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Thanks to the hundreds of Playtesters from the Infinity community and the backers of the 2015 Infinity RPG Kickstarter - you know who you are! Massive thanks to Corvus Belli; Fernando, Alberto, Gutier, Carlos and Bostris for letting us play in your world and Ivan for translating the endless secret knowledge!

Artwork & Storyline © Corvus Belli S.L.L.2014.
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PUBLISHED BY

Modiphius Entertainment Ltd 2015.
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MODIPHIOUS ENTERTAINMENT PRODUCT NUMBER:

MUH050187. ISBN: 978-1-910132-43-2

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CHAPTER ONE

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 internecine conflicts of the Human Sphere. Hundreds of beautifully molded 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 a space opera. The Diaspora has swept humanity out amongst the stars. We have emerged from the womb of our homeworld and scattered ourselves across the galaxy. Space pirates cruise through the shattered planetoids of Human Edge. Scientist adventurers delve the oceans of Varuna. Alien warriors seek victory on the battlefields of broken worlds.

Infinity is a universe balanced on the brink. Humanity has fractured its society into powerful factions and fallen upon itself. The first space race was born of war, and the second gave birth to it. Beneath the delicate peace wrought in the aftermath of those wars, covert confrontations and direct action military operations are common. Titanic TAGs – Tactical Armored Gear – tower above infantry wearing military-grade exoskeletons. Remote dronbots dart between bioengineered super-soldiers. Hackers dance through the invisible tactical maelstrom of hellfire military cybersystems.

Infinity is a wonderland of technological marvels. The quantronics revolution remodeled 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 (AR) 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 the destiny of mankind. Our bodies are pushed to the transhuman cusp through bioengineering and cyberotechnology. 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 nearly uninhabited 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 travelers and tourists alike.

ACONTECIMENTO

PanOceania’s breadbasket and the third planet to be added to the Sphere, Acontecimento saw massive colonization by Latinos. Famous for its garotas, particularly the spectacular women from the city of Portobelo, Acontecimento 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. Acontecimento also has one of the largest Natural Parks in the Sphere, the Great Arboreal Reserve, 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, subaquatic 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.

SHENTANG 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 Ninevah and Babylon. But that reality lies far in the future.

CONCILIUM

Claimed by O-12, the international and pan-planetary 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.





CODE INFINITY (O-12 TIERED RESPONSE CODE)

The worst possible peacetime code, indicating a complicated state of affairs laced with the utmost military gravity.

In a CODE INFINITY, a tipping point has been reached in which multiple astropolitical concerns have become overlapped.

Often, any step taken to solve one of the crises in a CODE INFINITY will result in all the other problems collapsing into a violent catastrophe.

Agents of Bureau Noir, O-12's Secret Service, have another name for an INFINITY situation: The Chinese Curse. Of course, unraveling the Interesting Times is Bureau Noir's *raison d'être*.

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.

DAWN

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 still feel locked in a struggle to persevere in their independence.

HAQQISLAM

During the Great Energy Depression, 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: *The 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 to become 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* spun-off from the centrally-controlled economy of Yu Jing's StateEmpire became the seeds of the new hyper-corporations.

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.

CRIMINALS

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

These criminal syndicates 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).

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.



ADVENTURES IN A WILDERNESS OF MIRRORS

The *Infinity* roleplaying game will give 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 Apsara 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.

Subterfuge Intensity: In addition to their primary mission objective, scenarios for the *Infinity* roleplaying game are designed with multiple faction goals. (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 faction goal to insert an eavesdropping virus onto Angleton's comlog, and Nomad agents have a faction goal to retrieve intel on Angleton's suspected collaboration with Svengali.)

When running an *Infinity* scenario, the GM needs to decide how many of these faction goals they're going to use. Using a single faction goal for each mission (while perhaps rotating which team member has a faction goal for each mission), for example, will lightly spice the campaign with complications. On the other hand, if every PC receives a faction goal then the mission becomes laced with paranoia in a complicated loop of espionage and counter-intelligence.

Paranoia Level: The GM will also want to decide on the paranoia level for their campaign.

In *Deep Cover* campaigns, the faction loyalties of the PCs are concealed and their secret agendas for each mission are kept hidden.

