a character with this talent may reroll a number of damage dice equal to the number of Close Combat talents they have acquired. (As normal, these dice may only be rerolled once.)

MASTER DEFLECTION

Prerequisite: Deflection, Close Combat Expertise 2

Maximum Ranks: 3

On any Defence or Guard Reaction using the Close Combat skill where the character generates at least one success, they may immediately roll an additional number of d20s equal to their ranks

CLOSE COMBAT TIPS

Common Uses: Identifying weapon-based combat styles, close combat weaponry, and the injuries they cause.

Common Difficulty Factors: Terrain, Unfamiliarity, Complexity, Poor Equipment.



COMMAND TIPS

Common Uses: Commanding a group of NPCs, bolstering subordinates in the face of horror or disaster, conveying orders and objectives clearly and with the correct emphasis

Common Difficulty Factors:
Disruption, Distraction, Distance, Foreign Language, Noise, Social Factors, Authority, Unfamiliarity, Complexity

in Master Deflection. Any successes generated on these additional dice are added to the initial success total and repercussions on these additional dice may be ignored.

QUICK DRAW

Prerequisite: Martial Artist

The character is always prepared for melee combat. They can draw a weapon or other item as a Free Action (instead of a Minor Action) and do not need to have a weapon in their hand in order to respond to attacks. As long as they have a free hand and a weapon within Reach, they can always make a Close Combat test as part of a Defence or Guard Reaction. This can only be done once per turn, although when the Quick Draw action is taken the character can draw a different item into each hand (in order to dual wield sabres, for example). This talent exists for both the Ballistics and Close Combat skill, and if it is purchased for either skill

it can be used as a prerequisite for talents in the other skill.

REFLEXIVE BLOCK

Prerequisite: Quick Draw, Close Combat Expertise 2
The character has become so attuned to his melee expertise that he can use it to defend against ranged attacks. The character may substitute their Close Combat skill for their Acrobatics skill any time they attempt a Defence or Guard Reaction with a melee weapon in hand.

RIPOSTE

Prerequisite: Deflection, Close Combat Expertise 2
Some characters learn that the instant after an opponent's strike is when they are most vulnerable. After successfully executing a parry, characters with this talent may immediately perform a Reaction to make a standard melee attack against the foe they parried.

WEAPON MASTER

Prerequisite: Combat Specialist, Close Combat Expertise 2

When making an attack using the Close Combat skill, each point of Momentum the character spends to deal bonus damage adds two points of damage instead of one.

COMMAND (PERSONALITY)

Command is the measure of a character's ability to manipulate groups of people, including but not limited to those expected to defer to the character, such as those of a lower military rank or social caste.

Chain of Command: When issuing orders to direct subordinates, reduce the difficulty of the Command test by one step. For standard orders, this will generally reduce the difficulty to a Simple (D0) test.

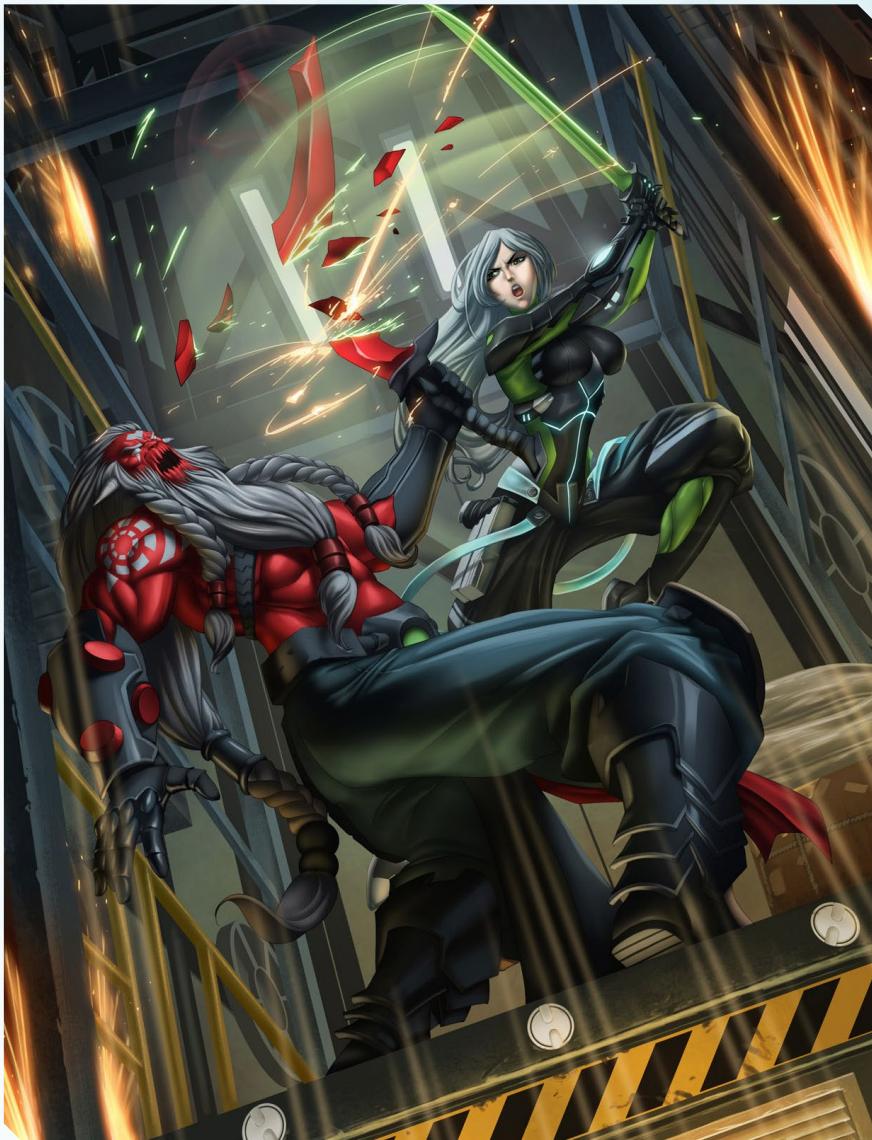
COMMAND TALENTS



AIR OF AUTHORITY

Prerequisite: Professional

The character knows how to bring their authority to bear. When making Psywar attacks using the Command skill, they gain two bonus Momentum on successful attacks.



COMMANDING PRESENCE

Prerequisite: Air of Authority, Command Expertise 2
The character leads with immense charisma and persuasive skills. When making a Command test, any Momentum spent to add extra dice to the skill test adds two d20s to the dice pool instead of one. (The normal maximum of three bonus d20s still applies.)

COORDINATOR

Prerequisite: Group Dynamics, Command Expertise 2

The character is proficient in coordinating the actions of a group working in unison. Any time the character is involved in a teamwork test – even if they are not the leader for the test – all characters involved may choose to reroll one d20, but must accept the new result.

FONT OF COURAGE

Prerequisite: Professional

Maximum Ranks: 2

The character is an inspiring presence to those who follow them. Any time forces under their direct command (i.e., who they are visible to or in immediate communication with) are subject to a Psywar attack, those forces gain +2 \mathbb{N} Morale Soak for each rank of Font of Courage.

GROUP DYNAMICS

Prerequisite: Professional

The character is very familiar with the way a crowd normally acts and can recognise actions that are unusual or out of place. When dealing with places full of people – even if the people are not organised – the character may substitute their Command skill for any Observation test. This includes active searches if the character can rally a crowd to assist them.

MINIONS

Prerequisite: Commanding Presence

Individuals under the character's authority become extremely loyal to them, even willing to sacrifice themselves. Any time the character comes under attack and has a character under their command within three metres, they may pay 1 Heat to have that character immediately perform a Guard Reaction.

PROFESSIONAL

Prerequisite: Command Expertise 1

The character has learned to issue orders so that they are clear to the recipient and with little margin for misinterpretation. The character may reroll one d20 when making a Command test, but must accept the new result.

DISCIPLINE (WILLPOWER)

This skill is the basis for resisting Psywar attacks, as well as the self-control and mental strength to avoid succumbing to interrogation, coercion, or fear.

DISCIPLINE TALENTS



COURAGEOUS

Prerequisite: Irrepressible, Discipline Expertise 2

Maximum Ranks: 3

Some characters are simply more capable of enduring stress and mental assault. The character has a bonus to Morale Soak equal to twice his ranks in Courageous.

GUARDED HEART

Prerequisite: Wary, Discipline Expertise 2

The character is wary even of their friends and comrades. When targeted by Psywar attacks, they gain +2 \mathbb{N} Morale soak. Further, when rolling soak dice for Morale, they instead count each Effect rolled as if it were a 2 on those soak dice.

IRREPRESSIBLE

Prerequisite: Stubborn

Maximum Ranks: 3

The character has survived countless challenges and is prepared to face even more. When taking the Recover action, they gain a number of bonus Momentum equal to their ranks in Irrepressible.

JADED

Prerequisite: Stubborn

Maximum Ranks: 3

The character has suffered cruelties and emotional Metanoia repeatedly. They have built up a tolerance to mental suffering. The character increases their Resolve by two points for each rank of Jaded.

OUT OF DARKNESS

Prerequisite: Courageous

Maximum Ranks: 2

Even when their psyche has taken a beating, the character has an organised mental framework that allows them to recover. Whenever the character makes a Discipline check to recover from Metanoia, the difficulty of the check is reduced one step per rank of Out of Darkness.

DISCIPLINE TIPS

Common Uses: See Psywar (p. 37); resisting persuasion or mind-influencing effects

Common Difficulty Factors:
Lighting, Disruption, Distraction, Poor Weather



STUBBORN

Prerequisite: Discipline Expertise 1

The character may reroll one d20 when making a Discipline test, but must accept the new result.

WARY

Prerequisite: Stubborn

The character is cautious in their trust and hesitant to believe the things that they are told. Any time the character is the target of a Persuade or Command test, any Momentum paid to add dice to their Discipline test add two d20s instead of one. (The normal maximum of three bonus d20s still applies.)

EDUCATION (INTELLIGENCE)

Education is a measure of the character's familiarity with the worlds beyond their personal experiences, as well as knowledge gained through formalised education systems. This includes a basic understanding of history, politics, current events, and places.

EDUCATION TALENTS



DISCIPLINED STUDENT

Prerequisite: Education Expertise 1

The character paid attention in class, was extensively self-taught, or both. They constantly sought out knowledge beyond the scope of the minimum necessary training. If they generate at least one success when attempting an Education test, they may immediately roll an additional d20 and add the result to the test.

PLAYTEST TIP
EDUCATION MOMENTUM

Education is one of the most flexible skills and can often be used as a precursor for generating Momentum on other tests. For example, you can recognise the common philosophies of a Faction and use that to your advantage on a Persuade test. Or test your familiarity with the design specs for an enemy TAG to generate Momentum for a face-to-face Pilot test. These tests reward creative problem-solving.

KNOWLEDGE SPECIALISATION

Prerequisite: Disciplined Student

Maximum Ranks: Education Focus

The character is particularly devoted to a particular topic (which is chosen at the same time as this talent, subject to the GM's approval). When making an Education test related to that topic, the character gains +1d20 on their test. This talent can be taken multiple times, with each additional rank either granting a new specialisation or an additional +1d20 to an existing specialisation. (The normal limit of three bonus d20s applies.)

MAYA WIRED

Prerequisite: Research Specialist, Education

Expertise 2

Years of experience with the datasphere has allowed the character to create and master a huge suite of customised, automatic research tools that are anticipating their needs. As long as the character has access to their geist (and their geist has access to Maya, Arachne, or a similar datasphere), whenever they attempt an Education test to recall information quickly, the geist may assist on the test, and roll 2d20 rather than the normal 1d20 for assistance. (Their automated systems deliver information they need to know so instantaneously it's as if they already knew it themselves.)

RESEARCH SPECIALIST

Prerequisite: Disciplined Student

Maximum Ranks: 3

After spending hours buried in the nooks and crannies of various dataspheres, the character is an expert at finding the information that they need. When making a skill test to research a topic, the character gains bonus Momentum equal to their ranks in Research Specialist.

TRIVIA MASTER

Prerequisite: Disciplined Student

Maximum Ranks: 3

The character keeps up on current events, both globally and throughout the Human Sphere. On any Education test that involves pop culture, trivia, or current events within the past twenty years, the character reduces the difficulty by one step per rank of Trivia Master, to a minimum of Simple (D0).

UNTRACEABLE RESEARCHER

Prerequisite: Research Specialist

The danger of relying on the knowledge of the datasphere is that there are those who can trace and track your use of it. There are tricks to avoid such attention, however, and the character is a master of them. They reduce the difficulty of any Stealth check to avoid detection as a result of their research checks by two steps, to a minimum of Simple (D0).

EXTRAPLANETARY (AWARENESS)

This skill represents the specialised training necessary to survive and function in the vacuum of space, on worlds without self-sustaining atmospheres, or in other extraterrestrial environments.

Extraplanetary Survival: In space or on alien worlds, the Extraplanetary skill can be used in many of the same ways that the Survival skill can be used. (Conditions are often less friendly, however, which may result in higher difficulties, particularly for finding the necessities of food, water, and shelter.)

In many extraplanetary environments, it may be impossible to find such basic necessities.)

Gravity Movement: A character attempting Acrobatics, Athletics, or Close Combat tests while in non-standard gravity reduces their Expertise and Focus ranks to those of their Extraplanetary skill. Moving easily in space or on unterraformed worlds is challenging even for the most physically adept.

EXTRAPLANETARY TALENTS



EVA EXPERT

Prerequisite: Spacewalker

The character has learned to function at a decreased atmospheric pressure in order to extend operating time in pressure suits. When determining

whether or not an Oxygen Load has been depleted, the character only needs to succeed at an Extraplanetary (D1) test to avoid expending the Load (as opposed to the normal difficulty 2 test).

GRAVITY SAVANT

Prerequisite: EVA Expert, Extraplanetary Expertise 2

The character has worked in a broad range of different gravitational environments and has learned to quickly adapt to such changes. The character can ignore any penalties associated with working in situations of gravity that differ from Earth normal.

METEOR HEAD

Prerequisite: Extraplanetary Expertise 1

The character may reroll one d20 when making an Extraplanetary test, but must accept the new result.

RADIATION RESISTANCE

Prerequisite: Slow Metabolism, Extraplanetary Expertise 2

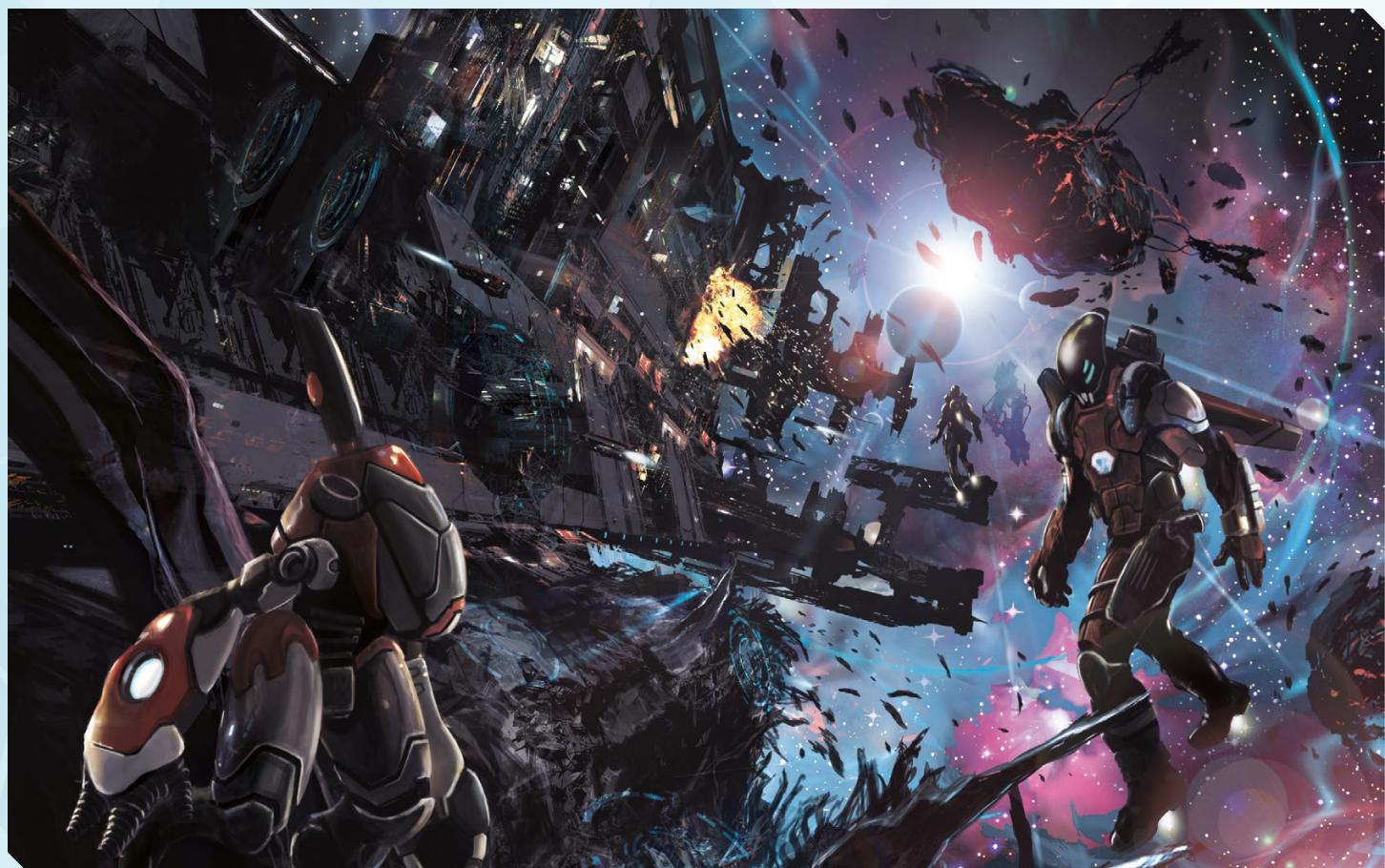
Either due to a genetic quirk or a deliberate anatomical modification, the character is less subject to the effects of cosmic radiation. When exposed to damage with the Radiation X quality, they treat the Radiation rating as one lower than usual (to a minimum of 0).

EXTRAPLANETARY TIPS

Common Uses: Surviving common hazards in non-standard gravity, maintaining oxygen supplies, movement in non-standard gravities, operating vac suits

Common Difficulty Factors:

Terrain, Encumbrance, Equipment, Poor Oxygen, Weather, Celestial Phenomena (radiation, micrometeoroid showers), Time, Unfamiliarity, Complexity





SLOW METABOLISM

Prerequisite: Meteor Head

The character can go extended periods of time with minimum oxygen. The difficulty of Resistance tests to avoid suffocation only increases if they suffer a Wound (instead of every round).

SPACEWALKER

Prerequisite: Meteor Head

The character has significant experience in using EVA suits and operating in zero-g environments. Whenever a test is required for working in such an environment, the character gains two d20s to their Extraplanetary pool for every Momentum spent instead of one. (The normal maximum of three bonus d20s still applies.)

STAR SNEAK

Prerequisite: Meteor Head

Years of extraterrestrial experience have familiarized the character with aspects of the environment which landlubbers find it difficult to grok (such as the presence of a meaningful z-axis in day-to-day life in zero-g). While in space or upon alien worlds, the character may substitute their Extraplanetary skill for Stealth tests.

HACKING (INTELLIGENCE)

Almost anyone can consume Maya media and make use of the basic functions and features of the datasphere (particularly with the aid of their geists), but it takes a trained hacker to take full advantage of the quantronic substrate of modern reality. This skill, often employed with the use of a hacking device, governs the character's ability to penetrate quantronic systems, override security systems, exploit local networks, and manipulate augmented reality. It also allows them to aggressively attack the personal area networks of others, as well as repairing quantronic damage and breaches to their own systems.

HACKING TALENTS



HACKER

Prerequisite: Hacking Expertise 1

When making an Infowar attack, the character may reroll a number of damage dice equal to the number of Hacking talents they have acquired. (As normal, dice may only be rerolled once.)

PARANOID

Prerequisite: Tricks of the Trade, Hacking

Expertise 2

Maximum Ranks: 3

The character, their geist, and their systems are always ready for enemy intrusion. As a Reaction the character may respond to any Infowar attack with an Infowar attack of their own with any software immediately to hand at a penalty of +2 difficulty. This attack is resolved before the enemy attack and if it causes the enemy to suffer a Breach, then their attack is prevented. Each additional rank of Paranoid reduces the difficulty of the reaction hack by one. (With three ranks of Paranoid, therefore, the penalty is completely eliminated.)

PHISHER

Prerequisite: Hacker

The character has made it a practice to collect access to other people's comlogs and financial details. When making a Fake ID, the resulting Fake ID gains +1 to its rating.

PIGGYBACK

Prerequisite: Phisher

The character maintains a log of easily hackable devices and common admin codes, which can be exploited when performing remote hacks. When initiating a remote hack, the character gains a special pool of 4 Momentum which can be spent on tests made to access their target and also when gaining or improving the quality of authentication.

QUANTRONIC BLAST

Prerequisite: Piggyback, Hacking Expertise 2

Maximum Ranks: 3

When the character spends Momentum during an Infowar attack to affect a secondary target, it only costs 1 Momentum. In addition, the character can use the secondary target Momentum spend on Infowar attacks a number of times equal to their ranks in Quantronic Blast.

QUANTRONIC FLAK

Prerequisite: Hacker

Maximum Ranks: 2

The character has created a number of protocols and subroutines that generate a burst of signal interference nearby. As a Minor Action, the character's current zone gains 2 **N** Interference Soak per rank of Quantronic Flak, which disappears at the start of the character's next turn.

TRICKS OF THE TRADE

Prerequisite: Hacker

The character may reroll one d20 when making a Hacking test, but must accept the new result.



LIFESTYLE (PERSONALITY)

Lifestyle measures a character's social influence, status within popular culture and high society, access to resources such as cash and other assets, and the ability to wield those assets effectively to get what they want. It also reflects general knowledge regarding such things.

Passing: When attempting to maintain the appearance of a particular social class (including your own), it requires a Simple (D0) Lifestyle test. The difficulty increases by one for every level of social status above or below your own. The difficulty also increases for foreign or unfamiliar cultures.

LIFESTYLE TALENTS



BACKDOOR ASSETS

Prerequisite: Network, Lifestyle Expertise 2

Maximum Ranks: 3

Having contacts with access to valuable assets can be the quickest way to acquire needed equipment. Characters with access to Backdoor Assets may reduce the Restriction rating of any item or service by one per rank of Backdoor Assets, to a minimum of 1, but the item or service is regarded as illegally-obtained, which may cause other problems (either immediately or at a later date) if complications are generated.