In *Diplomatic Immunity* campaigns, the 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 even possible that the faction agendas are openly known at the gaming table, even if the characters are not aware of them.)

In a *Faction United* campaign, all of the PCs belong to a single faction and they're all working together to pursue both their primary mission objective and their faction goal. (This method also allows the GM to easily repurpose published scenarios for *Infinity* for campaigns that aren't using the O-12 framing device. For example, if the PCs are working for Yǎnjīng, the Yu Jing Military Intelligence Service, the GM can simply use the Yu Jing faction goal as the scenario hook.)

Finally, in a *Loyal Agents* campaign the PCs have no faction goals and their only objective is the primary mission.

Using the Wilderness of Mirrors: Setting the right subterfuge intensity and paranoia level for your group and your campaign may require a little bit of fine-tuning, but once you dial in the right values your players will feel the weight of the increased stakes in every action that they take, and the conflicting agendas will heighten the dramatic tension of every decision. The Wilderness of Mirrors will bring the broken alliances and fraught tensions of the *Infinity* universe to burning life at your gaming table!



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 Acheron 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 EI. 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 the smaller TAGs. Their women are lithier, but no less deadly.

The hunter-warrior culture of the Morat has moulded itself to the EI'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 EI'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.



CHAPTER TWO

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 and one to six players, to use this *Quickstart* you will also want:

- ◆ **PREGENS:**
One pre-generated character sheet for each player.
- ◆ **DICE:**
Two to five d20s per player and a dozen or more d6s for the group.
- ◆ **PAPER & PENCIL:**
To draw maps, keep notes, and track conditions.
- ◆ **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 [CD], are a particular way of rolling a d6. They are used for determining damage and governing special effects. When rolling a [CD], 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.

CHARACTERS

The *Infinity* roleplaying game will feature 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 pg. 37.

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 in 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 LIST

AGILITY

Acrobatics, Close Combat, Stealth

BRAWN

Athletics, Resistance

COORDINATION

Ballistics, Pilot, Spacecraft

AWARENESS

Analysis, Observation, Survival, Thievery, Vacuum

INTELLIGENCE

Education, Hacking, Medicine, Psychology, Science, Tech

PERSONALITY

Animal Handling, Command, Lifestyle, Persuade

WILLPOWER

Discipline

ROLLING COMBAT DICE

Cassandra shoots a Morat trooper with her Heavy Pistol. The Heavy Pistol deals 1+4[CD] damage, so Cassandra's player takes 4d6 and rolls 4, 1, 6, and 2. The results 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 pg. 20), so the Effect means that the Morat trooper will need to pass an Athletics test (D1) or fall prone.

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 one to five) is determined by the Game Master. The levels of difficulty, and some examples of what tasks might fall into each level, are described on the Difficulty Table.

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.

For example, a character is making a Tech check with an Intelligence of 8, an Expertise of 3, and a Focus of 2. Their target number is 11 (8 + 3) and when they roll 2d20 they get results of 13 and 1. The result of 13 generates no successes, but the result of 1 generates two successes: One for being lower than the target number and a second for being lower than the character's Focus in the skill.

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.)

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.

MOMENTUM

When the number of successes scored on a skill test is greater than the difficulty rating, the excess successes become Momentum. Momentum can be spent immediately to perform the task faster or more effectively, or it can be saved and applied to subsequent actions taken on the same turn.

Momentum can also represent cooperation, group dynamics, leadership, action coordination, assistance, and other forms of teamwork. Players who have saved Momentum can spend it to assist the actions of other player characters, who can then use that Momentum in addition to any Momentum that they might generate themselves through successful skill tests or other effects.

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

FIELDS OF EXPERTISE

To simplify Skills for non-player characters, Infinity uses six Fields of Expertise, showing their capability in these broad areas as 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

DIFFICULTY TABLE

NAME	SUCCESSSES	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 specialized 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.

Examples of Momentum

- ◆ Spend one Momentum to perform the task in half the normal time.
- ◆ Spend one Momentum to add +1 damage to an attack.
- ◆ Spend two Momentum to disarm an opponent.
- ◆ Spend one Momentum to give another player +1d20 to a later skill test (max +3d20).

MOMENTUM DEPLETION

At the end of each scene and at the end of each round during an action scene, each player character loses one Momentum they have saved (if any).

MOMENTUM AS HEAT

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

PLAYTEST TIP:**TRACKING MOMENTUM**

We recommend setting aside a d6 or using a pool of tokens to track the amount of saved Momentum for each player. Try to keep your Momentum trackers visible to everyone at the table to make coordinating your actions easier!

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.

UNSKILLED TESTS

A character can make a skill test using a skill in which they possess no Expertise. The target number for the test is simply equal to the relevant Attribute (since they have no Expertise to add to it.)

Unskilled tests are a little sloppier, though: Complications occur on rolls of 19 or 20 (instead of just 20).

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 – the 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.

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 Skill Focus will automatically score a second success).

THE POWER OF INFINITY POINTS

Infinity Points can be used for more than just buying successes. See pg. 21 for a full description of how these powerful resources can be used.

PAYING HEAT

A player may pay the GM a point of Heat in order to gain an additional d20 on a skill test. Up to three dice can be purchased in this way per skill test, and they must be purchased before the test is attempted. These dice are rolled normally.

THE POWER OF HEAT

Heat is used by the GM to trigger events, activate NPCs' special abilities, and otherwise make the characters' lives more interesting and challenging. See pg. 21 for all the ways that a GM can spend Heat.



TEAMWORK

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 totaled and take effect regardless of the leader's outcome.

Assistants may not pay Heat to roll additional dice, although the leader can do so normally.

ACTION SCENES

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.

Sometimes, direct action is the only solution.

CINEMATIC ACTION

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 quantronic 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 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.

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.

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. Each player character 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.

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 one 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.

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.

If the group attempting surprise succeeds at the face-to-face test, each character on their side gains the benefits of an Exploit action for free and acts immediately at the start of combat (even if they are an NPC).

If the group attempting surprise fails at the face-to-face test, the losing side may choose to pay two Heat or an Infinity point to gain the benefits of surprise themselves.

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. Analysis).



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 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).

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 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 actions 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. 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.)

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.

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[CD]Soak. Heavy cover provides +4[CD] 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: Demoralize, Infowar, 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

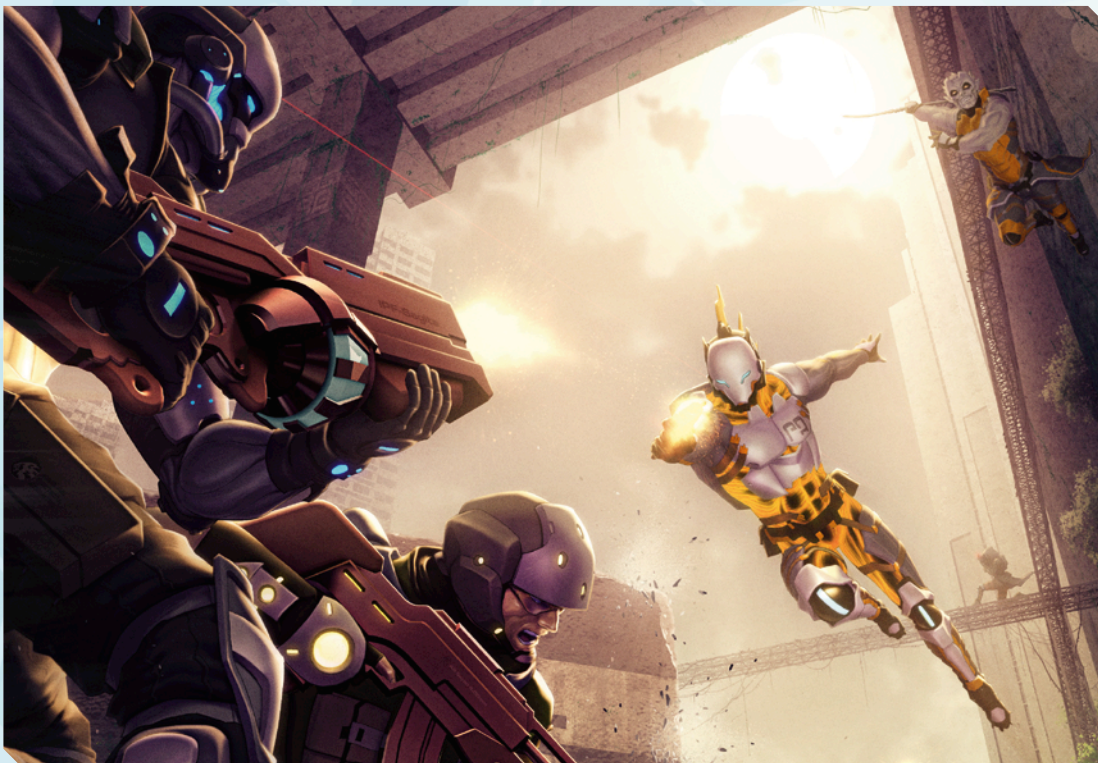
Defence reaction, the attacker makes an Average (D1) test with the skill required for that type of attack. (The difficulty of the attacker's checks may be modified by their range.)