BRIBERY

Prerequisite: Socialite

The character recognises that everyone has their price, and they know how to pay it – particularly without raising any flags. When attempting a bribe, they gain two bonus d20s per Asset spent (instead of the normal one).

ELITE CONTACT

Prerequisite: Network, Lifestyle Expertise 2

The character has established connections with individuals in positions of significant authority. Each time this talent is selected, the character gains an elite contact. (The player must specify the type and allegiance of the contact, which is subject to the GM's approval.) The character may make a Challenging (D2) Lifestyle test to ask the selected contact for a favour. On a success, the contact responds with resources proportionate to their level of importance – providing one Asset, plus one additional Asset per point of Momentum spent. The character can make such a skill test once per month, and it takes an hour (if the character is on the same planet) or $2+4\text{N}$ hours (if the character is on a different planet) to make the attempt. Elite Contact may be purchased multiple times, with each purchase establishing a new highly placed contact.

INVESTMENTS

Prerequisite: Socialite

Maximum Ranks: 3

Each rank of Investments increases the character's Earnings by one.

LIFESTYLE TIPS

Common Uses: See *Acquisitions* (p. 105) and *Psywar* (p. 37); fitting in with a particular social class, avoiding social embarrassment, interpreting business or financial information, establishing or reaching out to contacts

Common Difficulty Factors: Equipment, Social Factors, Time, Unfamiliarity, Complexity



NETWORK

Prerequisite: Socialite

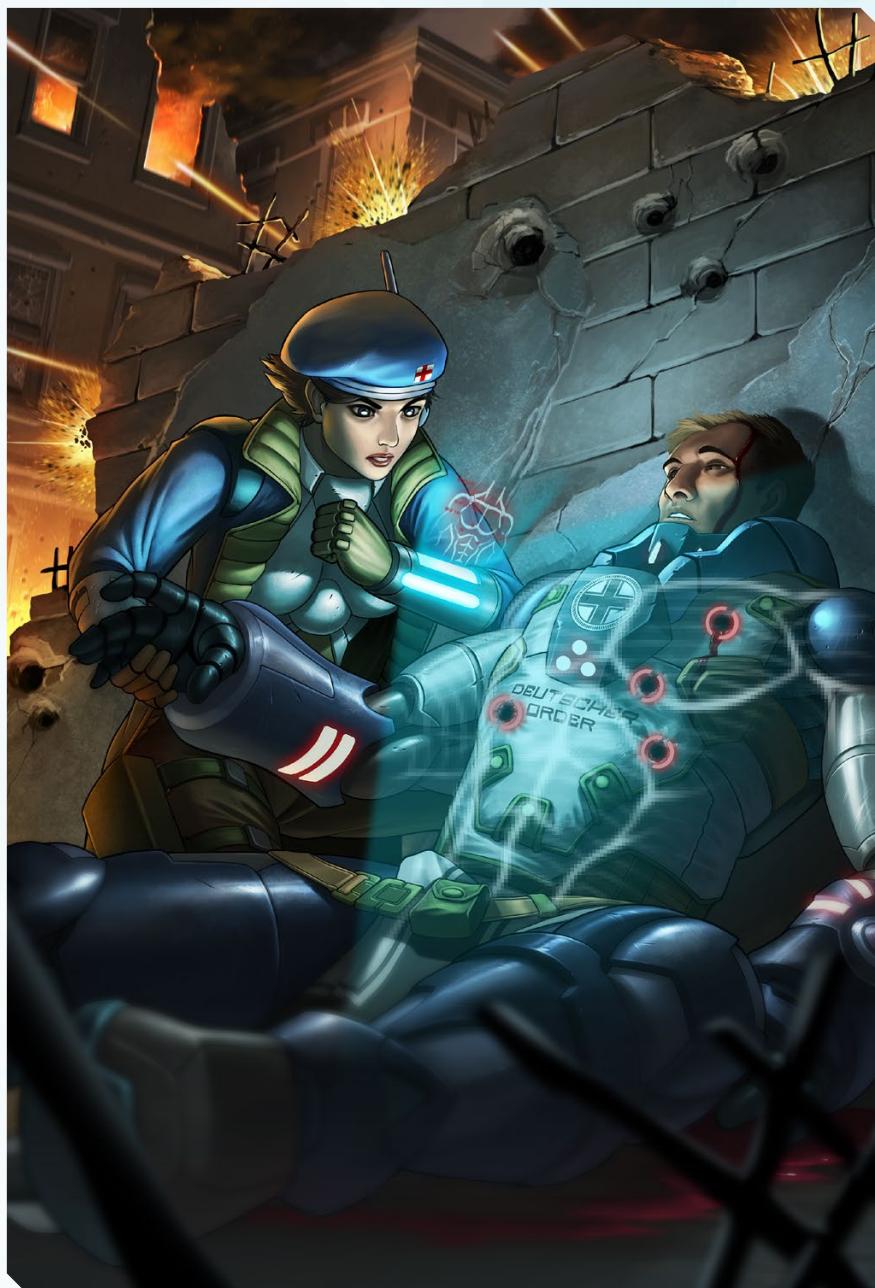
Maximum Ranks: 3

The character has a broad range of contacts in different fields and in different regions. Any time they need assistance from other individuals, they may reduce the difficulty of a Lifestyle test to find a contact by one step per rank of Network, to a minimum of Simple (D0).

SOCIALITE

Prerequisite: Lifestyle Expertise 1

The character may reroll one d20 when making a Lifestyle test, but must accept the new result.



SOCIAL MIMIC

Prerequisite: Socialite

The character is skilled at blending into disparate cultures and social classes. There is no increase in difficulty for differences in social classes when passing as a class other than their own.

MEDICINE (INTELLIGENCE)

This skill covers the treatment of all physical wounds and maladies, along with the use of drugs, biotechnology, wetware, medical nanobots, and the like. Those skilled in Medicine can render immediate assistance, provide short-term and long-term care, perform surgery, implant cybernetics, treat diseases, redress radiation sickness, and attend to other corrective, therapeutic, or curative needs.

MEDICINE TALENTS



EMERGENCY DOCTOR

Prerequisite: Physician

When making a teamwork test with the Medicine skill to assist another character with the Recover action, the character may roll a number of dice equal to the character's Medicine Focus.

FIELD DRESSING

Prerequisite: Physician

The character has become particularly adept at practicing medicine in situations where few resources are available. They gain a bonus Momentum on Medicine tests as if they were using a Medicine kit even when they have no kit available. In addition, when using a MediKit to perform the Treat action on a patient not within their Reach, they do not suffer the normal +1 difficulty penalty.

FIELD SURGERY

Prerequisite: Field Dressing

Having worked with very limited resources in the past, the character has learned to take full advantage of them when available. Each dose of Serum used by the character adds two bonus Momentum instead of one.

MIRACLE WORKER

Prerequisite: Field Surgery, Medicine Expertise 2
When performing the Treat action or assisting on the Recover action using the Medicine skill, the character gains two bonus Momentum, which may only be used to recover Vigour or treat Wounds.

PHYSICIAN

Prerequisite: Medicine Expertise 1
The character may reroll one d20 when making a Medicine test, but must accept the new result.

SELF-TREATMENT

Prerequisite: Physician
When performing a treat test using Medicine on themselves, a character with Self-Treatment no longer increases the difficulty of the test by two.

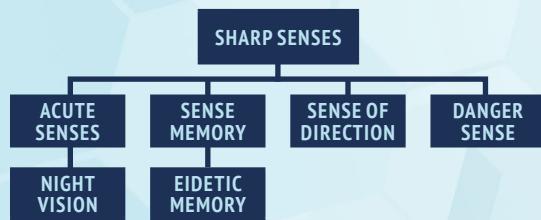
TRAUMA SURGEON

Prerequisite: Field Surgery, Medicine Expertise 2
Maximum Ranks: 3
The character has learned techniques to aid a character in recovering from particularly grievous injuries. The character may reduce the difficulty of Medicine tests to treat Wounds by one step per rank of Trauma Surgeon they possess, to a minimum of Average (D1).

OBSERVATION (AWARENESS)

This skill governs a character's ability to notice and discern details and subtle environmental cues. It also covers general perceptiveness and the ability to recognise that something is out of place, to search an area for clues, or to spot a potential ambush.

OBSERVATION TALENTS



ACUTE SENSES

Prerequisite: Sense Memory
Maximum Ranks: 3
On a successful Observation test, the character gains bonus Momentum equal to their ranks in Acute Senses.

DANGER SENSE

Prerequisite: Sharp Senses
When making a face-to-face test to determine surprise, the character can reroll any failed check.

EIDETIC MEMORY

Prerequisite: Sharp Senses, Observation Expertise 2
The character can recall images, sounds, objects, and other memories with high precision even after only a momentary exposure. When examining such memories, they can attempt Observation tests at a +1 difficulty to notice things they may have originally missed in the moment. (Such recall is not actually perfect, however, and GMs are encouraged to use complications on such tests to generate false information.)

NIGHT VISION

Prerequisite: Acute Senses, Observation Expertise 2
The character ignores any penalties to skill tests as a result of poor illumination or low light levels. This talent does not help in total darkness, however.

SENSE OF DIRECTION

Prerequisite: Sharp Senses
The character has a perfect Sense of Direction. With an Average (D1) Observation test, they can determine which direction is north. When attempting to retrace their footsteps or follow a path they've taken, the difficulty of the test is reduced by one per Observation talent the character has, which may reduce the difficulty to Simple (D0). (This benefit applies even if their senses were obscured. For example, if they were blindfolded or locked in the trunk of a car and attempting to figure out where it had taken them.)

SENSE MEMORY

Prerequisite: Sharp Senses
The character has a knack for recalling patterns of sounds, smells, or colours. They are much more likely to recognise people, places, and objects they have interacted with, even when they are shrouded or attempts have been made to obscure, disguise, or hide them. When trying to detect, locate, or recognise such targets they gain a bonus 1d20 to any related skill tests. (This bonus die may be rolled by the GM to avoid revealing the subject of the Observation test before the test is made.)

SHARP SENSES

Prerequisite: Observation Expertise 1
The character may reroll one d20 when making an Observation test, but must accept the new result.

PERSUADE (PERSONALITY)

The Persuade skill covers a wide range of interpersonal abilities, including the ability to charm, deceive, coerce, bribe, seduce, or haggle. It allows a character to convince others of what they believe or to believe that which is not true.

MEDICINE TIPS

Common Uses: See Recovery (p. 23); studying and identifying poisons, diseases, and other ailments. Performing autopsies or determining cause of death

Common Difficulty Factors:

Distraction, Equipment, Disruption, Random Motion, Unfamiliarity, Complexity

OBSERVATION TIPS

Common Uses: Searching for physical clues, detecting ambushes and other threats, noticing small details

Common Difficulty Factors:

Distance, Distraction, Lighting, Noise, Poor Weather, Equipment, Size; often opposed by Stealth or Thievery tests

PERSUADE TALENTS

PERSUADE TIPS

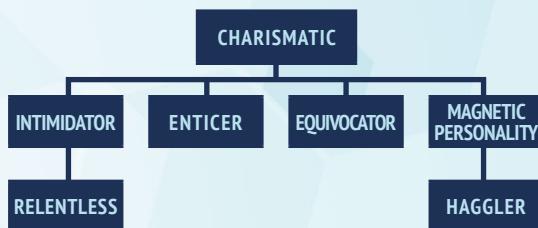
Common Uses: See *Psywar* (p. 37); lying to, negotiating with, intimidating, seducing, or befriending others

Common Difficulty Factors: Distance, Foreign Language, Noise, Social Factors, Time, Unfamiliarity, Complexity; often opposed by Discipline tests

PLAYTEST TIP

LIMITS OF PERSUASION

NPCs will often shake off the effects of a simple Persuade test, having second thoughts, seeing through a lie, or overcoming a scare. The GM should have a rough idea how long the Persuade effect will last when setting the difficulty of the test, and players can spend Momentum in order to increase the length of effect.



CHARISMATIC

Prerequisite: Persuade Expertise 1

The character may reroll 1d20 on any Persuade test, but must keep the new result.

ENTICER

Prerequisite: Charismatic

Maximum Ranks: 3

The character is particularly adept at seducing others. When using affection, physical attraction, or the promise of sexual favours as part of negotiation, the character gains a number of bonus d20s equal to their ranks in Enticer. (The normal limit of three bonus d20s still applies.) Whether or not the character is honest with their seduction is irrelevant – the character is as effective with fake seduction as with honest attraction.

EQUIVOCATOR

Prerequisite: Charismatic The character is willing and able to tell any lie to overcome an opponent's social defences. When attempting to deceive an opponent, the character gains two bonus d20s to their Persuade test per Momentum spent (instead of the normal one). The normal limit of three bonus d20s still applies.

HAGGLER

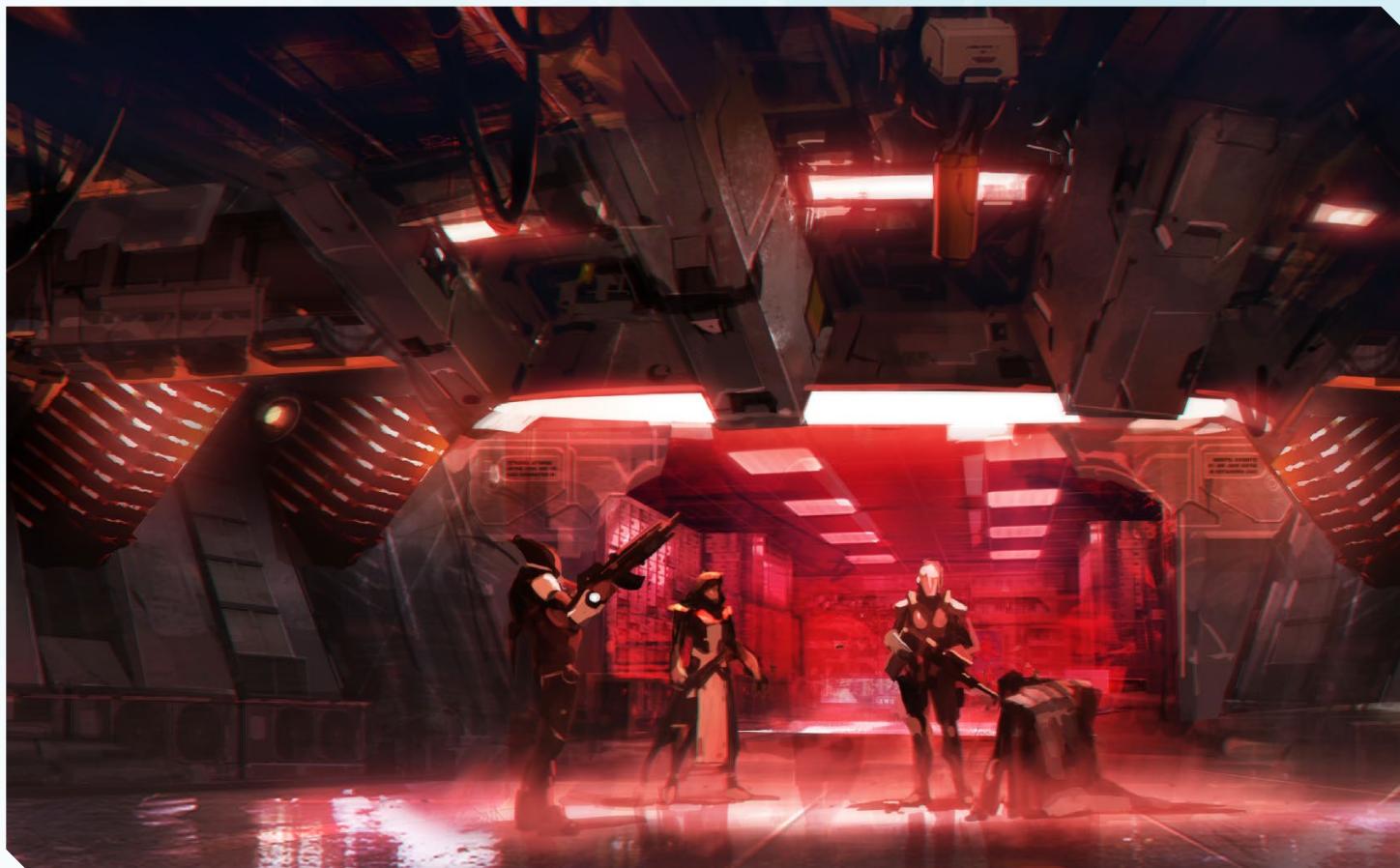
Prerequisite: Magnetic Personality, Persuade Expertise 2

The character is particularly proficient at striking a bargain, either to obtain goods or favours. They can use Persuade instead of Lifestyle when attempting to acquire goods or strike a bargain.

INTIMIDATOR

Prerequisite: Charismatic

The character recognises others' limitations and is always willing to exploit them. When attempting to intimidate an opponent, the character gains two d20s to their Persuade test per Momentum spent (instead of the normal one). The normal limit of three bonus d20s still applies.



MAGNETIC PERSONALITY

Prerequisite: Charismatic

Maximum Ranks: 3

When making Persuade tests, the character gains one bonus Momentum per rank of Magnetic Personality.

RELENTLESS

Prerequisite: Intimidator, Persuade Expertise 2

Maximum Ranks: 2

The character's bonus damage to Psywar attacks is increased by +1^{NP} per rank of Relentless.

PILOT (COORDINATION)

This skill covers the ability to drive or operate any vehicle operating within an atmosphere, including motorcycles, cars, trucks, hovercraft, watercraft, and aircraft. (Controlling space-based vehicles is handled by the Spacecraft skill.)

PILOT TALENTS



ACE

Prerequisite: Pilot Expertise 1

The character may reroll one d20 when making a Pilot test, but must accept the new result.

BORN TO THE WHEEL

Prerequisite: Ace

Decrease the difficulty for any Pilot tests using ground-based vehicles by one, to a minimum of 1.

COMBAT PILOT

Prerequisite: Ace

Maximum Ranks: 3

The character knows how to keep a vehicle running effectively, even when it's seriously damaged. When performing a Pilot test with a damaged vehicle, the penalty from damage is reduced by one step per rank of Combat Pilot.

PUSH THE ENVELOPE

Prerequisite: Ace

Maximum Ranks: 3

The character is particularly adept at making vehicles perform beyond their design specifications. When making Pilot tests, the character gains one bonus Momentum per rank of Push the Envelope.

RAMMING SPEED

Prerequisite: Combat Pilot, Pilot Expertise 2

When the character rams their vehicle into another, each point of Momentum spent for bonus damage adds two damage (instead of the normal one).

STORM BREAKER

Prerequisite: Ace

When piloting watercraft, the character may ignore any penalties to a Pilot test due to choppy waters, severe weather, or other environmental conditions.

TOP GUN

Prerequisite: Push the Envelope, Pilot Expertise 2

The character may substitute their Pilot skill for Ballistics when firing weapons mounted on an airborne vehicle that they are also piloting.

PILOT TIPS

Common Uses: Operating vehicles, stunt driving, aerobatic piloting, precision maneuvering, vehicular evasion

Common Difficulty Factors: Lighting, Terrain, Weather, Unfamiliarity, Complexity, Damage to Vehicle

VEHICLES

The Pilot skill covers the operation of vehicles, on the land, in the air, and on the water. In most situations, simply attempting appropriate Skill Tests will be sufficient to represent the effects and impact of a vehicle upon a situation. More detailed rules for operating vehicles, from cars, to TAGs, to aircraft, can be found in the *Gamemaster's Guide*.

PSYCHOLOGY TALENTS



ALIEN SPECIALIST

Prerequisite: Counsellor

The character has spent considerable time studying the psychology of a particular species other than their own. When making Psychology tests involving members of that species, the character gains +1d20 on their test. This talent can be taken multiple times, with each additional rank granting specialisation with a new alien species. (For the purposes of this talent, the character can select artificial intelligences as a non-human species.)

PSYCHOLOGY TIPS

Common Uses: See Recovery (p. 23); determining if a person is lying, recognising patterns of behaviour, uncovering secret vices

Common Difficulty Factors: Distraction, Disruption, Distance, Foreign Language, Noise, Social Factors, Time



BATTLEFIELD PSYCHOLOGY

Prerequisite: Counsellor

When making a teamwork test with the Psychology skill to assist another character with the Recover action, the character may roll a number of dice equal to the character's Psychology Focus.

COUNSELLOR

Prerequisite: Psychology Expertise 1

When making a Psychology test, the character may reroll any dice that did not generate a success on the initial roll, but they must accept the new result.

LIE DETECTOR

Prerequisite: Counsellor

The character is a gifted lie detector. They roll +1d20 when making Psychology tests to determine whether or not someone is lying.

PSYCHOANALYST

Prerequisite: Counsellor, Psychology Expertise 2

Maximum Ranks: 3

RESISTANCE TIPS

Common Uses: See *Damage* (p. 22); resisting, recovering, or enduring sensory deprivation, environmental extremes, poisons, diseases, physical disorientation, extreme pain, physical hardships, or extreme effort

Common Difficulty Factors: Poor Oxygen, Gravity, Distraction, Duration

The character is a trained psychologist and is often able to guide a patient's focus in order to expedite the recovery process. The character may reduce the difficulty of treat tests using the Psychology skill by one step per rank of Psychoanalyst they possess to a minimum of Average (D1).

REMOTE ANALYST

Prerequisite: Counsellor

The character does not suffer any increase in difficulty to Psychology tests due to being unable to interact with the subject face-to-face.

THERAPEUTIC INSIGHT

Prerequisite: Battlefield Psychology, Psychology

Expertise 2

The character has a keen insight into those suffering from mental debilitation. When performing the Treat action or assisting on the Recover action using the Psychology skill, the character gains two bonus Momentum, which may only be used to recover Resolve or treat Metanoia.

RESISTANCE (BRAWN)

Resistance covers both natural resilience and physical conditioning to better endure substances, activities, and events that would otherwise impair a character.

RESISTANCE TALENTS



FAST HEALER

Prerequisite: Quick Recovery

Maximum Ranks: 3

When making a recovery test using the Resistance skill, the character can add +1d20 to the skill test per rank of Fast Healer. (The normal maximum of three bonus d20s still applies.)

JUST A SCRATCH

Prerequisite: Sturdy

Maximum Ranks: 3

The character has a knack for ignoring minor injuries and pushing through the pain. When taking the Recover action, the character recovers one additional Vigour per rank of Just a Scratch.