ATTACK TABLE

ATTACK	SKILL	RANGE	DAMAGES	DEFENCE REACTION
Demoralize	Persuade	Close range, +1 difficulty for each additional range category.	Resolve	Discipline
Infowar	Hacking	Close range of hacker or hacker's remote.	Firewall	Hacking
Melee	Close Combat	Reach	Vigour	Close Combat or Acrobatics
Ranged	Ballistics	Per weapon, +1 difficulty for each additional range category in either direction.	Vigour	Acrobatics

RELOADS

When making a ranged attack, a character can spend a reload to gain +1d20 on their Ballistics test and +1[CD] 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.



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 [CD]. (Some characters may have bonus damage when using a particular attack. This will be noted on the pre-generated character sheets where appropriate.)

DEMORALIZE

A basic demoralization attack deals 1+2[CD] damage. If you threaten the target with a weapon, you can instead deal the weapon's damage as Resolve damage. If one or more effects are rolled, the target suffers the Staggered condition for one round per effect.

UNARMED STRIKE

A melee attack made without a weapon deals 1+2[CD] damage. If one or more effects are rolled, the target suffers the Staggered condition for one round per effect.

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.

SOAK

As shown on the Damage Table, there is a type of protection which can shield against damage from each type of attack. These protections are referred to as Soak. Soak is rolled at the same time as damage and reduces damage 1 for 1. (It is possible for Soak to reduce the damage of a successful attack to 0.)

INCIDENTAL DAMAGE AND SERIOUS HARM

When a character takes damage from any source,

it is marked off from the impact Capability (Vigour, Resolve, or Firewall, as shown on the Damage Table).

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

Serious Harms have different names and effects depending on what caused the Harm, as shown on the Damage Table. (For example, a Demoralize attack will inflict Trauma and inflict a penalty on Awareness, Intelligence, Personality, and Willpower tests. An Infowar attack will cause a Breach and cause a +1 difficulty while using any technology connected to the character's personal network.)

The effects of Serious Harms stack.

ALTERNATIVE SERIOUS HARMS

Some attacks do not inflict the usual Wounds, Trauma, or Breach. These attacks still reduce a target's incidental harms normally, but if they would inflict a Serious Harm, they will cause an alternative effect instead. These alternative effects do not count towards a character's normal maximum number of Serious Harms, but impair the character in a different way. Where this occurs in the example adventure it will be specified.

INCAPACITATION AND DEATH

If a player character suffers four Wounds or four Trauma, they become incapacitated and can only take an action by spending an Infinity point. If they take a fifth Wound, they die.

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 network systems. If they take a fifth Breach, their system has either been burned

DAMAGE TABLE

ATTACK	SOAK	CAPABILITY	SERIOUS HARM TYPE	EFFECT OF SERIOUS HARM	TREAT SKILL
Demoralize	Morale	Resolve (Willpower + Discipline)	Trauma	+1 difficulty on all Awareness, Intelligence, Perception and Willpower actions.	Psychology
Infowar	Security & BTS	Firewall (Intelligence + Hacking)	Breach	+1 difficulty for using any technology connected to the character's personal network.	Tech
Melee	Armour	Vigour (Brawn + Resistance)	Wound	+1 difficulty on all Agility, Coordination or Brawn actions.	Medicine
Ranged	Armour & Cover	Vigour (Brawn + Resistance)	Wound	+1 difficulty on all Agility, Coordination or Brawn actions.	Medicine

out (permanently destroying it) or taken over (preventing them from using it in any way and allowing the enemy hacker to take actions using it).

NPCs are generally incapacitated or forced to flee if they suffer any Serious Harms.

RECOVERY

Vigour, Resolve, and Firewall can be recovered quickly and with few issues. A character who rests for an hour will fully recover all three incidental damage tracks.

Serious Harm, on the other hand, must be treated using the appropriate skill (as indicated on the Damage Table). A skill test to treat a patient's Serious Harm can only be made once per day and has a difficulty equal to the number of Serious Harms (of that type) that are afflicting the character. On a success, the character being treated removes one Serious Harm plus one additional Serious Harm for every two momentum.

COMBAT ACTIONS

ABSTERGE (STANDARD)

As a Minor Action, a character can attempt a skill test to end a condition they are suffering from (such as Bleeding or Staggered). 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).

Physical conditions require a Resistance test, technical conditions a Tech test, and psychological conditions a Psychology test.

DROP ITEM (FREE)

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

DROP PRONE (FREE)

The character immediately drops to the ground. 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. However, melee attacks and ranged attacks made at Close range gain +1 momentum. When making a movement action, a prone character moves one fewer zone than normal. A character cannot drop prone and stand in the same turn.

EXPLOIT (STANDARD)

The character takes additional time, concentration, or preparation readying their next attack or face-to-face test. If a character performs any kind



of attack or face-to-face test when their previous Standard Action (on the same turn or in the previous one) was to Exploit, the character adds +2d20 to the skill test. If the test was an attack and it succeeds, it also inflicts an additional +2[CD] damage.

Many basic exploits (like taking extra time to aim a sniper rifle) will not require a skill test, but exotic exploits that open up unusual opportunities might require a skill test at the GM's discretion.

READY (STANDARD)

A character may declare that they are waiting for a certain situation or event to occur before performing a Standard Action. In order to ready the action, they must specify both the action and the triggering condition. If the 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 normally. (Note that characters who take a Readied action can still use Minor and Free Actions during their turn. If the triggering situation for a Readied action does not occur before the character's next turn, the Readied action is lost.)

RECOVER (STANDARD)

The character hunkers down, grits their teeth, and fights through the pain. The character pays one Heat as a Standard Action and chooses Vigour or

"Absterge" – meaning to cleanse or purify – was the code name for a virus purger used during the Neocolonial Wars to reset TAG operating systems that had been compromised by infowarriors. It entered the popular vernacular as the equivalent of "walk it off" or "get over it". It has also become a common way to refer to taking any kind of break, as in, "I just need to absterge for a second."



Resolve and attempts an Average (D1) skill test – Resistance for Vigour or Discipline for Resolve. On a successful test, the character regains two Vigour or Resolve (as appropriate), plus two more for each Momentum spent.

SPEAK (FREE)

A character may talk to allies, bellow a war cry, shout an order, threaten a rival, or otherwise converse with a few sentences or phrases as a Free Action. (Any verbal action which would require a Command test, Persuade test, or any other skill test requires a Standard Action.)

STAND (MINOR)

A prone character can take a Minor Action to stand up, losing all the benefits and disadvantages of being prone.

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.

COMBAT 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 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, pg. 15).

GUARD

A character within Reach of another character may aid in their defence by standing in harm's way. The guarding character makes a Challenging (D2) face-to-face skill test. If they succeed, they become the target of the attack and can use momentum to defend as per the Defence action. If they fail, the original target remains the target of the attack.

RETALIATE

If an enemy moves out of reach without taking the Withdraw action, a character can Retaliate by making one free melee attack against the retreating combatant. The retreating combatant cannot use the Defence reaction in response to this attack.

COMBAT MOMENTUM

Momentum is a key tactical resource for Infinity. When a character generates Momentum in combat they have numerous options available to them which can help overcome their enemies, empower their allies, and bolster their own prowess.

The following table provides a number of options available to a character when they generate 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.)