MITHRADATIC

Prerequisite: Sturdy

Maximum Ranks: 3

The character is either naturally resistant to toxins or has become inured to them through constant exposure (possibly pharmacological). When a character needs to make a Resistance test against a poison, toxin, or the effects of drugs, they may reduce the difficulty by one step per rank of Mithradatic. This may reduce the difficulty to zero, eliminating the need for a test.

QUICK RECOVERY

Prerequisite: Just a Scratch, Resistance Expertise 2
When taking the Abstergo action, the difficulty of the Resistance test to remove the condition is reduced by one step, to a minimum of Average (D1).

RESILIENT

Prerequisite: Sturdy

Maximum Ranks: 3

When making a Resistance test to avoid a status condition, the difficulty of the Resistance test to resist the negative effects is reduced by one step per rank of Resilient. This may reduce the difficulty to Simple (D0), eliminating the need for a test.

SELF-MEDICATING

Prerequisite: Mithradatic, Resistance Expertise 2

The character has learned how to cope with mental trauma through the heavy use of drugs, alcohol, or other pharmacological means, relying on their physical stamina to endure the results. If they're able to self-medicate with such substances, the character can use their Resistance skill on any recovery test for which they would normally use Discipline. (This sort of behaviour isn't healthy, of course, and GMs are encouraged to use complications on the recovery test to reflect this.)

STURDY

Prerequisite: Resistance Expertise 1

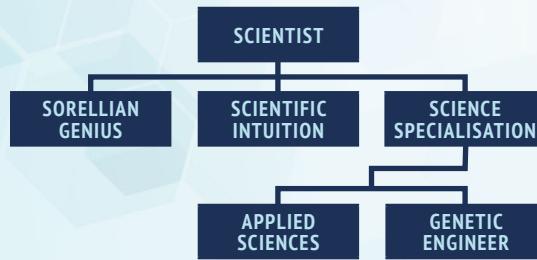
When making Resistance tests, the character may reroll any dice that did not generate a success on the initial roll, but must accept the new result.

SCIENCE (INTELLIGENCE)

The character is familiar with a wide range of scientific studies and principles, including both practical applications and theoretical considerations. This includes the fields of physics, chemistry, geology, astronomy, biology, botany, advanced

mathematics, and the arcane fields of study surrounding neomaterials, VoodooTech, wormhole topography, nanonics, and the like.

SCIENCE TALENTS



APPLIED SCIENCES

Prerequisite: Science Specialisation, Science Expertise 2

The character has great experience in taking science out of the lab and into the field. They may substitute their Science skill for any skill tests involving areas of knowledge covered by or involving their Science Specialisation (such as Tech or Education).

GENETIC ENGINEER

Prerequisite: Science Specialisation (Biology or Genetics), Science Expertise 2

The character is not only familiar with the different organisms that dwell in the Human Sphere, they are also comfortable modifying them or even creating new forms of life. The character can use their Science skill instead of Tech or Medicine when installing an augmentation or performing genetic engineering and also gains +1d20 to such tests.

SCIENCE SPECIALISATION

Prerequisite: Scientist

Maximum Ranks: Science Focus

The character is particularly devoted to a particular branch of science (which is chosen at the same time as this talent, subject to the GM's approval). When making a Science test related to that topic, the character gains +1d20 on their test. This talent can be taken multiple times, with each additional rank either granting a new specialisation or an additional +1d20 to an existing specialisation. (The normal maximum of three bonus d20s still applies.)

SCIENTIFIC INTUITION

Prerequisite: Scientist

Maximum Ranks: 3

When making Science tests, the character gains one bonus Momentum per rank of Scientific Intuition.

SCIENTIST

Prerequisite: Science Expertise 1

The character may reroll one d20 when making a Science test, but must accept the new result.

SCIENCE TIPS

Common Uses: Gathering scientific data, scientific research, creation of experimental procedures, understanding scientific documentation, recognising scientific principles, analysing scientific phenomena

Common Difficulty Factors:
Distraction, Disruption, Equipment, Weather, Time, Unfamiliarity, Complexity



SORELLIAN GENIUS

Prerequisite: Scientist

Maximum Ranks: 3

The adjective of "Sorellian", invoked from the famous Sorel sisters who cracked the mysteries of wormhole travel, has become a popular descriptor for gifted scientists. The character may reduce the difficulty of any Science test by one step per rank of Sorellian Genius, to a minimum of Simple (D0).

SPACECRAFT TIPS

Common Uses: Piloting spacecraft, performing tight maneuvers, docking procedures, evasive action

Common Difficulty

Factors: Terrain (celestial objects – asteroids, gas clouds, debris), Stellar Phenomena (gravitational anomalies), Traffic, Unfamiliarity, Complexity, Equipment, Vessel Damage.

VEHICLES

The Spacecraft skill covers the operation of all spacecraft, as the name suggests. In most situations, simply attempting appropriate Skill Tests will be sufficient to represent the effects and impact of a spacecraft upon a situation. More detailed rules for operating spacecraft can be found in the *Gamemaster's Guide*.

STEALTH TIPS

Common Uses: See *Stealth* (p. 27); moving quietly or silently, hiding from observers, setting up an ambush, creating camouflage, creating and employing disguises, concealing tracks, avoiding quantronic detection

Common Difficulty Factors: Lighting, Terrain, Encumbrance, Noise; often opposed by Observation tests

SPACECRAFT (COORDINATION)

This skill covers the ability to pilot any vehicle outside of a planet's atmosphere or through interplanetary space, including small shuttles, merchant cargo haulers, large battlecruisers, and the like. (Driving or operating land-based or atmospheric flight vehicles are handled by the Pilot skill.)

SPACECRAFT TALENTS



ALONE IN THE NIGHT

Prerequisite: Space Ace

It's not unusual for spacecraft to encounter mechanical difficulties far from facilities where repairs can be made. Pilots often gain practical, hands-on experience with repairing their rides. The character can substitute their Spacecraft skill when making Tech tests to repair spacecraft.

FLEET ACTION

Prerequisite: Starfighter

The character has commanded squadrons of spacecraft during conflicts and has survived the experience with tales to tell. They may substitute their Spacecraft skill for Command in any such conflicts.

FLY CASUAL

Prerequisite: Space Ace

When attempting to evade detection while flying a spacecraft, the character may substitute their Spacecraft skill for Stealth.

SPACE ACE

Prerequisite: Spacecraft Expertise 1

The character may reroll one d20 when making a Spacecraft test, but must accept the new result.

STARFIGHTER

Prerequisite: Starslinger, Spacecraft Expertise 2

The character may substitute their Spacecraft skill for Ballistics when firing weapons mounted on a space vehicle that they are also piloting.

STARSLINGER

Prerequisite: Space Ace

Maximum Ranks: 3

When making Spacecraft tests involving piloting, the character decreases the difficulty rating by one per rank of Starslinger, to a minimum of Simple (D0).

TRANSATMOSPHERIC

Prerequisite: Space Ace

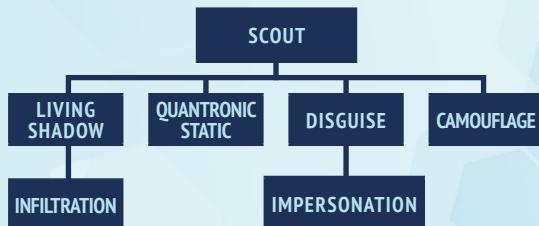
When flying a ship designed for both atmospheric and space flight, the character can substitute their Spacecraft skill for Pilot on tests.

STEALTH (AGILITY)

The art of going unnoticed, whether staying hidden within shadows and moving silently, blending into a crowd, slipping through a Maya cluster, or disguising the source of a smear campaign. Stealth also governs the creation and use of camouflage, disguises, covering one's tracks, and other indirect means of discretion.



STEALTH TALENTS



CAMOUFLAGE

Prerequisite: Scout

The character recognises that often it is not important for just themselves to remain unseen, but also their allies and any equipment they might be using. When acting as the leader of a group Stealth test or attempting to conceal anything vehicle sized or larger, any Momentum paid to add dice to their Stealth test adds two d20s instead of one.

DISGUISE

Prerequisite: Scout

Maximum Ranks: 3

The character has learned to capably impersonate a broad range of people, effectively blending into the background and acting like they belong. When making Stealth tests to make or use a disguise, they gain bonus Momentum equal to their ranks in Disguise.

IMPERSONATION

Prerequisite: Disguise, Stealth Expertise 2

When impersonating another, the character may substitute their Stealth skill for Persuade or Command tests.

INFILTRATION

Prerequisite: Living Shadow, Stealth Expertise 2

The character has learned a variety of techniques necessary to bypass security measures when infiltrating a target facility. The character may substitute Stealth for Thievery when attempting to bypass physical security measures.

LIVING SHADOW

Prerequisite: Scout

When the character attempts to remain unseen or unnoticed, any Momentum spent to add dice to their Stealth test adds two d20s instead of one. (The normal maximum of three bonus d20s still applies.)

QUANTRONIC STATIC

Prerequisite: Scout

When the character attempts to evade detection while hacking, any Momentum spent to add dice to their Stealth test adds two d20s instead of one. (The normal maximum of three bonus d20s still applies.)

SCOUT

Prerequisite: Stealth Expertise 1

The character may reroll one d20 when making a Stealth test, but must accept the new result.

SURVIVAL (AWARENESS)

This skill covers the ability to find food, shelter, and other resources. It is possible to eke out survival in incredibly harsh environments – from the vast icefields of Svalarheima to the alien biomes of Paradiso – but the skill presumes that the character is in a fundamentally life-sustaining biosphere. (For survival in the vacuum of space or on worlds incapable of sustaining human life, use Extraplanetary.) Survival also governs the ability to find and follow tracks.

Necessities: Finding food, water, and shelter requires a Survival test, with the difficulty of the test determined by the severity of the environment. On a success, the character provides one day of necessities for one person plus one additional day per Momentum spent.

SURVIVAL TIPS

Common Uses: Avoiding environmental hazards, finding daily sustenance, tracking movement through an area, setting traps, determining likely weather forecasts, locating or building shelter to resist exposure, avoiding or seeking out encounters with wild animals

Common Difficulty Factors:

Lighting, Terrain, Equipment, Weather, Time, Unfamiliarity, Complexity

SURVIVAL TALENTS



ENVIRONMENTAL SPECIALISATION

Prerequisite: Self-Sufficient

Maximum Ranks: Education Focus

The character is particularly devoted to a particular kind of environment (Arctic, Desert, Jungle, Mountain, Forest, Plains, Subterranean, or Urban). When making a Survival test in or related to that environment, the character gains +1d20 on their test. This talent can be taken multiple times, with each additional rank either granting a new specialisation or an additional +1d20 to an existing specialisation. (The normal maximum of three bonus d20s still applies.)

NATURAL ALLIES

Prerequisite: Environmental Specialisation, Survival Expertise 2

When interacting with creatures native to their Environmental Specialisation, the character may substitute their Survival skill for Animal Handling tests.

PLAYTEST TIP

LIVING OFF THE LAND

When you're out in the wilderness, you can often use Survival to make up for a lack of proper tools or supplies needed for other skill checks. For example, if a comrade has been poisoned, a Survival test may allow you to find a natural remedy (and you can apply the Momentum you generate to the Medical test).



ONE WITH YOUR SURROUNDINGS

Prerequisite: Environmental Specialisation, Survival Expertise 2

While moving through their Environmental Specialisation, the character may substitute their Survival skill for Stealth tests.

TECH TIPS

Common Uses: Repairing Items, identifying, building, repairing, maintaining, or disabling mechanical devices. Identifying, creating, placing, or disarming explosive devices

Common Difficulty Factors: Lighting, Disruption, Distraction, Distance, Equipment, Random Motion, Time, Unfamiliarity, Complexity

PROVIDER

Prerequisite: Self-Sufficient

The character is particularly capable of finding the necessities of life. When attempting to find food, water, or shelter, each point of Momentum earned on the Survival test can be spent to provide necessities for two days (instead of the normal one).

SCROUNDER

Prerequisite: Provider, Survival Expertise 2

Maximum Ranks: 2

Useful items and resources are often discarded or abandoned. A resourceful individual can often recover these for their own purposes. The character may reduce the Restriction rating of any item by one per rank of Scrounger, to a minimum of 1.

SELF-SUFFICIENT

Prerequisite: Survival Expertise 1

The character may reroll one d20 when making a Survival test, but must accept the new result.



TRACKER

Prerequisite: Self-Sufficient

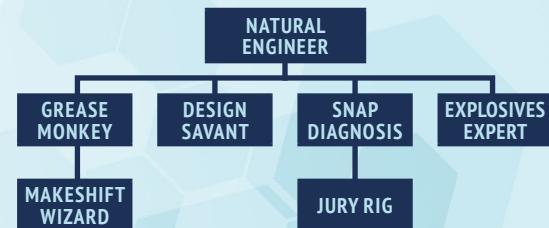
Maximum Ranks: 3

The character is experienced with recognising all the signs of passage, from the subtle to the obvious. When tracking an opponent, the character reduces the difficulty of the Survival test by one step per rank of Tracker, to a minimum of Simple (D0).

TECH (INTELLIGENCE)

This skill covers the understanding, maintenance, and repair of machinery and structures. This covers a wide range of disciplines and fields of expertise, from internal combustion engines, to zero-g construction, to nanotech, to robotics, to biosynthetics.

TECH TALENTS



DESIGN SAVANT

Prerequisite: Natural Engineer

Maximum Ranks: 3

The character has a knack for designing novel solutions to problems. Any time the character chooses to design a new piece of equipment – or modify an existing design – they may reduce the difficulty of the Tech test by one step per rank of Design Savant, to a minimum of Simple (D0).

EXPLOSIVES EXPERT

Prerequisite: Natural Engineer, Tech Expertise 2

Maximum Ranks: 3

When setting an explosive charge, the character gains bonus Momentum equal to their ranks in Explosives Expert.

GREASEMONKEY

Prerequisite: Natural Engineer

The character is familiar with mechanical systems, and recognises the most likely points of failure intuitively. When attempting to treat damage sustained by an object or construct (something with Structure and Faults, instead of Vigour and Wounds), the character gains two bonus Momentum.

JURY RIG

Prerequisite: Snap Diagnosis, Tech Expertise 2

Often when a critical piece of equipment breaks down – either due to wear and tear or damage – components necessary to replace it are unavailable. Characters with this talent have a knack for making do without. They suffer no penalty for Tech tests.

attempted without the use of proper tools. They can also make an Average (D1) Tech test to temporarily repair a device when necessary parts are unavailable. On a success, the device will continue functioning for one hour. Each point of Momentum earned on the test can be spent to add an additional hour of function.

MAKESHIFT WIZARD

Prerequisite: Greasemonkey, Tech Expertise 2
When the character uses Parts, each Part expended grants two bonus Momentum instead of the normal one. (The normal maximum of three bonus d20s still applies.)

NATURAL ENGINEER

Prerequisite: Tech Expertise 1
When making a Tech test, the character may reroll any dice that did not generate a success on the initial roll, but must accept the new result.

SNAP DIAGNOSIS

Prerequisite: Natural Engineer
The character is able to identify the problem with any broken or malfunctioning device or recognise the vulnerabilities in a piece of equipment that can be used to compromise it. The character reduces the difficulty of any Tech test performed for diagnostic purposes by one, to a minimum of Simple (D0). When an Exploit action is taken, Snap Diagnosis also grants the Piercing weapon quality to the character's subsequent attack with a value equal to their Tech Focus.

THIEVERY (AWARENESS)

Thievery covers a broad spectrum of techniques in criminal and criminal-type activities. Many of these skills are, unsurprisingly, also useful in the intelligence and law enforcement communities. In addition to the physical techniques, Thievery also includes an understanding of how criminals act and think, along with the nuances of the criminal underworld which exists beneath every ordered society.

THIEVERY TALENTS



BYPASS SECURITY

Prerequisite: Thief
Maximum Ranks: 3
The character has studied different security systems and has developed a broad range of different

techniques to mitigate their efficiency. Any time the character attempts to pick a lock or overcome a security system – regardless of whether it is electronic or mechanical – they may reroll a number of d20s equal to their ranks in Bypass Security. The results on the rerolled dice must be accepted.

INCONSPICUOUS

Prerequisite: Surreptitious Reconnaissance, Thievery Expertise 2
Committing a crime is easy, getting away is harder. Through practice, the character has learned how to avoid notice and slip away undetected. They may substitute their Thievery skill for Stealth when attempting to escape from the scene of a crime, con job, heist, or other Thievery tasks.

LIFE OF CRIME

Prerequisite: Thief
Maximum Ranks: 3
After years of dealing with the criminal underworld, the character has a basic familiarity of how to interact with the Submondo. When making a Persuade or Education test relating to or interacting with the criminal element, they gain bonus Momentum equal to their Life of Crime ranks.

MISDIRECTION

Prerequisite: Surreptitious Reconnaissance, Thievery Expertise 2
A successful theft relies on making sure the target has no reason to expect it. In a face-to-face Thievery test (such as against Observation to see if a theft is noticed), if the character generates at least one success they can immediately roll an additional d20 and add the result to the skill test.

PICK POCKET

Prerequisite: Thief
Maximum Ranks: 3
The character is an expert on lifting and placing objects around someone's person. When making a face-to-face Thievery test (against the target's Observation) to remove an item from someone's body or to place an item on their person, the opponent's difficulty to detect the crime is increased by one for each rank of Pick Pocket.

SURREPTITIOUS RECONNAISSANCE

Prerequisite: Thief
When making Observation tests to case a joint, spot a mark, or otherwise prepare for Thievery tasks, the character can substitute their Thievery skill for Analysis or Observation tests.

THIEF

Prerequisite: Thievery Expertise 1
The character may reroll one d20 when making a Thievery test, but must accept the new result.

THIEVERY TIPS

Common Uses: Picking locks, picking pockets, circumventing surveillance or security systems, bypassing traps and alarms, assessing a target of criminal activities, obtaining or selling items through illicit channels, sleight of hand

Common Difficulty Factors:
Disruption, Distraction, Equipment, Time, Unfamiliarity, Complexity



GEAR

ACQUISITIONS

PAPER AND COIN

Many on the planet Dawn don't have access to quantronic means of payment. Digitally encrypted transactions, banknotes, and even coins are still common, particularly out on the frontiers.

Demigrant, p. 54: A basic income guaranteed to every member of the major powers (and most of the minor powers, too).

THE WEIGHT OF THINGS

With the exception of weapons, which have a few different sizes determined by their recoil and handling as well as physical mass, equipment in *Infinity* has no listed values for weight, bulk, or encumbrance.

Modern technology ensures most items a person encounters are as small as is practical, and no heavier than is comfortable.

Many "items" are actually software services, apps, and upgrades for common items, or several items combined into a single multifunction device.

It's left in the hands of the GM to set reasonable limits for how many (and what types) of weapons a character can carry, and what kinds of other equipment characters can reasonably consider "on their person" at any moment.

The worlds of the Human Sphere are filled with danger and intrigue, and characters frequently find themselves in need of a wide range of tools to overcome challenges and solve problems. A Lockpicker program might be invaluable against a secured door, but it's no help at all against a Yu Jing security detail searching for an intruder. That kind of problem requires a more drastic solution, such as a decent sidearm, or thermo-optical camouflage.

While the modern world is one of iota-scarcity material abundance, the sorts of items characters depend on in crucial moments often require rare and exotic materials, illegal software, precise customisation, or cutting-edge innovations – the sorts of things that aren't included in a basic demigrant.

ASSETS, WEALTH, AND ACQUISITIONS

Wealth is a fluid thing in the Human Sphere. Comlogs allow near-instant account management and payment for routine transactions, with credit flowing freely through Maya from personal to commercial accounts and back again – as long as you have enough of it, that is. Each faction maintains its own currency as a data storage medium for transferring quantronic notions of value within their territory, and the vast majority of commercial transactions are handled quantronically via a citizen's comlog, with any exchange rates managed seamlessly by Maya.

In a few cases, flextabs and flashbills – smartpaper chits preloaded with credits and a solar cell that shows the current balance – are used. They can be locked to specific accounts, but most are "burners" that don't monitor or restrict who carries or uses them.

Rather than track each individual transaction and unit of credit, *Infinity* uses a system of abstract wealth to cover character finances and purchasing power. Acquiring items relies primarily on the Lifestyle skill, representing a character's familiarity with and understanding of money and finance, and their knowledge of how best to employ those resources.

PURCHASING POWER

A character's ability to acquire items is governed by a number of factors.

Earnings represent a character's normal regular income, wherever it comes from or whatever form it takes, and the character's ability to absorb the Cost of a purchase, reducing the impact it has on their finances.

Cashflow represents the character's short-term resources, and the amount of money the character has easily available at any given time. A character has a maximum Cashflow equal to 5 + Earnings + their Lifestyle Expertise; it will often be lower

FACTONAL CURRENCIES

Ariadna: Ariadnan Ruble (ARU) ₧, AKA the Cossack Ruble, as well as the Merovingian Franc, USAriadnan Dollar, and the Caledonian Pound, well-accepted on black markets.

Haqqislam: Dinar (HAD) ₧, so common other Dinars have to specify their origin.

Nomad Nation: Skënder (SKR) ₧, simplified to Skender on Corregidor.

0-12: Sol ₧, used on Concilium and on the Circulars.

PanOceania: Oceana (POC) ₧, strongest currency of the Human Sphere.

Yu Jing: Yuan (YJY) ₧, inherited from the ancient People's Republic of China.

Tohaa Triumvirate: Tohaa Tael (TOT) ₧, currently exchanging at exorbitant rates.

Ur Hegemonic Civilisation: All subject species use the (translated) Standard ₧, but often call it by culturally traditional names. For example, the Morat call the Standard "Kruts" in daily language expressions, after an ancient physical trade currency.

as purchases are made. Cashflow is limited, but is restored to full at the start of each game session, and only causes problems if large amounts are lost at once or a character runs out entirely.

Assets represent extra cash, valuable items, tradable goods, and favours. They're often gained as payment for freelance jobs, bonuses for a job well done, or valuables obtained during the course of an adventure. Assets don't naturally increase a character's long-term Earnings, but can provide a much-needed boost when trying to obtain something expensive. Characters begin play with Assets equal to their Personality rating, plus any bonus Assets from their Lifepath.

Shortfalls happen if a character strains their finances too far, impeding their ability to bring their resources to bear further. Shortfalls increase the difficulty of acquisition and asset management tests. A character with four or more Shortfalls cannot make acquisition tests (even Simple (D0) acquisition tests). (Four or more Shortfalls mean that the character has just run out of money.)

GOODS AND SERVICES

All purchases, anything that can be obtained with credit or valuables, have values that govern how easy they are to obtain, and how much it costs to do so.

Restriction is a value between 0 and 5 representing how rare the purchase is, either because it is only produced in small quantities, is heavily regulated, dangerous, downright illegal, or all of the above. Higher values represent more heavily restricted items.

Cost is how big an impact a purchase has on a character's finances. Cost is comprised of a static value plus one or more **N**.

Tariffs are additional charges that might apply to the acquisition. Where this is the case, the Cost of the item is followed by T1, T2, or T3. T stands for tariff, and the number is how much is added to the Total Cost for each Effect rolled.

Maintenance only applies to purchases with routine additional payments. This might be a rent or a loan repayment, the cost of insurance, expenses involved in ownership, or the need to regularly replace or repair part of the purchase. If a purchase's Maintenance is higher than a character's Earnings, it reduces the character's maximum Cashflow by one for each point the Maintenance is higher than Earnings. If this happens then the character is living beyond their means. The

character can give up the purchase at any time in order to avoid the Maintenance (restoring the lost Cashflow). The Maintenance of an item covers the Maintenance of any other items integrated into it.

ACQUISITIONS

Acquisition Test: A character seeking to make a purchase must make a Lifestyle skill test to locate a willing seller, with a base difficulty equal to the item's Restriction. The difficulty of the test is increased by one step per Shortfall the character is currently suffering from.

GRANING ASSETS

Assets can be gained by selling items, but can also be directly rewarded by the GM through play. In addition to large payoffs and similar financial transactions, Assets can also represent other valuable resources (like intel that can be sold to the highest bidder).





TIME IS MONEY

Given sufficient time and effort, any item or service can be obtained. In this regard, an item's Restriction rating determines how difficult it is to find someone selling a particular item or service relatively nearby and in a short space of time, quickly enough that the item can be obtained within a few minutes (or, in the case of a service, how long it takes until that service is available). Taking longer and widening the search makes things easier, to an extent. Each step along the following track reduces the difficulty of the acquisition test by one step, to a minimum of Simple (D0): Minutes – Hours – Days – Weeks – Months. If the difficulty is already Simple (D0), or has already been reduced to Simple (D0), then each additional step adds 1 bonus Momentum to the acquisition test.

ACQUISITION COMPLICATIONS

On failed tests, a complication means the purchase isn't available nearby in time – preventing the character from trying again – or in the case of illegal or highly restricted items that they've garnered unwanted attention. Complications rolled on a successful acquisition test usually affect price or quality, such as a bad deal that increases or adds a Tariff, or a shoddy item with an increased complication range. In other cases, acquisition complications could directly reduce Cashflow or, as a major complication, inflict a Shortfall.

If the test fails, the character is unable to find someone willing or able to sell the item. They can try again, but each attempt takes more time, and a character might only have a limited number of opportunities. If the test succeeds, Momentum can be spent to increase the character's effective Earnings for that acquisition by one per point of Momentum.

Before the acquisition test is made, Assets can be spent to gain a bonus d20 per Asset. (If the acquisition test fails, these Assets are lost; the character wasted money and favours trying to find a seller.)

Cost: If the item is available, roll the item's Cost. If the item has a Tariff, add the cost of the Tariff for each Effect rolled. Then subtract the character's current Earnings to work out the acquisition's Total Cost.

The character can then choose whether or not to make the purchase. If they do, the Total Cost is subtracted from their Cashflow. (If the Total Cost is 0 or less, their Cashflow is unaffected.) A purchase that would reduce Cashflow to less than 0 cannot be completed, although if circumstances permit the character may be able to use Assets to generate additional Cashflow before completing the transaction (as described in *Money Management*, below.)

If the character loses 5 or more Cashflow in a single acquisition or has a Cashflow of 0 when the purchase is completed (because it has been reduced to 0 or because it was already at 0), the character suffers a Shortfall. (If both outcomes occur from a single acquisition, the character suffers 2 Shortfalls instead.) must be determined, and have the character's

INCIDENTAL PURCHASES

Under certain conditions, some acquisitions don't require a roll. First, the acquisition test to find the item must have been reduced to a difficulty of Simple (D0), and the item's Cost may not have any Tariff rating. Then, determine an average cost for the item. This is equal to the static value plus half the number of \mathbb{N} in the cost (rounding up). If this is equal to or less than the character's Earnings, then the item can be obtained immediately, without rolling any dice, and without losing any Cashflow or risking a Shortfall.

ILLEGAL PURCHASES

Some purchases can be obtained illegally, or even require it. In these cases, the acquisition test can be made with Thievery instead of Lifestyle, representing the character's knowledge of Submondo contacts, black and grey markets, and other illicit channels. A character using Thievery can also choose to reduce the purchase's Restriction by up to three, to a minimum of 0, but the GM can choose to either gain an equivalent amount of Heat or add an equivalent Tariff to the item's cost – finding illegal goods can be costly, and risks legal trouble if discovered.

MONEY MANAGEMENT

Spending money isn't the only thing to consider when managing your finances.

Recovering Cashflow: As already noted, Cashflow recovers fully at the start of each new game session – an investment pays dividends, a new pay packet comes in, and so forth.

BUYING IN BULK

When attempting to purchase more than one of an item, things become more difficult. The character can attempt a single acquisition test to buy all the items at once, increasing the difficulty based on the number of items sought.

If the difficulty would be increased above 5, then the acquisition test automatically fails. Obtaining such a quantity of that item will require more focused action played out at the table (with actions possibly reducing the difficulty of the acquisition test until it becomes possible or bypassing the test entirely at the GM's discretion).

After increasing the difficulty of the acquisition test, if the test successful, each item's Total Cost can be determined with a single cost roll,

but must have Earnings subtracted from them separately: multiple low-cost items will have little or no impact on a character's Cashflow if they have decent Earnings. Momentum spent to increase effective Earnings applies to all of these Costs.

BUYING IN BULK TABLE

NUMBER OF ITEMS	DIFFICULTY INCREASE
1–3	+0
4–7	+1
8–15	+2
16–31	+3
32–63	+4
64+	+5

Asset Management: To free up ready cash during a session or to recover from Shortfalls, a character can rearrange funds, transfer savings, pay off some bills or debts, or otherwise juggle their accounts by spending an Asset and making a Simple (D0) Lifestyle test. For each Momentum spent from the test, the character may restore two Cashflow or remove one Shortfall. The difficulty of this test increases by one step for each Shortfall the character is currently suffering from. Additional Assets can be spent to add bonus d20s to this check.

Selling Items: Selling items functions similarly to purchasing, but in reverse. The character makes an acquisition test with a difficulty one higher than the item's normal Restriction rating – in this case, to find a buyer rather than a seller. Characters can't sell services they've purchased in this way (although if they're performing a service themselves they might be able to find someone interested in hiring them).

If the acquisition test is successful, determine the item's Total Cost and subtract the character's Earnings as normal – wealthy characters find that selling items tends to benefit their overall finances less. (Momentum can be spent to effectively reduce the character's Earnings for this purpose.) Any Tariffs also reduce the item's sale cost, as they are automatically deducted to pay local authorities. For each point of Total Cost remaining, restore a single point of lost Cashflow, up to the character's normal maximum. If the character would regain five or more Cashflow and/or is restored to full Cashflow, the character can either remove one Shortfall or gain one Asset from the sudden influx of money; the character can gain no more than two Assets from any given sale.

THEFT AND EXTORTION

Obtaining money through illicit means can be very effective, and unscrupulous or desperate characters can seek to relieve the unsuspecting of their cash.

The specific skills vary depending on the type of theft, but all follow the same pattern – a face-to-face test of the thief's skill against the target's, and if the thief wins, they deal $1+2\Delta$ of appropriate damage to the target, +1 per Momentum spent, and gain an Asset as a Harm Effect for each Breach, Metanoia, or Wound they inflict. (If the theft is physical, the thief can choose to add the Nonlethal quality to their attack by adding +1 complication range to the attack test.) They can then either:

- Risk stealing more, repeating the face-to-face test at +1 difficulty and inflicting an additional $1+2\Delta$ base damage.
- End their attempt and make their escape.

For example, pickpocketing pits the thief's Thievery skill against the mark's Observation skill and is a mental attack, where a pure snatch-and-grab or mugging might be against a victim's Athletics and be a physical attack.

Quantronic theft can set the thief's Hacking against the target's Analysis skill, to see if they realise they are being stolen from in time to alert authorities, or against the Hacking skill of their bank's on-shift sysadmins monitoring accounts for suspicious changes. In either case, it's a quantronic attack.

Extortion can involve Persuade or even Close Combat against the target's Discipline, counting as mental or physical attacks respectively, while long cons can involve full Psywar scenes using Thievery and Persuade tests against the mark's Analysis skill to coax and manipulate them into an irrational and impulsive trusting state.

In any case, based on the approach the thief describes, the GM decides which skills the thief and target test, the track being targeted, and the consequences should the thief fail.

BOOM AND BUST

Selling items can be a way to make money, but there are dangers. Complications reduce the base sales price of the item by one, and if it already is at zero, remove 1Δ Cashflow – the item might be out of style, degraded through use, or so extensively counterfeited that buyers are reluctant to believe the item is genuine. Multiple complications could mean the item is angrily returned, or a lawsuit!

CASUAL PICKPOCKETING

The rules for theft and extortion assume a target with something substantial to steal. If a pickpocket just wants to work a crowd for pocket change, this can be resolved as a Thievery (D1) test to restore 1 Cashflow, plus 1 Cashflow per Momentum spent. A target can attempt to make this a face-to-face test against Observation as a Reaction.



GEAR

ITEMS

ITEM SIZES

An item's Size rates how easy or difficult it is to wield. Items without a Size can generally be assumed to require one hand if they are being physically manipulated, although many objects can be passively worn and it's also not unusual for equipment in the Human Sphere to be controlled quantronically (without need for direct physical interaction).

ONE-HANDED (1H)

The item can be used in one or two hands without penalty.

TWO-HANDED (2H)

The item can be used in two hands without penalty. If used one-handed, any test made to use it is at +2 difficulty.

UNBALANCED

The item is heavy and difficult to wield for any but the strongest people. If the wielder has a Brawn of 9 or higher, the item is considered to be one-handed. If the wielder has a Brawn of 8 or lower, then the item is considered to be two-handed instead.

UNWIELDY

The item is extremely bulky and cumbersome, and not particularly portable. Any use of an Unwieldy item is at +2 difficulty and +2 complication range. These penalties can be removed by taking the Brace action. Unwieldy items cannot be wielded in one hand.

MOUNTED

The item is fixed into position, attached to a vehicle, or otherwise immobile. Many mounted items can be used at a distance by characters with quantronic access (and, of course, the proper authentication).

MASSIVE

The item is prodigious in size, designed to be wielded by creatures larger than ordinary people (or by warriors within TAGs). Creatures with the Monstrous special ability can wield the item in two hands freely, or in one hand by increasing the difficulty of skill tests to use the item by two steps. It cannot be wielded by normal-size characters.

FACILITY

The item is the size of a room, building, or habitat and is a permanent structure unless otherwise noted. Use requires either quantronic access and permissions, or physical presence in the facility.

ITEM STRUCTURE

Every object has a Structure rating for how much physical damage it can take, roughly dictated by its Size and composition. Losing Structure is mostly superficial, but if an object suffers 5 or more physical damage from an attack or its Structure has been reduced to 0 or less after an attack, it will suffer a Fault. The following are rough guidelines – as always, the GM has final discretion.

- Even the most fragile items have at least 1 Structure.
- An item that can be easily carried or held in one hand will have 2–4 Structure.
- An item that needs to be carried in both hands will have 4–6 Structure.
- An item which is too large to carry, but which is smaller than person will have 6–8 Structure.
- Person-sized or larger objects will have 8–10 Structure
- Civilian vehicles will have 6–8 Structure for each person they can carry; use this as a guide for similar-size non-vehicle objects.

Particularly delicate objects (including those with the Fragile quality) will have half- to three-quarters as much Structure as other items of that size. They will usually have no Armour Soak.

Items made of particularly tough or hard material may have 1 Armour Soak.

Items designed for rugged or military use (including weapons), will usually have 1.5× or 2× as much Structure as other items of that size, as well as having 2–3 Armour Soak.

Teseum items will have 3× to 4× as much Structure as other items of that size, and will have at least 4 Armour Soak.

Buildings and other large constructions (including orbitals, large spaceships, and the like) can vary widely depending on construction materials, and should be split into distinct parts – doors, windows, bulkheads, etc. Use the above guidelines to judge

the Structure of those sections. Load-bearing sections should have more Structure, and their destruction can be catastrophic.

FAULT EFFECTS

The following effects can be used for Faults suffered by an object. Objects are disabled and cannot be used if they suffer four Faults. If they suffer five Faults, they are permanently destroyed. (Rebuilding something from the resulting scrap is essentially equivalent to building a new item from scratch.)

Compromised: Although not fully disabled, the functionality of some objects may be compromised with a Fault Effect. For example, a locked door might be kicked open or a gun turret damaged so that it can no longer rotate (limiting its field of fire). In the case of particularly robust objects, the GM may require multiple Fault Effects to be inflicted before the object is fully compromised.

Damaged: Characters using the item suffer +1 difficulty on associated skill tests. (Since this can increase the difficulty of Simple (D0) tests to an Average (D1) test, it may also require characters to make skill tests that they normally wouldn't need to, such as controlling a car after its tires have been shot out.)

Disable Function: For objects with multiple functions, it may be possible to disable one of them with a Fault Effect while leaving the others intact.

Injury: In some cases, inflicting a Fault on an object may inflict damage on its user. (For example, a damaged ladder may cause someone to fall and suffer damage.) The GM should determine these effects as logically and consistently as possible, but defaulting to 2*IN* damage is a good rule of thumb.

REPAIRING ITEMS

Objects cannot use the Recover action. They also cannot Rest or Recuperate (although some items may possess the Self-Repairing quality). Characters can make treat tests for items normally (using the Treat action during action scenes or performing Minor or Serious Treatment repairs between action scenes). In addition, a successful Simple (D0) treat test between scenes can be used to recover all Structure the item has lost. Treat tests for objects use the Tech skill.

ITEM QUALITIES

Many items have features in common with each other. Item qualities are used to describe those features and collect the rules for them under a single, convenient label.

Abbreviations: Some qualities will be listed in stat blocks using an abbreviation. These abbreviations

are listed below in [square brackets] after the name of the quality. (For example, the “Electromagnetic [E/M]” quality appears as “E/M” in stat blocks.)

Quality Ratings: An X in a quality's name indicates that the quality is available at several different ratings (usually 1–3). Unlike other qualities, if an item would add the same rated quality as another item, and both items have the quality, the ratings stack (unless otherwise noted).

Subtypes: Some qualities have subtypes or are variations on a theme. The different subtypes are listed below in (parentheses) after the name of the quality. (For example, the Area (Close/Medium/Long) quality is actually three separate qualities – Area (Close), Area (Medium), and Area (Long).)

Triggered Effects: Some qualities (usually only attack qualities) only take effect when triggered. As noted in their description, these qualities are activated when one or more Effects are rolled on a combat dice roll (usually a damage roll). As long as at least one Effect is rolled, all of the qualities on the associated equipment will be triggered.

GENERAL QUALITIES

Armoured X: The item has Armour Soak equal to its rating, making it more difficult to destroy.

Augmentation [Aug]: This item is implanted, bioengineered, or xenografted into the user's body and nervous system. Augs usually cannot be removed without invasive surgery or mutilation.

Comms Equipment [Comms]: Although most equipment in the Human Sphere is susceptible to hacking (see the Non-Hackable quality, below), Comms Equipment is integrated into a user's personal area network and is primarily designed to be quantumically controlled. As a result, Comms Equipment is susceptible to the System Disruption Breach Effect and can become non-functional if a character's personal area network is destroyed due to Breaches. Comms Equipment cannot possess the Non-Hackable quality.

Concealed X: The item is easy to hide or is designed to be disguised as something else. Observation tests made to discover the item when it has been hidden or concealed are made at +X difficulty. A character can spend 1 Momentum when using the item to stow it away immediately after use.

Disposable: A disposable item is designed to be used only once and is destroyed or lost after use.

Expert X: The item incorporates complex programs and subroutines that help a character use the item. When used as part of a successful skill test, the expert system grants the user X bonus



Momentum. Expert systems connect to the user's personal network, automatically have the Comms Equipment quality, and are penalised if the user suffers Breaches.

Fragile: A Fragile item is disabled after suffering one Fault and is destroyed after suffering two Faults.

Improvised X: The item is not designed for the described use, giving it a +X complication range.

Negative Feedback [NFB]: Any piece of equipment with this quality cannot be used with other NFB equipment.

Neural: The item interfaces directly with the user's nervous system, allowing the user to issue neuronal commands. If the item is designed for active use rather than passive benefit – a weapon or hacking device, for example – it grants 1 bonus Momentum when using the item for its intended purpose. (This stacks with the item's Expert quality, if any.) If hacked, however, the item exposes the user's mind and nervous system to direct quantronic attack, rendering them vulnerable to a truly nasty subset of Breach Effects and attack programs.

Non-Hackable: Virtually all modern technology in the Human Sphere possesses some measure of connectivity and is designed to be controlled by or feed information back to a user's comlog or local datasphere. This means that most items are vulnerable to being hacked. Items with the Non-Hackable quality either lack quantronic components entirely (like a Teseum sword) or have been specifically designed to lack networking capability. Such items cannot be targeted with quantronic attacks and cannot be affected by Breach Effects.

- **Non-Hackable (+1D):** The Non-Hackable quality can be added to equipment which normally lacks it, but this requires the item to have clunky, primitive, and/or non-responsive interface, inflicting a +1 difficulty to any action tests made using the item.

Repeater: A repeater allows a hacker with the proper authentication connected to the repeater to make quantronic attacks as if they were in the same zone as the repeater. If an enemy hacker can gain access to a repeater (generally by gaining authentication through a Breach Effect and then using a Standard Action to connect to the repeater), they can also make quantronic attacks against any hacker currently connected to the repeater as if they were in the same zone.

Repeaters have their own Firewall and Security values, allowing them to be targeted by quantronic attacks. They can be disabled or suborned with a

single Breach Effect. Repeaters can be either physical objects (inhabiting a combat zone) or a specialised program (inhabiting a quantronic zone). Connecting or disconnecting from a repeater requires a Standard Action. A hacker with proper authentication can use the Reset action to reboot a suborned repeater.

Self-Repairing: The item is self-repairing. Between scenes, it automatically recovers all its lost Structure. It also removes one Fault per day. If the item provides Soak or BTS and those scores are reduced, it also regains one Soak and BTS until it returns to its original rating.

Subtle X: Using this item is particularly quiet and draws little attention. Any Observation test to notice the use of the item increases by +X difficulty. In addition, noisy actions using the item are reduced to sneaky actions; and sneaky actions are reduced to silent actions.

Supportware (Personal/Close/Long): A character can only maintain one Supportware program in their personal network at a time, and characters can only benefit from one Supportware program being run by their allies. Activating a Supportware program is a Minor Action which also automatically deactivates any other Supportware currently running on the user's system. Allies within the Supportware's range immediately and automatically link to the Supportware (and gain its benefits), but if they gain additional Supportware links they must use a Minor Action to switch which link is currently benefiting them.

Unsubtle X: This item is unusually overt, drawing undue attention each time the item is used. Any Observation tests made to detect the use of the item are made at -X difficulty (minimum 0). In addition, silent actions using the item are increased to sneaky actions; and sneaky actions are increased to noisy actions.

ARMOUR QUALITIES

These qualities apply only to worn gear (usually some form of armour, but possibly including high-tech clothing and the like).

Adapted (Environment): The gear is designed to protect against the common hazards – such as temperature, pressure, or humidity extremes – of a particular environment, granting a -1 difficulty to all related Extrapolanetary, Resistance, and Survival tests when worn there.

Exoskeleton X: The armour's strength and stability grants the wearer a +X  damage bonus to melee attacks, in addition to any provided by a high Brawn. The wearer can use Unwieldy weapons without Bracing, use Unbalanced or Two-Handed

weapons in one hand without an increase in difficulty, and gain up to $+Xd20$ to any Brawn test in exchange for increasing the test's complication range by the same amount.

Heavy Armour: The armour is particularly bulky and cumbersome, making it difficult to move around quickly and adding +1 difficulty to all Agility-based skill tests when worn.

Hidden Armour X: The armour is designed to be worn covertly, either under clothing or in plain view but disguised as innocuous items. Observation tests made to notice the armour are made at $+X$ difficulty.

Kinematika: This armour incorporates primed fast-twitch polymer fibres, allowing the user to dodge and flex incredibly quickly for brief periods, reducing the Heat costs and difficulty of all Acrobatics Defence Reactions by one, to a minimum of 0 and Simple (D0) respectively. After a successful Defence, the user can Withdraw by spending 0 Momentum and may spend 2 Momentum to move to an adjacent zone.

ATTACK QUALITIES

These qualities apply only to weapons, ammunition, and other forms of attack.

Anti-Materiel X: The attack is designed to damage structures, vehicles, and other sources of cover. Attacks against targets in cover destroy X points of cover for each Effect rolled and attacks against vehicles or armoured structures permanently reduce the target's Soak in that location by X for each Effect rolled.

If a piece of cover loses all of its cover dice, it is destroyed and no longer provides any protection. If the vehicle or armoured structure's location's Soak was already at 0, each Effect rolled deals 1 damage instead.

Area (Close/Medium/Long): The attack affects a wide area and can affect multiple targets at once. For each Momentum spent, the attack strikes an additional target within the blast's range, starting with the one nearest to the initial target. If a complication is rolled, the GM may choose to use it to have an ally within the area affected by the attack. Each character targeted by an Area attack may attempt separate Defence Reactions against it, resolving them against the fixed difficulty of Challenging (D2) instead of a face-to-face test with the attacker.

Backlash X: Attacks with the Backlash quality are dangerous for the user as well as the enemy, and inflict X damage to the wielder for each Effect rolled. This damage ignores Soak and, if it is physical damage, affects a random hit location.

Biotech: The attack relies on biological, chemical, or technological means that bypass conventional armour. Damage inflicted by a Biotech attack uses the target's BTS as persistent soak instead of its Armour.

Blinding: The attack emits focused beams of light, sound, or data to blind the target or jam their sensory ports. If an Effect is rolled on a Blinding attack, the target must succeed on a Daunting (D3) Resistance test or suffer the Blinded condition. The condition lasts for one round per Effect rolled.

Breach Effect [BE]: This attack can inflict a special Breach Effect (as explained in the item description) by spending Momentum. These special Breach Effects do not count as Breaches for the purpose of disabling or compromising the target's network, but may be treated and removed like other Breach Effects.

Breaker: Breaker attacks are designed to degrade modern Bio-Technological Shielding (BTS). (The name references the technical expression "break-through time", a criterion used in the evaluation of CBRN protection that measures the time until the hazardous agent reaches body.) For each Effect rolled, inflict a special Fault Effect which reduces the BTS value of the target's armour by 1 (to a minimum of 0). If the BTS value was already at 0 before damage was dealt, each Effect rolled deals +1 damage instead.

Deafening: The attack releases a wave of sound that overloads the target's auditory systems. If an Effect is rolled on a Deafening attack, the target must succeed on a Difficult (D3) Resistance test or suffer the Deafened condition. The condition lasts for one round per Effect rolled.

Electromagnetic [E/M]: These attacks emit high-energy electromagnetic pulses upon activation or impact. The attacks are made using physical attack tests, but they inflict quantronic damage. If this damage causes a Breach, they must inflict a System Disruption as the Breach Effect – the pulse is indiscriminately destructive, lacking the advantages of subtler hacking attacks. If a character suffers their fourth or fifth Breach from an E/M attack, the attacker can spend 2 Momentum to destroy their Cube (if any). E/M attacks also possess the Breaker quality automatically. Equipment with the Non-Hackable quality is immune to E/M attacks.

Extended Reach: An attack with Extended Reach can take the Withdraw Action as a Free Action if no enemy combatants within Reach have an Extended Reach attack of their own. Melee attacks made with non-Extended Reach weapons against a character with an Extended Reach attack are made at +1 difficulty.



Frangible: These attacks become less effective over time. For each Effect rolled, reduce the number of **N** in the attack's damage rating by 1. If this would reduce the number of **N** to 0, then the attack cannot be used again until it has been replaced or replenished.

Grievous: These attacks are designed to inflict massive harm on a target, incapacitating them far more swiftly. If a Grievous attack inflicts one or more Harms, it inflicts one additional Harm of the same type as well.

Guided: A Guided attack can be controlled and directed from a distance. If the target has been Marked with an appropriate piece of gear, the attack ignores all penalties to hit due to range, visibility, or concealment. Additionally, with an Average (D1) Analysis test, an attack with the weapon can ignore any conditional soak the target would normally benefit from. Guided weapons or ammunition possess the Comms quality automatically.

Immobilising: If one or more Effects are rolled on the damage roll from an Immobilising attack, the target must make an Athletics test with a difficulty equal to the number of Effects rolled or become Hindered. If the target was already Hindered or if the attacker spends 1 Momentum, the target instead becomes Stuck.

Incendiary X: The target is set alight and gains the Burning X condition for a number of rounds equal to the number of Effects rolled.

Indiscriminate (Close/Medium/Long): An Indiscriminate attack affects one or more zones. Each target within the affected zones – every character, vehicle, and damageable object – suffers the attack's damage, regardless of whether they are friend, foe, or neutral (or even if the attacker wasn't aware of their presence). Each character targeted by an Indiscriminate attack may attempt separate Defence Reactions against it, resolving them separately against a fixed difficulty of Challenging (D2).

Knockdown: If one or more Effects are rolled on the damage roll of a Knockdown attack, the target must pass an Acrobatics or Athletics test with a difficulty equal to the number of Effects rolled or be knocked prone.

Monofilament: The weapon uses a monomolecular wire – a single-molecule thick edge stabilised by a faint E/M field. The weapon ignores all Armour Soak, but it has +2 complication range and does not gain any bonus damage from a high attribute (including Superhuman Attributes).

MULTI (Light/Medium/Heavy): MULTI weapons are designed to use multiple forms of ammunition, switching seamlessly between preloaded primary and secondary modes as the situation requires. A character declares which mode (i.e., ammunition type) they're using when they choose a target to attack. Some MULTI weapons may have multiple secondary modes of fire.

- **Light MULTI** weapons fire any Standard ammo in their primary mode and a specific type of Special ammo in their secondary mode. (If the Special ammo type is not specified, it is DA by default.) The secondary mode has Burst 1, regardless of the weapon's normal Burst, and the Munition quality.

- **Medium MULTI** weapons fire any Standard ammo in their primary mode and a specific type of Special ammo in their secondary mode. (If the Special ammo type is not specified, it is DA by default.) Unlike a Light MULTI, the secondary mode does not have the Munition quality (unless specified otherwise) and uses the weapon's normal Burst rating.

- **Heavy MULTI** weapons fire any Standard ammo in their primary mode and a specific type of Heavy ammo in their secondary mode. (If the Heavy ammo type is not specified, it is EXP by default.) The secondary mode has Burst 1, regardless of the weapon's normal Burst, and the Munition quality.

MULTI Light Mod: Weapons with the MULTI Light Mod quality have been designed to easily incorporate an adhesive launcher, light shotgun, light flamethrower, or light grenade launcher as a secondary weapon. It requires an Average (D1) Tech test to install the secondary weapon. The two weapons then operate as one with the Heavy MULTI quality (or Medium MULTI quality if the secondary weapon is a light shotgun), with the secondary weapon operating as an additional secondary mode.

MULTI Heavy Mod: Weapons with the MULTI Heavy Mod quality are similar to MULTI Light Mod weapons, but their secondary weapons can include heavy flamethrowers and heavy grenade launchers (in addition to weapons allowed by the MULTI Light Mod quality).

Munition: A weapon with this quality (such as rocket launchers, grenade launchers, and flamethrowers) can only use a specific type (or types) of ammunition. A Munition weapon expends a single Reload whenever it is fired, which provides no benefit but counts toward the normal limitations on the number of Reloads spent.

Nanotech: Nanotech-based attacks bypass traditional defences. Damage inflicted by a Nanotech

attack uses the target's BTS as persistent soak instead of its Armour or Security. In addition, these attacks possess Nanotech Effects, which generally take the form of special Harm Effects which can be inflicted by spending Momentum. These special Harm Effects do not count as Harms, but may be treated and removed like other Harm Effects. Targets with BTS are immune from Nanotech Effects triggered via Momentum spends, but may still be subjected to them as a normal Harm Effect if the attack deals a Harm normally.

Nonlethal: This attack is designed to incapacitate. Any Harms inflicted by a Nonlethal attack are temporary and can be removed by successfully resting (along with the Stress normally removed by resting). Characters cannot die as a result of Nonlethal Harms.

Parry X: This type of attack is exceptionally good at turning aside incoming attacks. A Parry attack grants the wielder $+X\text{N}$ Cover Soak, but only against melee attacks.

Piercing X: The attack ignores X points of Soak for each effect rolled on its damage roll.

Radiation X: Damage with the Radiation quality ignores all Soak except from BTS and is treated as Terrifying X and Vicious X. If a Wound is suffered from radiation, it possesses a special Wound Effect that inflicts a +1 difficulty on all Agility-, Brawn-, or Coordination-based actions. In addition, neither the Wound nor the Wound Effect can be removed without Serious Treatment (or a specialised item).

Reflective X: Attacks with this quality are the same as Smoke, except that the affected zones are impenetrable to modern optics and sensors, including multispectral visors (which are, therefore, affected by the penalties normally).

Salvo X (Quality): The attack is particularly effective when large quantities of ammunition are unleashed. This quality grants another quality whenever the attack uses X Reloads (not counting Reloads used because of the Munition quality). If no X value is given, the Salvo quality can be triggered with one Reload.

Smoke X: Attacks with Smoke create a cloud of gas, nanobots, or other substance that interferes with enemy lines of sight within a target zone. For each Momentum spent when attacking with a Smoke weapon, the attack affects an additional adjacent zone. Observation tests or attacks within, into, or out of affected zones are made at $+X$ difficulty. This penalty decreases by 1 every 1d6 rounds. If the penalty is reduced to 0, the Smoke has been completely dissipated.

Speculative Fire: The ranged attack can be arced over obstacles, bounced off walls, or otherwise used in an indirect manner to attack hard-to-reach foes. A Speculative Fire attack has -1 difficulty against targets that are detected, but for which there is no direct line of fire. Further, the attacker can take a penalty of +1 difficulty to ignore the target's Cover Soak entirely.

Spread X: This attack can strike the target across multiple areas. For each Effect generated on the damage roll, the attack inflicts X additional hits at half the first hit's damage, each separately reduced by Soak. If the attack inflicts physical damage, roll separate hit locations for each additional hit. The weapon is also particularly effective at blasting holes in cover; add up all the damage inflicted from all hits to determine if cover is degraded.

Stun: If one or more Effects is rolled, the attack inflicts the Staggered condition on the target. This condition lasts for one round per Effect rolled.

Terrifying X: The attack is especially agonising or frightening. Each Effect rolled inflicts X mental damage to the target in addition to whatever damage it inflicts normally.

Thrown: Thrown weapons can be used to make ranged attacks, but use Athletics as the attack skill (instead of Ballistics). Thrown weapons have a range of Close unless specified otherwise. If the Thrown weapon can also be used for melee attacks, those attacks are still resolved normally using the Close Combat skill.

Torrent: This attack is a stream of flame, deadly liquid, gas, or some other substance that can be swept back and forth across an area to affect a group and overcome cover. Torrent weapons cannot affect targets further away than their optimal range, but they ignore all Cover Soak. A Torrent weapon is otherwise treated as an Area attack.

Toxic X: The attack has a lingering, deleterious effect. If the attack inflicts a Harm, the Harm Effect causes the target to suffer $1+X\text{N}$ (Vicious 1) damage at the end of each turn. Unless specified otherwise, this damage is of the same type as the attack which inflicted it.

Unforgiving X: The attack is either exceptionally precise or capable of inflicting much greater harm on a direct hit. When making an attack that has gained the benefit of an Exploit action, the attack gains Vicious X.

Vicious X: A Vicious attack inflicts X additional damage for each Effect rolled.



GEAR

ACQUISITION TABLES

ARMOUR

ARMOUR	TYPE	ARMOUR SOAK				BTS	QUALITIES	RESTRICTION	COST	TARIFF	MAINTENANCE
		HEAD	TORSO	ARM	LEG						
Armoured Clothing	Civilian	0	1	1	1	0	Hidden Armour 2	2	6+1 <i>IN</i>	T1	–
Ballistic Vest	Civilian	0	2	0	0	0	Hidden Armour 1	2	5+2 <i>IN</i>	T1	–
Crashsuit	Civilian	3	3	3	3	0	Disposable	1	5+1 <i>IN</i>	–	–
Gruntsuit	Civilian	1	2	2	2	1	Exoskeleton 1, Heavy Armour	2	9+2 <i>IN</i>	T1	2
Hard Hat	Civilian	1	0	0	0	0	–	0	2+1 <i>IN</i>	–	–
Heavy Combat Armour	Combat	3	4	2	3	2	Heavy Armour	3	10+2 <i>IN</i>	T2	3
Light Combat Armour	Combat	1	2	1	1	1	–	2	7+1 <i>IN</i>	T2	1
Medium Combat Armour	Combat	2	3	2	2	2	–	3	8+1 <i>IN</i>	T2	2
ModCoat, Long	Civilian	0	1	1	1	0	Hidden Armour 2	2	6+2 <i>IN</i>	T3	–
ModCoat, Short	Civilian	0	1	1	0	0	Hidden Armour 3	2	6+1 <i>IN</i>	T2	–
Personal Protective Equipment	Civilian	0	2	2	1	1	–	1	5+1 <i>IN</i>	–	–
Powered Combat Armour	Powered	4	5	3	3	3	Comms, Exoskeleton 3, Kinematika, Self-Repairing	4	13+2 <i>IN</i>	T3	4
Powered Combat Armour (Ariadna)	Powered	4	5	3	3	3	Exoskeleton 3, Heavy Armour, Self-Repairing ¹	3	12+2 <i>IN</i>	T1	3
Sports Padding	Civilian	1	1	1	1	0	–	0	3+2 <i>IN</i>	–	–
Subdermal Grafts	Internal	1	2	1	1	0	Self-Repairing ¹	2	9+2 <i>IN</i>	T1	–
XO Suit	Civilian	2	3	2	2	1	Adapted [any], Exoskeleton 1, Heavy Armour	2	9+2 <i>IN</i>	T1	2

MELEE WEAPONS

NAME	DAMAGE	SIZE	QUALITIES	RESTRICTION	COST	TARIFF
Axe	1+5 <i>IN</i>	Unbalanced	Non-Hackable, Thrown, Vicious 1	0	3+2 <i>IN</i>	–
Garrote	See Entry	1H	Concealed 2, Non-Hackable, Subtle 2, Unforgiving 1	1	3+1 <i>IN</i>	T2
Grazeblade	1+4 <i>IN</i>	1H	Breaker, Non-Hackable, Stun, Subtle 2, Thrown, Toxic 3	4 (Haqqislam 2)	6+4 <i>IN</i>	T3
Hedgehog	1+4 <i>IN</i>	–	Aug (Implant) ¹ , Subtle 1, Toxic 4, Vicious 2	3	5+3 <i>IN</i>	T2
Knife	1+3 <i>IN</i>	1H	Concealed 1, Non-Hackable, Subtle 2, Thrown, Unforgiving 1	1	2+1 <i>IN</i>	–
Modhand	1+4 <i>IN</i>	1H	Concealed 2, E/M, Stun, Subtle 1, Vicious 2	4 (Nomad 2)	5+3 <i>IN</i>	T2
Morat Scimitar	1+5 <i>IN</i>	Unbalanced	Grievous, Non-Hackable, Vicious 2	3 (Paradiso 1)	4+2 <i>IN</i>	T1
Plasteel Pipe	1+4 <i>IN</i>	Unbalanced	Improvised 1, Non-Hackable, Stun	1	1+1 <i>IN</i>	–
Spear	1+4 <i>IN</i>	2H	Extended Reach, Non-Hackable, Thrown, Vicious 1	2	3+2 <i>IN</i>	–
Spiked Knuckles	1+4 <i>IN</i>	1H	Concealed 1, Non-Hackable, Piercing 1, Vicious 1	2	3+1 <i>IN</i>	T2
Stun Baton	1+4 <i>IN</i>	1H	Non-Hackable, Knockdown, Subtle 1, Stun	2	4+1 <i>IN</i>	T1
Sword	1+5 <i>IN</i>	Unbalanced	Non-Hackable, Parry 2, Vicious 1	3	5+2 <i>IN</i>	T1
Teseum Chopper	1+5 <i>IN</i>	Unbalanced	Non-Hackable, Piercing 4, Vicious 2	4 (Ariadna 2)	4+4 <i>IN</i>	T4 ²
Tonfa Bangles	1+3 <i>IN</i>	1H	Concealed 2, Parry 1 ¹	1	5+5 <i>IN</i>	–
Wetspike	1+4 <i>IN</i>	1H	Piercing 1, Biotech, Toxic 1, Subtle 3	3	2+4 <i>IN</i>	T3

RANGED WEAPONS										
Name	Range	Damage	Burst	Size	Ammo	Qualities	Restriction	Cost	Tariff	
Adhesive Launcher	M	1+6	1	Unwieldy	Goo	Munition	2	9+1	T2	
Assault Pistol	R/C	1+4	2	Unbalanced	Standard	Vicious 1	1	4+2	T1	
Boarding Shotgun	C	1+5	1	2H	Normal Shells/ AP Shells	Knockdown, Medium MULTI	3	7+1	T1	
Chain Rifle	C	1+6	1	2H	Normal	Spread 1, Torrent, Vicious 1	3	5+1	T2	
Combi Rifle	C/M	1+5	2	2H	Standard	Expert 1, MULTI Light Mod, Vicious 1	3	6+3	T1	
Flash Pulse	M	1+5	1	2H	Flash ¹	—	2	6+1	T1	
Heavy Flamethrower	C	2+5	1	2H	Fire	Incendiary 3, Munition, Terrifying 2, Torrent	3	9+2	T2	
Heavy Machine Gun (HMG)	L	2+6	3	Unwieldy	Normal	Spread 1, Unsubtle	3	9+3	T1	
Heavy Pistol	R/C	2+4	1	Unbalanced	Standard	Unforgiving 1, Vicious 1	2	4+3	T1	
Hyper-Rapid Magnetic Canon (HMC)	L	2+7	3/1	Massive	AP+Shock / DA	Light MULTI, MULTI Heavy Mod, Spread 2, Unsubtle / Anti-Materiel (DA mode only)	4	12+4	T3	
Light Flamethrower	C	1+4	1	2H	Fire	Incendiary 3, Munition, Terrifying 2, Torrent	2	8+1	T2	
Light Grenade Launcher	M	2+4	1	Unbalanced	Heavy, Grenades	Area (Close), Munition, Speculative Fire	2	8+2	T2	
Light Shotgun	C	1+4	1	Unbalanced	Normal Shells	Knockdown	2	6+1	T1	
Missile Launcher	L	2+7	1	Unwieldy	Heavy	Munition	4	10+4	T3	
MULTI Heavy Machinegun	L	2+5	3	Unwieldy	Standard/Special	Medium MULTI, MULTI Heavy Mod, Spread 1, Unsubtle	4	11+4	T2	
MULTI Rifle	C/M	1+5	2/2	2H	Standard/Special ¹	Expert 1, Medium MULTI, MULTI Light Mod, Vicious 1	3	8+4	T1	
MULTI Sniper Rifle	L	1+6	2/2	Unwieldy	Standard/Special/ Needle or SaboT	Medium MULTI, Heavy MULTI, Unforgiving 2	3	8+3	T3	
Nanopulser	C	1+5	1	1H	—	Biotech, Subtle 3, Torrent, Vicious 2	3	6+2	T3	
Panzerfaust	L	2+5	1	2H	Needle	Munition ¹ , Unsubtle	3	8+1	T2	
Pistol	R/C	1+4	1	1H	Standard	Vicious 1	1	4+1	—	
Plasma Carbine	R/C	1+5	2	Unbalanced	Plasma	Area (Close) ¹ , Vicious 1	El only	N/A	—	
Plasma Rifle	R/C	1+6	3	Unbalanced	Plasma	Area (Close) ¹ , Vicious 1	El only	N/A	—	
Plasma Sniper Rifle	L	1+7	2	Unwieldy	Plasma	Area (Close) ¹ , Vicious 1	El only	N/A	—	
Rifle	M	1+5	2	2H	Standard	MULTI Light Mod, Vicious 1	1	5+1	—	
Sepsitor	C	1+3 ¹	1	1H	—	Munition, Terrifying 3, Torrent, Toxic 3 ¹	El only	N/A	—	
Sniper Rifle	L	1+6	3	Unwieldy	Standard	Unforgiving 2	2	6+3	T2	
Spitfire	M	1+5	3	2H	Normal	Spread 2, Unsubtle	2	6+2	T1	
Tactical Bow ¹	C	1+3	1	2H	Any Arrow	Non-Hackable, Subtle 2, Vicious 2	1	5+1	—	
Vulkan Shotgun	C	1+5	1	2H	Fire Shells/AP Shells	Knockdown, Medium MULTI	2	7+3	T1	

SYMBIONT ARMOUR

Symbiont Armour	Armour Soak	BTS	Vigour	Max. Wounds	Qualities	Restriction
Ectros Armour	4	3	10	3	Kinematika, Self-Repairing ¹	Tohaa Only
Nu-El Armour	2	1	10	2	Kinematika, Self-Repairing ¹	Tohaa Only
Sakiel Armour	3	0	10	2	Kinematika, Self-Repairing ¹	Tohaa Only

¹ Armour has additional effects. See description.



AMMUNITION

NAME	CATEGORY	QUALITIES ADDED TO WEAPON	RESTRICTION	RELOAD COST	TARIFF
Adhesive	Standard	Immobilising, Knockdown, Nonlethal	0	3+1 <small>IN</small>	–
Armour Piercing (AP)	Standard	Piercing 2	1	3+2 <small>IN</small>	T2 ²
AP Arrows	Arrow	Piercing 3	1	3+1 <small>IN</small>	T2 ²
AP Slugs	Shell	Piercing 3	1	3+2 <small>IN</small>	T2 ²
Banshee	Special	Area (Close), Deafening, Nonlethal, Stun, Terrifying 3	2	3+2 <small>IN</small>	T1
Breaker	Special	Biotech, Breaker, Piercing 1	3 <small>EQ</small>	3+2 <small>IN</small>	T2
Dancer	Special	Guided	2 (PanOceania 1)	3+2 <small>IN</small>	T1
Double Action (DA)	Special	Vicious 2	3 <small>EQ</small>	3+2 <small>IN</small>	T2
DA Arrow	Arrow	Piercing 1, Vicious 2	3 <small>EQ</small>	3+2 <small>IN</small>	T2
Double Trouble (DT)	Special	Biotech, Toxic 1, Vicious 1	3 <small>EQ</small> (Haqqislam 2)	4+1 <small>IN</small>	T1
DT Arrow	Arrow	Biotech, Piercing 1, Toxic 1, Vicious 1	3 <small>EQ</small> (Haqqislam 2)	4+1 <small>IN</small>	T1
Eclipse	Heavy	Nonlethal, Reflective 2	2	5+1 <small>IN</small>	T3
Electromagnetic (E/M)	Special	Breaker, E/M, Piercing 1	1 <small>EQ</small>	3+2 <small>IN</small>	T1
EM/2	Heavy	Area (Close), Breaker, E/M, Piercing 2	3 <small>EQ</small>	4+2 <small>IN</small>	T2
Explosive (EXP)	Heavy	Area (Close), Spread 1, Unsubtle, Vicious 2	3 <small>EQ</small>	4+2 <small>IN</small>	T1
Fire	Heavy	Incendiary 3, Terrifying 1	3 <small>EQ</small>	4+2 <small>IN</small>	T2
Fire Shells	Shell	Area (Close), Incendiary 3, Terrifying 1	3 <small>EQ</small>	4+2 <small>IN</small>	T2
Flarefiltered Chaff	Heavy	Area (Close), Blinding ¹ , Nonlethal	2	5+1 <small>IN</small>	T2
Flash	Special	Blinding, Nonlethal; removes Marked	1	3+1 <small>IN</small>	T1
Goonade (GOO)	Heavy	Area (Close), Immobilising, Knockdown, Nonlethal	1	4+1 <small>IN</small>	T2
K1	Special	Anti-Materiel 2, Monofilament	3	4+3 <small>IN</small>	T4
Nano	Heavy	Area (Close), Nanotech, Subtle 2, Toxic 2 ¹	3 <small>EQ</small>	6+1 <small>IN</small>	T2
Needle	Heavy	Piercing 2, Spread 1, Vicious 2	2	6+1 <small>IN</small>	T2
Nimbus	Heavy	Nonlethal, Reflective 2 ¹	2	6+2 <small>IN</small>	T1
Nimbus+	Heavy	Nonlethal, Reflective 3 ¹	3	6+3 <small>IN</small>	T2
Normal	Standard	–	0	2+1 <small>IN</small>	–
Normal Arrow	Arrow	Piercing 1	0	2+1 <small>IN</small>	–
Normal Shells	Shell	Area (Close), Spread 1	1 <small>EQ</small>	3+1 <small>IN</small>	–
Oneiros	Heavy	Area (Close), Biotech, Immobilising, Nonlethal, Stun	1	5+1 <small>IN</small>	T2
Phobetor	Heavy	Area (Close), Biotech, Immobilising, Nonlethal, Stun, Terrifying 3 ¹	3 <small>EQ</small>	4+3 <small>IN</small>	T3
Plasma	Heavy	Knockdown, Unforgiving 3, Unsubtle ¹	EI Only	EI Only	–
SaboT	Heavy	Anti-Materiel 3, Piercing 5	3	6+2 <small>IN</small>	T3 ²
Shock	Special	Biotech, Grievous	3 <small>EQ</small>	3+2 <small>IN</small>	T2
Shock Arrow	Arrow	Biotech, Grievous, Piercing 1	3 <small>EQ</small>	3+2 <small>IN</small>	T2
Stun	Standard	Biotech, Nonlethal, Stun	1	3+1 <small>IN</small>	–
T2	Special	Anti-Materiel 2, Area (Close), Piercing 2, Vicious 2	4 <small>EQ</small> (Ariadna 3)	4+4 <small>IN</small>	T3 ²
T2 Shells	Shell	Anti-Materiel 2, Area (Close), Piercing 3, Vicious 2	4 <small>EQ</small> (Ariadna 3)	4+4 <small>IN</small>	T3 ²
Viral	Special	Biotech, Grievous, Toxic 2	4 <small>EQ</small> (Haqqislam 3)	5+2 <small>IN</small>	T2

EXPLOSIVES

EXPLOSIVE	CATEGORY	DAMAGE ¹	SIZE	QUALITIES	RESTRICTION	COST (PER 3)	TARIFF
[Ammo Type] Charges	Charge	2+6 IN	1H	Comms, Disposable, Indiscriminate (Close), Unsubtle, and all other qualities added by the ammo type	3	1+cost of Reload	+T1
[Ammo Type] Grenades	Grenade	2+4 IN	1H	Disposable, Indiscriminate (Close), Speculative Fire, Thrown, Unsubtle, and all qualities added by the ammo type	3	1+cost of Reload	+T1
[Ammo Type] Mines	Mine	2+5 IN	1H	Comms, Disposable, Indiscriminate (Close), Unsubtle, and all other qualities added by the ammo type	3	1+cost of Reload	+T1
D-Charges	Charge	2+6 IN	1H	Anti-Materiel 2, Comms, Disposable, Piercing 3, Spread 1, Unsubtle, Vicious 2	3	5+1 IN	T1
Drop Bear	Mine	2+5 IN	1H	Comms, Disposable, Indiscriminate (Close), Spread 1, Stun, Thrown, Vicious 3	3	7+2 IN	T1
Flashbangs	Grenade	1+5 IN	1H	Blinding, Deafening, Disposable, Indiscriminate (Close), Nonlethal, Speculative Fire, Thrown, Unsubtle, removes Marked	3	6+1 IN	T1
Smoke Grenades	Grenade	N/A	1H	Disposable, Indiscriminate (Close), Nonlethal, Speculative Fire, Smoke 2, Thrown	2	3+ 1 IN	T1
Tear Gas Grenades	Grenade	1+3 IN	1H	Biotech, Disposable, Indiscriminate (Close), Nonlethal, Smoke 1, Terrifying 2, Vicious 1	—	5+1 IN	T1

¹Do not add Bonus Damage from attributes to explosive devices.

HACKING DEVICES

HACKING DEVICE	DEVICE RATINGS	RESTRICTION	COST	TARIFF
Assault Hacking Device	CLAW-3, SWORD-0, SHIELD-0, GADGET-0, IC-1	3	10+2 IN	T2
Assault Hacking Device (EI)	CLAW-3, SWORD-0, SHIELD-0, GADGET-0, IC-1, UPGRADE Stop!	EI Only	N/A	N/A
Defensive Hacking Device	CLAW-0, SWORD-0, SHIELD-3, GADGET-1, IC-3	2	9+2 IN	T1
EI Hacking Device	CLAW-2, SWORD-2, SHIELD-2, GADGET-3, IC-3, UPGRADE Sucker Punch	EI only	N/A	N/A
Hacking Device	CLAW-1, SWORD-1, SHIELD-1, GADGET-3, IC-1	3	7+2 IN	T2
Hacking Device Plus	CLAW-2, SWORD-1, SHIELD-2, GADGET-3, IC-2, UPGRADE Cybermask, Sucker Punch, White Noise	4 (Nomad 2 / ALEPH 2)	11+2 IN	T3
Killer Hacking Device	CLAW-0, SWORD-2, SHIELD-0, GADGET-0, IC-1, UPGRADE Cybermask, Piercing 3	4 (Nomad 2 / ALEPH 2)	10+2 IN	T3
White Hacking Device	CLAW-0, SWORD-0, SHIELD-3, GADGET-1, IC-3, UPGRADE Cyberalert Systems	4 (Nomad 2 / ALEPH 2)	10+2 IN	T3

EXAMPLE GEISTS

GEIST	RESTRICTION	COST	TARIFF
Basic Geist	1	2+4 IN	1
Chauffeur Geist	3	2+12 IN	2
Guardian Geist	2	2+11 IN	2
Military Geist	3	2+14 IN	t3
Security Geist	3	2+13 IN	2
Vizier Geist	3	2+12 IN	3

GEIST UPGRADES

UPGRADE	EFFECT	COST INCREASE
Attribute	Increase a single attribute by +1 (max. 12)	+2 IN
Skill Expertise	Increase a single Skill Expertise by +1 (max. 3)	+1 IN
Skill Focus	Increase a single Skill Focus by 1 (max. Expertise)	+1 IN
Talent	Gain a single Talent; each step the selected Talent is from the first Talent in that tree doubles the cost of this upgrade	+2 IN
Trait	Add or remove trait	+3 IN



HACKING: PROGRAMS

Type	Rating	Program	Damage	Qualities	Restriction	Cost	Tariff
CLAW	1	Blackout	1+2	BE ¹	3	3+4	T1
CLAW	1	Gotcha!	1+2	BE ¹	3	3+4	T1
CLAW	1	Overlord	1+2	BE ¹	3	3+4	T1
CLAW	1	Spotlight	—	1	3	3+4	T1
CLAW	2	Expel	1+3	BE ¹	3	4+3	T1
CLAW	2	Oblivion	1+3	BE ¹	3	4+3	T1
CLAW	3	Basilisk	1+4	BE ¹	3	4+4	T2
CLAW	3	Carbonite	1+4	BE ¹ , Piercing 3	3	4+4	T2
CLAW	3	Total Control	1+2	BE ¹ , Vicious 3	3	4+4	T2
GADGET	1	Controlled Jump	—	Supportware (Long) ¹	2	3+4	T1
GADGET	1	Fairy Dust	—	Supportware (Long) ¹	2	3+4	—
GADGET	1	Lockpicker	—	Supportware (Personal) ¹	3	3+4	T1
GADGET	2	Assisted Fire	—	Supportware (Close) ¹	3	4+4	T1
GADGET	2	Enhanced Reaction	—	Supportware (Close) ¹	3	4+4	T1
IC	X	Black ICE	1+X	IC ¹ , Piercing X	X+2	2X+X	T(X)
IC	X	Countermeasures	—	IC	1	4+X	T(X)
IC	X	Crybaby	—	IC ¹	X	5+X	T(X)
IC	X	Deadfall	—	IC ¹	X	5+X	T(X)
IC	X	Gaslight	—	IC ¹	X	5+X	T(X)
IC	X	Hivemines	X+X	IC, Vicious X	X+1	5+2X	T(X)
IC	X	Mirrormaze	—	IC ¹	2	5+X	T(X)
IC	X	Redtape	—	IC ¹ , Immobilising	2	5+X	T(X)
SHIELD	1	Exorcism	0	1	1	2+4	—
SHIELD	1	U-Turn	—	1	2	3+4	—
SHIELD	2	Breakwater	—	1	2	4+3	—
SHIELD	3	Counterstrike	—	1	2	4+6	T1
SHIELD	3	Zero Pain	—	1	2	4+4	T1
SWORD	1	Brain Blast	1+4	BE ¹ , Piercing 1, Vicious 1	3	3+4	T2
SWORD	1	Slasher	2+5	Vicious 2 ¹	3	3+4	T2
SWORD	2	Redrum	2+5	Grievous, Piercing 2, Unforgiving 2	3	4+4	T2
SWORD	2	Skullbuster	1+5	Area (Close), Breaker	3	4+4	T2
SWORD	2	Trinity	2+6	Area (Close), Stun (vs. Neural), Vicious 3	3	5+4	T2
UPGRADE	—	Cyberalert Systems	—	Supportware (Personal)	2	4+4	T1
UPGRADE	—	Cybermask	—	Supportware (Personal) ¹	3	4+3	T4
UPGRADE	—	Stop!	2+6	Breaker, Immobilising ¹	3	5+5	T1
UPGRADE	—	Sucker Punch	1+6	BE ¹	3	5+4	T3
UPGRADE	—	White Noise	—	Supportware (Close) ¹	1	5+4	T2

TOOLS					
TOOL	QUALITIES	RESTRICTION	COST	TARIFF	MAINTENANCE
Aletheia Kit	Subtle 2	2	5+2 IN	T1	-
Analysis Suite	Comms, Expert 1	1	10+3 IN	-	1
Analytical Kit	-	1	5+2 IN	-	-
AutoMediKit	-	2	7+2 IN	-	1
Basic Medical Supplies	-	0	3+2 IN	-	1
Breaking & Entering Kit	-	3	3+2 IN	T4	-
Chameleonwear	-	3	5+3 IN	T2	-
Climbing Kit	-	0	5+2 IN	-	-
Cosmetics Kit	Fragile	0, 1 for a particular subculture	4+1 IN	T1	-
Deactivator Kit	-	2	4+2 IN	-	-
Engineering Waldo X	Comms	X	7+ X IN	T(X+1)	X
Forensics Kit X	Expert X, Fragile	X	4+2 IN	T(X)	-
Handler's Kit	-	1	5+2 IN	-	-
Holomask	Comms, Fragile	3	6+ 2 IN	T4	-
Laboratory (Corporate Lease)	Comms	2	10+4 IN	T1	4
MediKit	-	1	4+3 IN	T1	-
Nav Suite (Region)	Comms, Expert 1	0	2+2 IN	-	1
Negotiator's Suite	Comms, Expert 1	1	7+ 1 IN	-	-
Pheromone Dispenser	-	2	4+3 IN	T1	-
Powered Multitool	-	0	4+2 IN	-	-
Psychoanalysis Suite	Comms, Expert 1	3	6+ 3 IN	-	-
Repair Kit	-	1	6+ 2 IN	-	1
Sensor Suite (Type)	Comms, Expert 1	1 to 3, per type	4+3 IN	T1	-
Surgical Bay	Comms	2	14+1 IN	T4	3
Surgical Waldo X	Comms	X	7+ X IN	T(X+1)	X
Survival Kit (Environment)	-	1	4+2 IN	-	-
USAriadnan Entrenching Tool	-	0, 1 for non-USAriadnans	2+2 IN	-	-

OTHER ITEMS					
ITEM	QUALITIES	RESTRICTION	COST	TARIFF	MAINTENANCE
Animal Habitat	-	1	5+1 IN	T1	1
Bioscanner	Comms	0	3+1 IN	-	-
Bottled Water	Non-Hackable	0	1+1 IN	-	-
Climbing Plus	-	2	4+3 IN	-	-
Combat Jump Pack	Disposable	3	4+2 IN	T3	-
Comlog	Comms	0	5	-	-
Comlog, Neural	Aug, Comms, Neural	1	5+3 IN	T1	-
Deflector-1	Comms, Mounted	4 (Ariadna 2)	7+ 3 IN	T1	-
Deflector-2	Comms, Mounted	4 (Nomads 3/ Yu Jing 3)	7+ 3 IN	T3	-
Deployable Repeater	Comms, Repeater	1	3+2 IN	-	-
ECM X	Comms, Mounted	3	8+(2 ¹ X) IN	T2	-

OTHER ITEMS (CONT'D.)

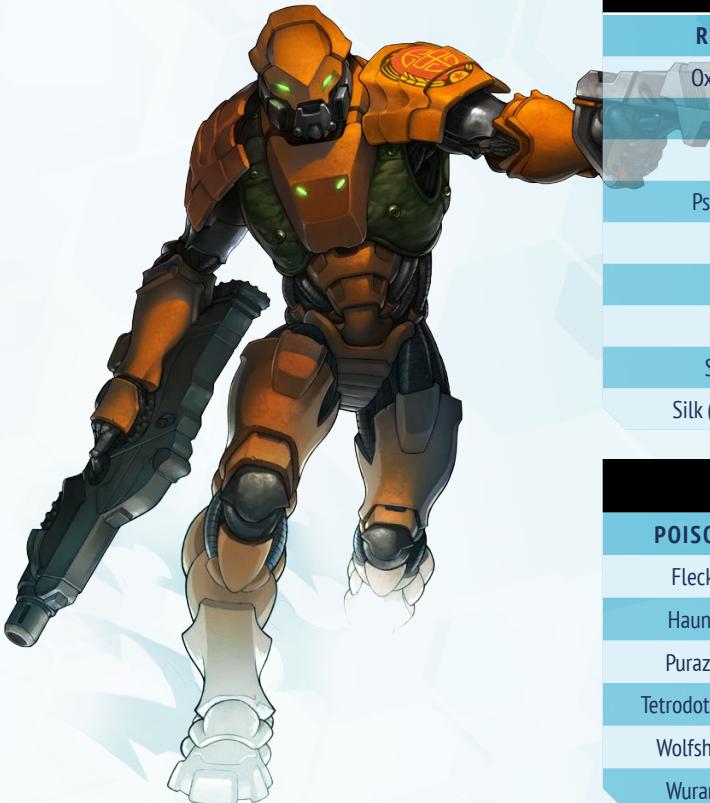
ITEM	QUALITIES	RESTRICTION	COST	TARIFF	MAINTENANCE
Fake ID X	Comms	X	4+X ∞	T4	—
Lantern	—	0	1	—	—
Locational Beacon	Comms	1	4+2 ∞	—	—
Micro-Torch	—	0	1	—	—
Multispectral Visor X	—	X	7+X ∞	T(X)	—
Nullifier	Area (Close)	Tohaa only	N/A	—	N/A
Optical Disruption Device	Fragile, NFB	3	6+6 ∞	T3	1
Recorder	Comms, Concealed 2	1	4+2 ∞	T1	—
Respirator X	—	0	4+X ∞	—	—
SecurCuffs	Comms ¹	1	3+1 ∞	T1	—
Signal Flare	Non-Hackable	0	1+2 ∞	—	—
Stealth Repeater	Comms, Concealed 2, Repeater	1	3+3 ∞	T1	—
Survival Pod	—	1	5+1 ∞	—	—
Survival Rations	—	0	1+1 ∞	—	—
SymbioMate	Disposable	Tohaa only	N/A	—	N/A
Thermo-Optical Camouflage	Fragile, NFB	4	6+6 ∞	T3	1
Torch	—	0	1	—	—
Vac Suit	—	1	7+2 ∞	T2	1
Varuna Lungs	—	1	4+3 ∞	—	—

RESOURCES

RESOURCE	RESTRICTION	COST (PER 3 RESOURCES)
Oxygen Loads	1	2+2 ∞
Parts	1	2+2 ∞
Picks	2	1+5 ∞
Psychotropics	1	3+1 ∞
Reagents	1	3+1 ∞
Reloads	See Ammo	See Ammo
Serum	1	3+1 ∞
Silk (legal)	1	9
Silk (black market)	4	9+9 ∞

POISONS TABLE

POISON	RESTRICTION	COST	TARIFF
Fleck	2	3+4 ∞	T3
Haunt	3 (Paradiso 1)	3+4 ∞	T1
Puraza	2 (PanOceania/Nomad 1)	3+3 ∞	T4
Tetrodotoxin	2	1+5 ∞	T1
Wolfshot	2 (Ariadna 1)	3+3 ∞	T3
Wurari	1	1+3 ∞	T1



APPENDIX 1

AGENT HANDLERS

The GM should take some time during the preparation of a campaign to consider the PCs' faction handlers and their purpose within the context of the campaign. These characters will be pervasive and persistent parts of the character's lives, and their agendas will influence every mission they undertake.

Establishing a brief background and some important facts for the handler will be just as important to the GM as personal character backgrounds are to the players. The Wilderness of Mirrors is a convoluted and tangled web of diplomacy, treachery, and survival. Creating the auxiliary spirals to the web and watching them unravel during play can be just as rewarding for the GM as it can for the players. GMs will benefit from answering some basic questions for the handler that will help to establish these tangled threads.

ESTABLISHING A LINK

Careful consideration will also need to be given to the faction specific handlers that may be seeking to subvert or supplement the O-12 driven agendas of the characters.

Faction handlers will benefit from a plausible link to the characters or the group; after all, these are normally the NPCs that are providing the characters with a reason for becoming involved in the machinations of the Wilderness of Mirrors in the first place.

In the wake of the Paradiso Invasion, tremendous pressure has been placed on Bureau Noir's limited resources. The Amikeco Initiative has seen the agency directly recruit specialists from the intelligence agencies of member states, and it's possible that the character's handler is nothing more complicated than their old boss.

Other Bureau Noir agents, however, may have been suborned or influenced in other ways. Enticing agreement could be something as simple as a covert agent seeking to play upon a prejudice that is an inherent part of a character's birth faction, or as convoluted as a kidnapping plot spanning multiple systems that has resulted in a member of a character's immediate family being held hostage in order to encourage the character to meet the faction's goals. As before, making a personal connection to the characters – even through something as simple as faction loyalty – will make a handler more personable and believable.

Some agents are contract agents: They have never sworn the O-12 citizenship oath, do not carry an official Bureau Noir badge, and operate instead as freelance agents or mercenaries. Such mercenaries often operate under the premise that they are a disposable asset with built in deniability. The Bureau understands that they are buying loyalty and flexibility, the mercenary understands that their usefulness is based on results. Failure to deliver results will often be the difference between life and death, though conversely, delivery of results will reap more lucrative contracts and increased support; they may be expendable, which can make handler negotiations a difficult prospect, but, with luck and skill, they can make themselves indispensable.

Although the title makes them sound unwieldy, civilian assets can often enjoy much more freedom than mercenaries or members of specific organisations. Often overlooked, civilians can gain entry to places with only the most cursory of checks and enjoy the benefits of anonymity amongst the masses. Handlers will often need to provide more enticement than a simple 'the security of the Human Sphere is at stake' however, and will find it increasingly more difficult to employ the civilian once their connection to certain events begins to reveal itself. In an opposite parallel to mercenaries, a civilian asset's initial dealings with a handler can be friendly and lucrative, but will experience a rapid decline in their usefulness as their notoriety increases.

QUIRKS

Giving a faction handler a notable quirk of behaviour or appearance can be a quick shortcut for establishing them as unique and notable individuals. Building on that initial hook, of course, is a matter of roleplaying, detail, and experience. Faction specific traits can be used to further distinguish them (although stereotypes should be used only with care and consideration), so as to provide a connection to the handler's identity that the players will appreciate and understand. The *Interesting Quirks* table can be used to generate random traits, but GMs should feel free to create their own.

CONTACT PROTOCOLS

Each faction handler will have established a contact protocol by which they can communicate with their agents (and probably vice versa). These

INTERESTING QUIRK TABLE

D20	INTERESTING QUIRK
1	Hair colour changes to match their mood.
2	Eye colour will frequently change and is always mismatched.
3	Prone to bouts of twitching.
4	Talks using as few words as possible.
5	Appears to be constantly distracted.
6	Has visible tribal scars or tattoos.
7	Swears every other word during conversation.
8	Always refers to a list of rules, which can be personal or faction relevant.
9	Inordinately short or tall.
10	Slips as many puns and abbreviations as possible into conversation.
11	Is extremely flirtatious, but seems shocked if anyone responds.
12	Abhors physical contact. Uses antiseptic measures if this does occur.
13	Sports a number of piercings.
14	Performs a superstitious tic to ward away bad luck.
15	Can never comprehend jokes or sarcasm.
16	Holds on to first impressions and discounts anything that contradicts that opinion.
17	Always seeks to obtain and hold eye contact for an uncomfortably long time.
18	Gives everyone a nickname and rarely uses real names.
19	Constantly quibbles over financial details.
20	Has cultivated enormous sideburns/a crazy moustache or beard/extremely long hair.

0-12 SECONDMENT

Bureau Noir is specifically tasked with serving as the intelligence agency not only of O-12 as a whole, but for each Bureau individually. In a process referred to as secondment, other Bureaus can call on Bureau Noir to investigate concerns relating to their portfolios. Bureau Noir operative teams, therefore, can find themselves assigned to almost any sphere of influence while pursuing almost any goal.

OPP

It's usually not necessary for the GM to specifically design the pertinent OPP for an operation. But if a crisis arises, Noir agents can use Analysis and Lifestyle tests to tap the OPP and (potentially) find the resources they need.

contact protocols may vary over time. In usual circumstances or emergencies, of course, extraordinary contact efforts may be attempted. Occasionally mixing up protocols can create occasional mystique or a simple change of pace.

Dead Drops: Information can be left in (and retrieved from) a specific location or rotating set of locations. Such drops may be physical (buried in a nutshell at the base of a particular tree) or quantronic (posted using code phrases on an obscure forum) in nature. Double blind protocols can be implemented such that the agent does not know the identity of their handler and vice versa, providing the utmost security in their anonymity.

Face-to-Face: Personable and providing more direct control over agents than other methods, the face-to-face meeting is the preferred method for many handlers. It means they are usually able to gauge their agent's reactions, provides an opportunity to answer any questions that may arise, and avoids the inherent risk of messages being intercepted or hacked. In some cases, an encrypted AR patina can also be used to carry the true message while the physical meeting appears completely wholesome to observers.

VR Meetings: Another popular option for handlers, quantronic virtual space conventions provide many of the benefits of a face-to-face meeting but additionally introduce physical distance and the option of anonymity via virtual disguise. Despite rare instances, conventions can be hacked, which will often edge a handler towards more mundane briefing methods.

Cut-Outs: In some cases, the faction handler may dispatch different couriers to deliver information to their agents. Cut-outs have the advantage of diminishing patterns of behaviour that may be vulnerable to counterintelligence, and they can also be used to effectively keep the handler anonymous. (They do, however, have the potential to put the agents being contacted at higher risk, since their identity may be exposed to any or all cut-outs.)

These methods and numerous others will also be employed by any faction handlers that are influencing the characters from outside of Bureau Noir. Unless they are the only handler currently engaging with the characters, or the briefing is urgent or critical to the handler's agenda, most faction specific handlers meddling with the affairs of Bureau Noir agents will usually opt for the more discrete methods of contact before seeking a face-to-face meeting.

REVERSING THE FLOW

Problems can and will arise during missions. The best laid plans never survive first contact with the enemy, after all. Characters will want to know that they can rely on a certain amount of support from their handler when they find themselves up the Struana River without a paddle.

The handler should provide a method or two for the characters to establish contact once any mission is complete or in case of emergencies – preferably with different methods for both situations. Physical or virtual deposit boxes, cover drop sites that are checked regularly by faceless agents, and one shot numbers that connect to a virtual secretary are just some of the methods that can be offered to the characters during a handler's briefing.

BUREAU NOIR HANDLERS

Bureau Noir's chain of command is effectively broken into two separate organisations. First, there are commanding officers. Each commanding officer has a specific jurisdiction – a city, a region, a planet, a solar system – and is served by a public support staff. Their jobs are to maintain Noir facilities and resources within their jurisdiction, coordinate with local and Aegis law enforcement, generate regular reports (which can filter up into the NABs), and generally coordinate local activity. They control roughly 95% of Bureau Noir's personnel, focusing on the less exciting work of data gathering, analysis, and projection.

They do not, however, generally manage individual agents. That job is filled by independent handlers, most of whom will operate across multiple jurisdictions (responding to requests from commanding officers, other Bureaus, and the General Board, along with the *Öberhaus*, *Petite Assemblée*, and *Concilium Courts*).

BLACK BOOKS

Bureau Noir operates under a highly compartmentalised structure that is shrouded in secrecy. Not even ALEPH is cleared to know exactly how the Bureau is structured or who the highest ranking members are, and only those shadowy upper echelons have the clearance to access the full personnel files of the agency. And even they don't have the full picture, because most handlers are empowered (either officially or unofficially) to maintain a "black book" – a collection of agents, contacts, and other resources that aren't known to the larger organisation.

BUREAU NOIR BIRTH FACTION

The handler that has been assigned to the characters by the Bureau Noir is more than likely to have been raised within the sheltering arms of a specific faction before renouncing their ties and swearing allegiance to the Pillars. Determining a handler's heritage can vary in difficulty dependent upon how apparent they are; the colour of someone's skin or a unique dialect can be a clear indicator, though the technology available to humanity means that they could just as easily be faked in order to provide false clues. A GM can roll on the *Handler Faction Table* or choose their own to decide a handler's birth faction:

HANDLER FACTION TABLE

D6	FACTION
1	Pan Oceania
2	Yu Jing
3	Ariadna
4	Haqqislam
5	Nomads
6	ALEPH*

*A Bureau Noir handler associated with ALEPH is unlikely, but not unheard of. They are, without exception, specialists within the field of cybersecurity and will almost certainly be connected to Bureau Toth, whilst their missions will generally encompass tasks such as the capture of rogue AI or the infiltration of Arachne.

Black books help to guarantee institutional security, but they also make it easier to run ops off the books and with full deniability. (There's also the risk of rogue handlers, of course. But the risk is considered worth the benefits.)

MISSION BRIEFING

Once a handler receives an assignment, they'll package the mission from the portfolio of agents they manage (some preferring to maintain longstanding teams who frequently work together; others mixing and matching whatever personnel are best suited – and available! – for the current job).

Briefing the agents can take several different forms. Direct, face-to-face meetings can be common among teams based out of a consistent jurisdiction. Other handlers prefer the anonymity offered by quantronic virtual spaces. Some mission assignments will be given through covert drops.

Mission briefings almost always include an operational parameter packet (OPP) which includes contacts, safe houses, and other local resources that can be tapped in case of emergencies.

CORNER DEPOTS

In Bureau Noir Lingo, a "corner depot" refers to a covert stash of materiel. Local commanding officers are often charged with creating "public depots" that are frequently included in OPPs. Handlers and individual agents often create their own caches, taking comfort in the added security of being the only people who know of their existence.

NOIR SIGN

Noirsign is a system of special signals, hand gestures, and code phrases that Noir agents can use to identify and, to a limited extent, communicate with each other. Members of a particular handler's network will often develop a unique patois.



APPENDIX 2

2020 TO N3 CONVERSION GUIDELINES

INTO THE THICK OF IT

ALTERNATE SILHOUETTES:
Other common silhouettes include:
Motorbike Rider: 4
Dog-Warrior Form: 6
Titan L-Host: 3

Infinity is a roleplaying game that gives players the opportunity, through their characters, to explore and adventure throughout the Human Sphere and beyond. Adventures may consist of trade runs, covert operations, industrial espionage or sabotage, and much more. There may be times when characters are caught up in firefights, skirmishes, or battles between the *Infinity* universe's powerful factions.

The following conversion guidelines allow GMs and players to transfer their *Infinity* characters from the 2D20 roleplaying system, by Modiphius, into the *Infinity N3* miniatures game system, by Corvus Belli, and play them on the tabletop alongside their preferred faction. Play groups who love both games can use these rules to create elaborate campaigns that mix the roleplaying game and miniatures game into a larger story.

ALTERNATE MOVEMENT VALUES:
The most common reasons to alter a character's MOV include:
Motorbike Rider: 6-4 (15cm-10cm)
Dog-Warrior Form: 6-4 (15cm-10cm)
Multiple Agility Talents: 6-4 (15cm-10cm)
Heavy Armour or Power Armour: 4-2 (10cm-5cm)

Characters converted to the *Infinity N3* miniatures game system are not ITS valid. When creating a force for N3 that includes a converted character, the converted character has **no** cost, and is taken in addition to the 300 points (i.e., a normal 300-point army, plus a converted character). Converted characters are best used for specific scenarios, or in a situation where both players have a converted character in their force.

The conversion guidelines reference the example character on this page.

N3 STATISTICS

The first step in the process of converting a character from 2D20 to N3 is to calculate the character's basic N3 Attributes. Follow the steps as outlined for each N3 Attribute below:

- Movement (MOV)** is 4-4 (10cm-10cm) for all characters unless modified by equipment or some other factor, as decided upon by common agreement and common sense. Alternative movement values can be found in the sidebar.
- Close Combat (CC)** is equal to the sum of the character's Agility, Close Combat Expertise, Close Combat Focus, and the number of Close Combat talents.

EXAMPLE CHARACTER

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
8	10	8	9	11	12	9
SKILLS						
Acrobatics	+1	-	Hacking	+1	-	
Analysis	+1	-	Lifestyle	+3	2	
Animal Handling	+1	-	Observation	+2	1	
Athletics	+1	-	Persuade*	+2	1	
Ballistics	+1	-	Resistance	+1	1	
Close Combat	+1	-	Stealth	+2	1	
Discipline*	+3	1	Tech*	+4	2	
Education	+1	-				
DEFENCES						
Firewall	12	Resolve	12	Vigour	9	
Security	0	Morale	0	Armour	1	

Talents: Stubborn, Charismatic, Natural Engineer, Snap Diagnosis

Equipment (Earnings 5, 12 Assets): Basic Urban Survival Kit, Armoured Clothing, CombiRifle (N) with 2 Reloads, Knife

- Ballistic Skill (BS)** is equal to the sum of the character's Coordination plus half (rounding up) of their Ballistics Expertise.
- Physical Skill (PH)** is equal to the higher of two values: Agility plus half (rounding up) Acrobatics Expertise, **or** Brawn plus half (rounding up) Athletics Expertise.
- Willpower (WILL)** is equal to the lowest of the character's Awareness, Intelligence, or Willpower attributes, plus half (rounding down) of the highest of the three.
- Armour (ARM)** is equal to the character's Armour Soak on their torso.
- Bio-Technological Shield (BTS)** is equal to the character's BTS (normally gained from armour and some other equipment).
- Wounds (W)** is equal to the character's Vigour divided by seven (rounding down).

- **Silhouette (S)** is 2 for all characters unless modified by equipment or some other factor. Common alternative silhouettes can be found in the sidebar.

Using our example character, the N3 conversion will have a statistics line that looks like this:

MOV	CC	BS	PH	WILL
4"-4"	9	10	9	14
ARM	BTS	W	S	
1	0	1	2	

SKILLS

The range of skills available to characters in the *Infinity* roleplaying game is diverse, but there are enough similarities between the roleplaying

game and the miniatures game that one can be converted to the other easily enough.

The following sections note combinations of skills and talents present in the roleplaying game, and what abilities they should confer for a character in N3.

In some cases, the effects or requirement of equipment are part of a skill in N3; these cases will be marked in *italics* to clearly denote when a piece of equipment is required to gain a particular N3 skill.

The following skills do not contribute to the N3 character: Analysis, Animal Handling, Education, Persuade, Psychology, Science, and Spacecraft.

Using the above guidelines it is clear that while many of our example character's skills don't

ACROBATICS

INFINITY RPG SKILL/TALENT	INFINITY N3 SKILL
Graceful	Hyper-Dynamics L1 & Kinematica L1
Graceful plus Uncanny Dodge	Hyper-Dynamics L2
Graceful plus Uncanny Dodge plus Roll With It	Hyper-Dynamics L3
Free Runner	Kinematica L2
Long Jumper	Super-Jump
Total Reaction	Total Reaction





ATHLETICS

INFINITY RPG SKILL/TALENT	INFINITY N3 SKILL
Irresistible Force	Assault
Rigorous Training	Forward Deployment
Wall Crawler	Climbing Plus

BALLISTICS

INFINITY RPG SKILL/TALENT	INFINITY N3 SKILL
Marksman	Marksmanship L1
Marksman plus Clear Shot	Marksmanship L2
Precise Shot	Marksmanship Lvl X

CLOSE COMBAT

INFINITY RPG SKILL/TALENT	INFINITY N3 SKILL
Deflection	Martial Arts L1
Deflection plus Combat Specialist	Martial Arts L2
All of the above plus Riposte	Martial Arts L3
All of the above plus Weapon Master	Martial Arts L4
All of the above plus Master Deflection	Martial Arts L5
Eight or more talents in Close Combat	Natural Born Warrior

COMMAND

INFINITY RPG SKILL/TALENT	INFINITY N3 SKILL
Commanding Presence	Advanced Command
Four or more Command Talents	Chain of Command
All seven Command Talents	Executive Order
Command Focus, plus one or more Command Talents	Strategos Level equal to (Focus Rank + number of Talents)÷5 (round up)
Coordinator	Fireteam
Minions	Inspiring Leadership

DISCIPLINE

INFINITY RPG SKILL/TALENT	INFINITY N3 SKILL
Courageous	Valour L1
Courageous plus Resistance/Resilient Rank 1	Valour L2
Courageous plus Resistance/Resilient Rank 3	Valour L3

EXTRAPLANETARY

INFINITY RPG SKILL/TALENT	INFINITY N3 SKILL
Spacewalker	Multiterrain – Zero-G

HACKING

INFINITY RPG SKILL/TALENT	INFINITY N3 SKILL
Hacking Expertise 3 or higher, and any form of <i>Hacking Device</i>	Hacking

LIFESTYLE

INFINITY RPG SKILL/TALENT	INFINITY N3 SKILL
Backdoor Assets	Booty L1
Backdoor Assets plus Survival/Scrounger	Booty L2

MEDICINE

INFINITY RPG SKILL/TALENT	INFINITY N3 SKILL
Physician	Doctor
Emergency Doctor	Doctor Plus
Miracle Worker	Akbar Doctor
Medicine Expertise 3 or higher, and a <i>MediKit</i>	Paramedic

OBSERVATION

INFINITY RPG SKILL/TALENT	INFINITY N3 SKILL
Acute Senses, and a <i>Target Marker</i>	Forward Observer
Sharp Senses	Sixth Sense L1
Sharp Senses plus Danger Sense	Sixth Sense L2

PILOT

INFINITY RPG SKILL/TALENT	INFINITY N3 SKILL
Pilot Expertise 3 or higher	Pilot

RESISTANCE

INFINITY RPG SKILL/TALENT	INFINITY N3 SKILL
Mithradatic 1	Immunity: Shock
Mithradatic 2	Bioimmunity
Mithradatic 3	Immunity: Total
Resilient 1 plus Discipline/Courageous	Valour L2
Resilient 3 plus Discipline/Courageous	Valour L3



STEALTH

INFINITY RPG SKILL/TALENT	INFINITY N3 SKILL
Camouflage and/or Photoreactive Clothing	Camouflage L1
Camouflage, and Chameleonic Gear	Camouflage L2
Camouflage, and Thermo-Optical (TO) Camouflage	Camouflage L3
Impersonation	Impersonation L1
Impersonation, and a <i>Holomask</i>	Impersonation L2
Scout	Infiltrate L0
Living Shadow	Infiltrate L1
Infiltration	Infiltrate L2

CUBES

Most players are considered to have a standard cube, unless an event or trait causes the loss or failure of the cube. The main exceptions to this are Ariadnian characters who do not have a cube by default, and all characters in an L-Host (including all Aleph characters) are considered to have a Cube V2.0^o

SURVIVAL

INFINITY RPG SKILL/TALENT	INFINITY N3 SKILL
Scrounger	Booty L1 plus Scavenger
Scrounger plus Lifestyle/Backdoor Assets	Booty L2
Environmental Specialisation (Aquatic)	Multiterrain: Water
Environmental Specialisation (Desert)	Multiterrain: Desert
Environmental Specialisation (Mountain)	Multiterrain: Mountain
Environmental Specialisation (Jungle)	Multiterrain: Jungle

TECH

INFINITY RPG SKILL/TALENT	INFINITY N3 SKILL
Explosive Expert and Mines	Minelayer
Natural Engineer	Sapper
Tech Expertise 3 or higher	Engineer

EQUIPMENT AND MISCELLANEOUS

INFINITY RPG SKILL/TALENT	INFINITY N3 SKILL
<i>Airborne Deployment</i> , plus Pilot Expertise 1 or more	Airborne Deployment level is equal to Pilot Expertise
<i>i-Kohl X</i>	<i>i-Kohl LX</i>
Career: Media or Journalist	Journalist
<i>Bio-Engineered Physiology</i>	Regeneration
Trait/Religious Fanatic	Religious Troop
<i>Satellite Uplink</i>	Sat-Lock
Sensor	Sensor
<i>Poison</i>	Poison

EQUIPMENT AND MISCELLANEOUS

The special skills on this table usually come more from equipment or other defining qualities of the character.

translate to the battlefield, their technical acumen does – their Tech Expertise of 4 becomes the Engineer skill in N3, while their Natural Engineer talent gives them the Sapper skill in N3.

EQUIPMENT

Converting a character's equipment from 2D20 to N3 is fairly straightforward. Items in the roleplaying game, for the most part, retain the same names as their N3 counterpart. The following items in the *Infinity Core Rulebook* have a direct counterpart in N3:

- 360° Visor
- Antipode Control Device
- Assault Hacking Device
- AutoMediKit
- Deactivator
- Defensive Hacking Device
- Deflector (1 or 2)
- Deployable Repeater
- ECM
- FastPanda
- Hacking Device
- Hacking Device Plus
- MediKit
- Multispectral Visor (1, 2, or 3)
- Optical Disruption Device
- Repeater
- Sensor
- Sniffer
- TinBot

Our example character isn't carrying any of these pieces of equipment. However, in N3, having the Engineer special skill means the character is issued a Deactivator, so they gain a Deactivator during the conversion process. Players and GMs should use common sense when converting equipment. The nature of the character may influence this process, as might the nature of the scenario being played.

WEAPONS

The final step is to convert the weaponry and ammunition of the character to N3 equivalents. As with equipment, many of the weapons and ammunition types available in the wargame are available in the *Infinity Core Rulebook* (a few may appear in subsequent sourcebooks). Looking up the weapons and ammunition on your character sheet and finding the equivalently named weapons and ammunition types in the N3 rules will provide your character with all the weapons they require for the battlefield. In the rare case the character does not have a close combat weapon that can be converted, they may automatically take a knife, and in the case of no ranged weapon they may take a pistol.

In the case of our example character, a CombiRifle with Normal ammunition and a Knife can both easily be found in the N3 rules.

FINAL EXAMPLE

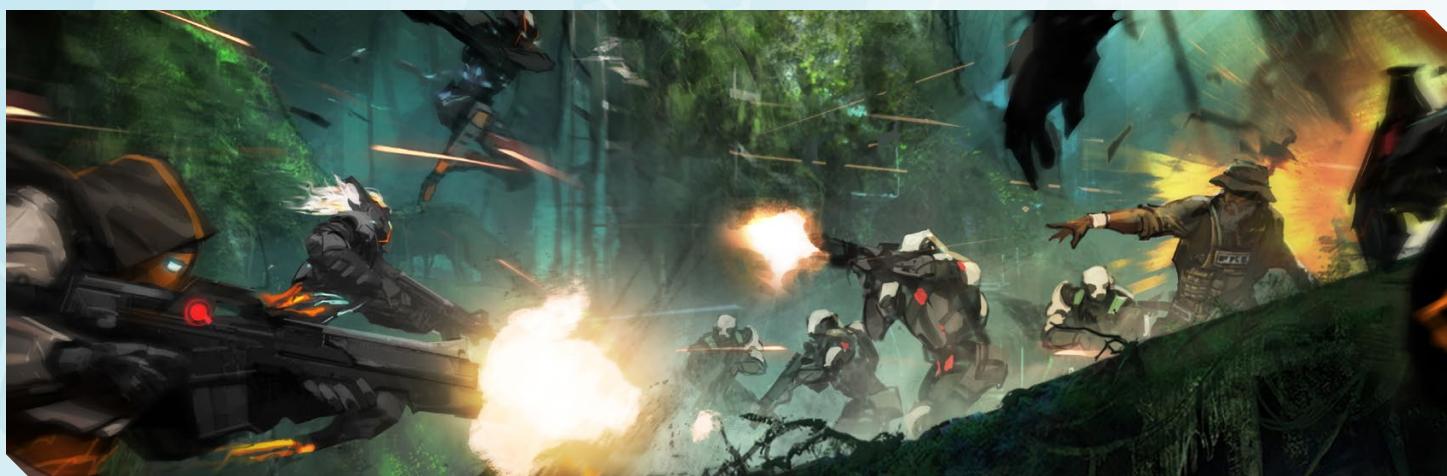
Having converted our character to fight on the battlefields of the Human Sphere, they look like this:

MOV	CC	BS	PH	WILL
4"-4"	11	10	9	15
ARM	BTS	W	S	
1	0	1	2	

Equipment: Deactivator

Special Skills: Engineer, Sapper

BS Weapons: CombiRifle **CC Weapons:** Knife



ANDREW WILLIAMS

NEOTERRAN CORPORATE EXECUTIVE



APPEARANCE

Andrew Williams is tall, clean-cut, and ruggedly handsome. Dressed in the latest fashion from Neoterra, he swaggers with a confidence that often appears to border on arrogance.

ROLEPLAYING

- Charming and self-confident, Andrew often runs a hand through his hair when speaking.
- Andrew is careful to assess his relationships with others, he pays most attention to those with power or influence.
- Andrew is cocky and self-sure, he believes he can talk his way out of any situation before it gets out of hand, and will involve others when and if it does.

NEMESIS

ANDREW WILLIAMS

BACKGROUND

Raised in the bright lights and high technology of Amaravati, the media and social heart of the Great Gem, Neoterra, Andrew Williams was born to go into business. Loud, brash, and confident, Andrew was something of a bully growing up. Never one to get his hands dirty, he used his quick mouth and his keen ability to see what made other people tick to get his way.

Andrew's father was a perpetual philanderer, and his mother left the family while Andrew was young. Andrew remained with his hyper-masculine father, nursing a sense of abandonment, and with no valuable female role models. He has had trouble forming meaningful relationships ever since. Despite the family break-up, Andrew's father was a very successful businessman, and groomed his son to be

similarly ruthless, introducing him to many important people in his Amaravati business circles from a young age.

As an adolescent, Andrew, like many, harboured dreams of becoming a Maya personality, and attended the Maya Virtual Academy. Tall and skinny in appearance, as well as possessing general ill-health, Andrew lacked the physical gravitas to be truly successful, and spent years of training and plenty of money building himself into a more imposing physical presence. However, despite Andrew's efforts, his father would never allow him to waste his life on dreams of celebrity, and after completing his course Andrew was sent off to work as a PA for one of his father's business associates, Harry Dugar, a senior executive at VirtExperience, Inc.

Shortly after taking the role as PA, Andrew's ability to manipulate others and get his way, as well as his naked ambition, was recognised by Dugar as something special.

Andrew was enrolled in an internal training program, competing against several other young would-be executives for promotion. This was a cut-throat and unforgiving program, but Andrew, unlike his more traditional white-collar educated competitors, managed to use his silver tongue, charisma, and force of will to earn the position. Though only ever admitting that Andrew's success was *almost* as good as his own, Andrew's father was nonetheless quietly proud of his son's achievement.

Cocky, self-sure, intimidating, and persuasive, Andrew finished his term as PA for Dugar, and was recommended for a position as an executive within VirtExperience, Inc.

Believing this headstrong and magnetic young man was just what VirtExperience, Inc. needed to support its lobby efforts internationally, Andrew was assigned a position on Concilium, to push the desires of the company from within O-12. Andrew, eager for any opportunity for success that would see him eclipse his father (who had never gone beyond the orbit of Neoterra), seized the chance...

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
9	10	9	9	11	14	8

FIELDS OF EXPERTISE

Combat	+1	1	Movement	+2	1	Social	+4	4
Fortitude	+1	1	Senses	+2	1	Technical	+2	1

DEFENCES

Firewall	13	Resolve	9	Vigour	10
Security	—	Morale	1	Armour	—

ATTACKS

- **Heavy Pistol:** R/C, 2+6 , Burst 1, Unbalanced, Unforgiving 1, Vicious 1

GEAR: MedKit, Fashionable Clothing

SPECIAL ABILITIES

- **Common Special Abilities:** Threatening 1 – Cool and calculating, Andrew is constantly reassessing his situation. He begins each scene with 1 Heat that can only be used to benefit himself, and is not drawn from the general Heat pool.
- **Malicious Machismo:** A lifetime of toxic hyper-masculinity hasn't helped Andrew form meaningful relationships, but it sure comes in handy when demoralizing opponents. He adds +4 to Psywar attacks.
- **Silver-Tongued:** Cocky, brash, and headstrong, Andrew can talk himself out of – or into – situations as circumstances require. He can reroll one d20 when making a Persuade test, but must accept the new result. Additionally, he gains one bonus Momentum on Persuade tests.

ESIN KAYYALI, HAQQISLAM TARIQA

APPEARANCE

Esin Kayyali is short, slight of build, and beautiful. Multi-layered, fashionable clothes are skintight below and flowing above. Her green eyes show a deep and keen intellect.

ROLEPLAYING

- Shy to start with, once Esin gets talking on a subject she knows well (and they are multitude) she often babbles run-on sentences talking excitedly at seemingly endless length.
- In discussions or meetings Esin often seems distracted. This is because she is usually interacting with her *geist*, researching a topic that may be relevant to the discussion or something of general interest. (Sometimes, though, she's just playing word games or competing in Maya trivia tourneys.)
- She is never as distracted as she may appear.

BACKGROUND

Born in the Funduq Sultanate, into a reasonably successful merchant family, Esin Kayyali looked set to follow her parents into the family business. Despite the family's only moderate success, they moved in important circles. Esin's father, Ihsan was a clever and charismatic man, while her mother Sanem was quieter, but with a sharper intellect. Both were valued for their advice and company by many in their home city of Hakkâri.

From early on Esin displayed many of the qualities for which her parents were held in high regard, she was tenacious, alert, and highly intelligent. Her abilities were noted both by her teachers and the many business people, scholars, and bureaucrats that associated with her parents. With the support and recommendations of many behind her, Esin found little difficulty in gaining an early sponsorship to attend a prestigious medical university in the Caliphate of Al Medinat.

Esin flourished at university, majoring in medicine, with a multitude of sub-majors in the areas of history, politics, and science. She was noted for her doggedness in research, her detail, clarity of knowledge, and ability to spot errors in data sets. Esin had little trouble achieving a high standard in

her course work, and managed to finish a full year ahead of her peers.

After completing her schooling, Esin was offered a position as an academic and lecturer at the university, a role she eagerly took up as it allowed her more freedom to pursue her passion: medical research. Her efforts again were noted as exemplary, and two years into her role as lecturer, Esin was offered a government position at the Diwân Al Rasa'il to help assemble and index the existing laws surrounding medicine, and particularly the use of Silk Moving from Al Medinat to Nawal, she threw herself into her new role, and soon found herself in charge of a growing group of academics. Perceptive, dogged, and with a keen eye for detail, she was a key part of the department that managed to collect and collate the existing laws into a single interactive repository, and even submitted some suggested changes to existing laws to avoid contradictions and loopholes.

Before she had finished her task at the Diwân Al Rasa'il, she was reallocated to the Diwân Al Hachib, the presidential offices, in order to serve as a Tariqa. This was a high honour, and her family gained much prestige by her achievement. Initially reallocated because of her knowledge of medical law, particularly in relation to Silk, she was soon found to have a wealth of untapped potential as a polymath, able to offer advice with clarity and research on a large range of subjects.

Serving the office of Hachib as advisor for several years on Bourak, she was recently sent to Concilium to advise the existing delegation there...



NEMESIS

ESIN KAYYALI

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
8	10	8	9	15	8	12

FIELDS OF EXPERTISE

Combat	+2	1	Movement	+3	2	Social	+2	–
Fortitude	+1	–	Senses	+1	–	Technical	+5	3

DEFENCES

Firewall	20	Resolve	13	Vigour	9
Security	–	Morale	1	Armour	–

ATTACKS

- **Pistol:** R/C, 1+6 IN, Burst 1, 1H, Vicious 1

GEAR: Personal Laboratory, Personal Library

SPECIAL ABILITIES

- **Multitasking:** Esin may not be the most attentive person in the room, but insights always merit mention. She gains one bonus Momentum on successful Analysis and Observation tests.
- **Perspicacious Polymath:** An expert in multiple disciplines, Esin supplies a steady stream of support and data to her allies that is difficult to overstate. Each turn, Esin can attempt a Daunting (D3) Analysis test as a Standard Action. If successful, allies that act subsequently may reduce the cost of their Momentum spends by one, to a minimum of zero. This effect lasts until the end of the current turn, or until Esin falls unconscious, leaves the scene, or is otherwise unwilling (or unable) to provide support – whichever comes first.
- **Technically Gifted:** Esin's expertise seemingly knows no bounds; She may reroll one d20 when making a Hacking or Tech test, but must accept the new result. Additionally, she generates one bonus Momentum on such tests.

LI TING
YU JING DRAGON LADY

APPEARANCE

Li Ting is quick on her feet, agile, and well balanced with an air of poise. She is relatively short and also extremely fit and strong. Li Ting is pretty by any social standard, but her face, eyes, and body language convey a hard edge and serious determination.

ROLEPLAYING

- Well spoken, and fluent in multiple languages, Li Ting is comfortable conversing with anyone. However, she tends to get uncomfortable when the discussion becomes personal.
- Li Ting is strong and confident and, for a judge, she displays a brazenness rare in her position.
- Li Ting is a capable martial artist, though she doesn't go out of her way to advertise that fact. She is certain of her skill and does not blink when a situation turns ugly.

NEMESIS

LI TING

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
13	10	12	8	10	8	9

FIELDS OF EXPERTISE

Combat	+4	3	Movement	+2	-	Social	+2	1
Fortitude	+1	1	Senses	+3	-	Technical	+2	1

DEFENCES

Firewall	12	Resolve	10	Vigour	13
Security	-	Morale	2	Armour	1

ATTACKS

- Heavy Pistol:** R/C, 2+6*Q*, Burst 1, Unbalanced, Unforgiving 1, Vicious 1

GEAR: Armoured Clothing

SPECIAL ABILITIES

- Intense Charisma:** Unusually bold for an Imperial Judge, when Li speaks, people listen. She can reroll 1d20 when making a Command or Persuade test, but must accept the new result.
- Iron Judge:** Li is tenacious and formidable when pursuing a case. She may reroll 1d20 when making a Discipline, or any dice that did not generate a success on a Resistance test, but must accept the new result. Additionally, she gains one bonus Momentum on all Analysis, Command, Observation, and Persuade tests made as part of an ongoing investigation.
- Martial Artist:** Li may reroll up to 3*Q* when making a Close Combat test, but must accept the new results. Additionally, she reduces the Heat cost of Defence or Guard Reactions by one when using Close Combat, to a minimum of zero.
- Relentless:** Li can reroll one d20 when making a Fortitude test, but must accept the new result.

BACKGROUND

Li Ting was born into a broken home. Her father, a failed soldier, was ejected from the military for failing psychological examinations. He was a violent man, and his explosive temper, while mostly reserved for her mother, was sometimes extended to Ting herself. When she was eight, Ting's mother was mugged and beaten, police reports made note that many of the injuries catalogued were pre-existing. The lead investigator, Zhang Min, doggedly pursued this side of the case, and was responsible for the later incarceration of Ting's father. Over the course of the investigation Zhang Min built up a rapport with the young Ting, which strengthened and

energised Ting's already strong passion for justice.

As an adolescent, Li Ting enrolled in the Imperial Service's Military Police Academy. Her career at the academy was exemplary, and her fitness and skill as a martial artist, and especially her intellect, were noted. On a survival exercise in her final year, the transport ship suffered an engine failure and the cadets were stranded for nearly a week. Already at the end of a gruelling course, they were malnourished and exhausted. Bad weather and lack of supplies, combined with the health of the cadets, resulted in several deaths, an experience Li Ting carries with her still.

After leaving the academy, Li Ting joined the Military Police, with a relentless ambition to pursue a career in law. She managed her police training and service while studying for and completing her law degree.

In her second year as detective, she and her team managed to uncover the tip of what turned out to be a significant iceberg. Weapons were being siphoned off the production lines of an important arms manufacturer, smuggled off Yutang, and written off the records as damaged stock. What Ting and her team were not aware of was how far reaching this case would become. The weapons were used as bargaining chips in the larger Teseum trade and to arm militias on Ariadna in exchange for attacks on the bases of a rival corporation. This was a case that ended in the hands of the Judicial Corps, and Li Ting, both as investigator, and with her legal background, was instrumental. For her talent both as a canny and reasoned investigator, and as an able and intelligent lawyer, she was offered a role within the Judicial Corps.

Li Ting moved to Tiān Di Jing, taking her mother with her. Untouched by the murky underside of Tiān Di Jing, she made an exceptional lawyer within the Judicial Corps, highly regarded for her pursuit of justice and her incorruptible adherence to the ideals of the law. Within a few short years, and after further study, she was offered a position as judge. This role brought security, prestige, and serious responsibilities, which she managed well. With a hunger to reach higher still, Ting applied herself studiously and wholly to her position, and her efforts paid off. Newly appointed as a Dragon Lady, she soon found herself posted to Concilium to support the Judicial Corps there...

ROZIER

ALEPH HIGH FUNCTIONARY

APPEARANCE

Rozier is tall and imposing. He is most striking due to his poise and bearing, as well as his defined musculature and handsome appearance. The fact that he is a Functionary is obvious, the dermal patterning of a Deva model Lhost marks him as such, even from a distance.

ROLEPLAYING

- Well spoken, Rozier is polite, and talks with an almost human range of emotional tones.
- Rozier always makes sure he is aware of everyone in his proximity and shows interest in and concern for anyone he is required to interact with as a part of his role.
- While a dominating physical presence, Rozier will often use body language and positioning to underestimate his size and physical attractiveness unless he thinks it will serve a useful purpose.

BACKGROUND

Rozier is currently housed in a Deva model Lhost. As a High Functionary he was spun off ALEPH to fill a specific role: offer a safe, fast, and secure transportation service for dignitaries and people of note, in addition to the basic task of being able to deliver swift logical advice as required.

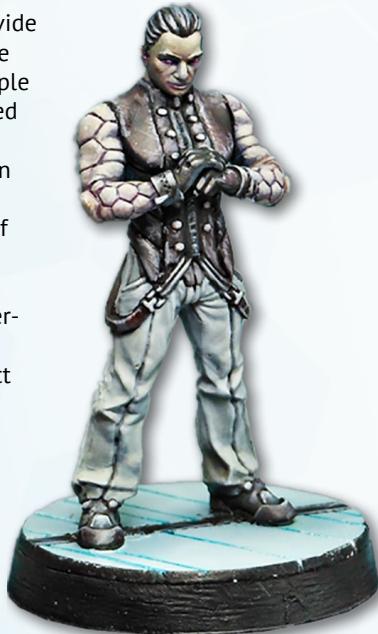
A key component of his initial suite of training programs was a range of driving and piloting courses, covering all manner of ground, sea, air, and space vehicles. With capabilities that extend to technical support, he is also fully capable of performing essential mechanical and technical repairs on almost any vehicle in the Human Sphere.

Rozier's training comprised three aspects: skill set downloads, training simulations, and real world application. As a part of this process he also undertook basic training in high stress situations such as combat scenarios, simulated chases, and emergency procedures. While a Functionary doesn't process stress in the same way a human does, having a grounding in how such situations change the dynamics of his role was deemed an important part of the training process.

Given that the role of all Functionaries is to provide support and advice, and that Rozier's specific role would have him interacting with influential people from around the Human Sphere, he is also trained to relate to a wide range of cultures and social backgrounds. Rozier is polite, almost fastidious in his manners, and relentlessly optimistic. He is a capable researcher, and has a wide knowledge of the Human Sphere.

While provided with a basic suite of training exercises in a variety of weapons skills, Rozier would prefer to avoid combat unless required to protect those in his charge.

Rozier is currently in the service of O-12, on Concilium...



NEMESIS

ROZIER

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
9	13	8	14	11	8	7

FIELDS OF EXPERTISE

Combat	+3	1	Movement	+5	3	Social	+1	-
Fortitude	+2	-	Senses	+2	-	Technical	+3	-

DEFENCES

Firewall	14	Resolve	9	Vigour	10
Security	-	Morale	4	Armour	1

ATTACKS

- Assault Pistol: R/C, 1+7 \mathbb{N} , Burst 3, Unbalanced, Vicious 1

GEAR: Armoured Clothing, Vac Suit

SPECIAL ABILITIES

- Ace Transporter:** If it moves, Rozier can pilot it. He can reroll one d20 when making a Pilot test, but must accept the new result. Additionally, he gains one bonus Momentum on Pilot tests for movement involving vehicles.
- Reassuring Presence:** Polite, calming, and gregarious, Rozier is a soothing balm to those in his charge. Any time he or his allies are subject to a Psywar attack, they gain +4 \mathbb{N} Morale Soak.
- Watchful Eye:** Studiously aware of his surroundings, Rozier can spot danger before most think to look. He can reroll one d20 when making an Observation test, but must accept the new result.

YEVGUENI VORONIN

COSSACK DIPLOMAT



APPEARANCE

Yevgueni Voronin is a man of medium height and solidly built. He is imposing, not due to his size, but due to his presence – a gruff and severe-looking veteran with years of combat experience evident in his every movement.

ROLEPLAYING

- Yevgueni Voronin is an aggressive and masculine presence, with little to no regard for the niceties of human interaction. He is gruff, loud, and brash, often blunt to the point of rudeness.
- Voronin is a provocative, dominant, alpha male. Deliberately tactless, he will often use his cutting tongue or significant physical presence to intimidate others.
- Voronin is fond of heavy drinking sessions and cigars. Aside from his country, he often seems more concerned about the well-being of his Antipode Grisha than many people.

NEMESIS

YEVGUENI VORONIN

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
12	9	14	9	8	8	10

FIELDS OF EXPERTISE

Combat	+5	3	Movement	+2	–	Social	+2	–
Fortitude	+3	2	Senses	+2	–	Technical	+1	–

DEFENCES

Firewall	9	Resolve	13	Vigour	17
Security	–	Morale	2	Armour	1

ATTACKS

- Heavy Pistol:** R/C, 2+5 D6 , Burst 1, Unbalanced, Unforgiving 1, Vicious 1
- Knife:** Melee, 1+7 D6 , 1H, Concealed 1, Non-Hackable, Subtle 2, Thrown, Unforgiving 1

GEAR: Armoured Clothing, Antipode Control Device, Pheromonal Spray

SPECIAL ABILITIES

- Chaos Inciting Killer:** When making a Close Combat attack, he adds two d20s for each Heat paid, instead of one (the normal limit of three bonus d20s still applies). Additionally, he gains one bonus Momentum when making a Close Combat attack.
- Forceful Charisma:** Yevgueni possesses all the social graces of a dentist's drill. His unpleasant – but effective – demeanour adds +3 D6 to Psywar attacks.
- Too Mean to Die:** Someday, Yevgueni's reckless behaviour will catch up to him. Maybe tomorrow. When making a Resistance test, he may reroll any dice that did not generate a success, but must accept the new results.

BACKGROUND

Foulmouthed, loudmouthed, and lacking even the smallest sense of tact or protocol, Colonel Voronin's position in the Cossack Diplomatic Corps can only be understood as a façade for his position in the Stavka, also known as the Department of Intelligence. Most people think that Colonel Voronin is the living image of the type of person who only brings problems: a bearer of chaos. He has earned his reputation as a provocateur as much for his attitude as for his aggressive and sometimes brash tactical and strategic planning.

Voronin has a dominant personality. He likes to cause chaos, and to be the eye of the storm, causing everything

around him to fly out of control, except for himself. He has inherited the wild Cossack temperament of the steppes.

When he was young, Voronin took up arms in rebellion, along with other officials of the Stavka, against General Fedchenko to end the General's iron-fisted reign over the government of Mat'. Voronin participated in the Fourth Transtartaric Campaign, the Third and Fourth Antipode Offensives, and the Ariadnan Commercial Conflicts, and at this time, is destined for Concilium, and from there to the Ariadnan Expeditionary Corps on Paradiso.

In his life there has been time for war but also for love. He denies having sired four bastard children, something that rivals in the Diplomatic Corps sometimes accuse him of. He swears that there are five, four of them with prostitutes and the fifth with a wife of an officer of the General Staff.

Throughout his career, Voronin has killed many, and has acquired many enemies who have wanted him dead, but none of this seems to bother him.

He knows he will die someday, but he will do so laughing, with a good cigar in his hand and accompanied by his faithful Grisha (Гриша), the fferocious Antipode he captured and befriended during the Fourth Antipode Offensive and from whom he never separates. (He no longer knows if the other two members of her triad – who are similarly kept as pets by Ariadnan soldiers – are still alive or not.) As long as that day does not arrive, Voronin will continue serving his country publicly in the Cossack Diplomatic Corps, and privately in the Stavka...

RAFAEL SOUSA

MIDNIGHT SUN ANALYST

APPEARANCE

Rafael Sousa is of medium height and solidly built. His augmented skin grows in a multitude of facets, as if he were made of crystal, a feature most notable on his face and head, and trailing off to other areas of his body. Dusty red eyes complete the ensemble, a pigmentation that affects both the cornea and the eyeball itself.

ROLEPLAYING

- Reserved for the most part, Rafael has a highly developed awareness of his surroundings. While he may appear to be withdrawn, he is usually acutely aware of details others have barely noted.
- Rafael is always moving; either pacing, jiggling, clicking a pen, tapping his feet... it's a trait that some find annoying.
- Rafael has a streak of anti-authoritarianism running through him. He will often resist direct orders that he would have followed had they been phrased as questions.

BACKGROUND

Born on the Human Edge, in a small Nomad enclave within a PanOceanian orbital with a population in the mere tens of thousands, Rafael Sousa was destined for a life of trouble. His parents were relatively poor Corregidoran extraplanetary miners and they were also politically active dissidents well known to local authorities.

From a young age, Rafael was encouraged to view authority as an oppressive force and to work subversively within the system. By the time he was a young teenager, he was able to infiltrate most computer networks without leaving a trace, find information, and erase records of his activities. Non-Nomad authorities would always quickly come to the determination that the Sousa family was untrustworthy if not potentially dangerous, and as soon as this attitude started to settle in, the family would relocate. Moving became a regular feature, his parents skipping from one orbital to the next following work, but always within the social circles of their rebellious leanings.

From his technically minded mother Rafael gained an appreciation for the power of technology. That

is, the power of technology to gather information – the real power. From his politically active father Rafael learned to be vigilant, to bridle under authority, and to be independently minded. Despite their frequent demigrant status, his parents managed to secure Rafael a suitable technical education. Gained piecemeal through Arachne or via a range of fake IDs from phished comlogs on Maya, his education may have seemed fractured to anyone used to the regulated progress of a formal education, but it equipped him well.

With a range of certifications and a degree in hand, digitally altered to reflect whatever pseudonym the family was using at the time, Rafael managed to secure a variety of short-term jobs working as a technician. In those roles he usually found himself serving both his own needs, and the anti-establishment ambitions of his father.

While working for a Haqqislamite i-Kohl manufacturer, he attempted a data dump that

NEMESIS

RAFAEL SOUSA

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
10	14	8	9	11	9	9

FIELDS OF EXPERTISE

Combat	+1	-	Movement	+3	1	Social	+2	1
Fortitude	+2	-	Senses	+3	1	Technical	+4	3

DEFENCES

Firewall	15	Resolve	11	Vigour	10
Security	-	Morale	2	Armour	1

ATTACKS

- **Assault Pistol:** R/C, 1+8 Burst 3, Unbalanced, Vicious 1

GEAR: Armoured Clothing, Fake ID 4, Disguise Kit, B&E Kit, Repair Kit, Basic Hacking Device

SPECIAL ABILITIES

- **Disputed Authority:** Rafael has problems with authority, plain and simple. When the subject of a Command test, he can spend 1 Heat to turn it into a face-to-face test against his Discipline. Using this ability counts as a Reaction. He may spend 1 additional Heat to gain one bonus Momentum on the face-to-face test.
- **Expert Hacker:** Rafael can reroll one d20 when making a Hacking test, or up to 3 when making an Infowar attack, but must accept the new results. Additionally, as a Reaction, he may respond to any Infowar attack with an attack of his own using any software to hand. Resolved this attack before the enemy's, preventing their attack if they suffer a Breach.
- **Head on a Swivel:** Constantly monitoring his surroundings, Rafael catches details that most would miss. He can reroll one d20 when making an Observation test, but must accept the new result.





ATTRIBUTES & SKILLS

GEIST

THE ROLEPLAYING GAME

AGI AWA BRW COO INT PER WIL

NAME	
PLAYER	

DEFENCES	
FIREWALL	RESOLVE
STRUCTURE	

FACTION	HERITAGE
HOMEWORLD	SOCIAL STATUS

HARMS	ARMOUR	MORALE	SECURITY
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INFINITY POINTS
REFRESH
REACTION TRACKER

DAMAGE BONUS XP

ANSWER

卷之三

TRAITS

DEFINITION

2 5
3 6

ANSWER

IDENTITY

FACTION HANDLER

BREACHES 1-2

CONTACT PROTOCOL

METANOIA

WEAPONS

RIGHT LEG LEFT LEG

WEAPON NAME	RANGE	DAMAGE	BURST	SIZE	AMMO
-------------	-------	--------	-------	------	------

WOUNDS

QUALITÉS

HARM EFFECTS

ARMOUR EQUIPPED

RANGE	DAMAGE	BURST	SIZE	AMMO
WEAPON NAME				

QUALITIES

QUALITÉS

INFINITY

THE ROLEPLAYING GAME

CHARACTER ADDENDUM

BACKGROUND

AGE	LANGUAGES
-----	-----------

LIFEPATH CHARACTERISTICS

FAMILY	
PARENTS	
SPOUSE	
SIBLINGS	
CHILDREN	
EXTENDED FAMILY	

FAKE IDs

NAME	RATING
------	--------

PERSONALITY

LIKES	
DISLIKES	
QUIRKS	
PHOBIAS	
CATCHPHRASES & BATTLECRYES	

ADDITIONAL LIFEPATH NOTES / EVENTS

ADDITIONAL INFORMATION

LIFESTYLES	RATING	MAINT

PORTRAIT

CONTACTS	NOTES

ADDITIONAL TALENTS

NAME	SKILL	RANKS
EFFECT		
NAME	SKILL	RANKS
EFFECT		
NAME	SKILL	RANKS
EFFECT		

NAME	SKILL	RANKS
EFFECT		
NAME	SKILL	RANKS
EFFECT		
NAME	SKILL	RANKS
EFFECT		

NAME	SKILL	RANKS
EFFECT		
NAME	SKILL	RANKS
EFFECT		

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ADDITIONAL GEAR

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The Huma