MOMENTUM SPEND	COST	EFFECT
Bonus Damage	1+	A character can increase the physical, mental, or quantronic damage inflicted by a successful attack. Each Momentum spent adds +1 damage.
Confidence	1+	The character gains 1 Morale Soak per Momentum spent (maximum 3) until the start of his next turn.
Defend	1	The character may designate a target within Reach (including himself). The next attack against that target before the start of his next turn increases in difficulty by one step.
Disarm	2-3	One weapon held by the target is knocked away and falls to the ground within Reach. This costs 2 Momentum if the target is holding the weapon in one hand or 3 momentum if the weapon is braced or held in two hands.
Knockout	1-6	The target of the attack must make a Resistance test, with a difficulty equal to twice the Momentum spent, or be rendered unconscious.
Penetration	1+	The damage inflicted by the current attack ignores an amount of Soak equal to twice the Momentum spent.
Re-Roll Damage	1	The player may re-roll any number of damage dice from the current attack.

MOMENTUM SPEND	COST	EFFECT
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.
Swift Action	2	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, but can be done in addition to spending an Infinity Point to gain a Standard Action.
Withdraw	1	The character leaves the Reach of an enemy, without triggering any Retaliate reactions.

CONDITIONS

There are a number of detrimental conditions that can afflict a character during action scenes. The most common of these are described below.

Bleeding: The character suffers one Damage at the beginning of each of their turns.

Blind: The character's vision has been severely damaged. Upon being blinded, a character suffers 3[CD] Resolve damage, and 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. If no [CD] were rolled, the cause of the burning effect will list a duration. At the end of the target's turn, it suffers X[CD] Vigour and Resolve damage (roll once and apply it to both), ignoring Armour Soak. Any Effects rolled increase the number of rounds that the character remains aflame. If the character is hit by another Burning attack or effect while already ablaze, the existing status is extended by a number of rounds equal to the number of Effects rolled.

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

Staggered: A Staggered character can only perform a Standard Action on their turn if he is willing to pay one Heat. A Staggered character cannot perform a Reaction unless he spends one Infinity point in addition to its normal Heat cost.



WEAPON QUALITIES

The following weapon qualities are either used by the pre-generated characters or are found in the *Paradiso Countdown* scenario.

Alarmed: Firing an Alarmed weapon will immediately alert all station security to your position.

Armour Piercing X: The weapon ignores X points of Soak for each effect rolled on its damage roll.

Blast (Close): The weapon's attack is spread over a wide area and it can affect several enemies at once. For each Momentum spent when attacking with the weapon, the attack strikes an additional target within the blast's range, starting with the one nearest the initial target. Additional characters hit by the blast may make their own Reactions to the attack, but Defence reactions are made against a fixed difficulty of Challenging (D2). All Blast weapons have Spread 1 as standard. Damage should be rolled once for all targets hit. (Generally speaking, the attacker and his allies are not at risk from the blast of their own weapons, but accidents do happen. As a complication, the GM may declare that a character using a Blast weapon has hit himself or an ally if they are within the blast's range.)

Close Quarters: Can be used without penalty in a scuffle.

Expert X: The weapon has an Expert System for the Ballistics skill, granting X bonus Momentum.

Hidden X: Easy to conceal or designed to be disguised as something else. When the weapon is hidden, any search of the character requires an Observation test with a difficulty equal to the

quality's rating to locate the hidden weapon. You may spend two Momentum on an attack roll to immediately hide the weapon after firing it.

Incendiary X: Target is set alight and gains the Burning condition for a number of rounds equal to the number of Effects rolled.

Knockdown: If one or more Effects is rolled, the target is knocked prone unless it can pass an Athletics test with a difficulty equal to the number of Effects rolled.

Munition: Rocket launchers, grenades, flamethrowers, and similar weapons use large, heavy specialist ammunition. A Munition weapon expends a single reload whenever it is fired, which provides no benefits but which counts towards the normal limitations on the number of reloads spent.

Nonlethal: Disregard any damage rolled and count only Effects. If the weapon would have dealt damage (i.e., the target's Soak did not reduce it to 0), it deals a single automatic Effect in addition to those rolled.

Reach: A character with a Reach weapon can take the Withdraw action as a Free Action if no enemy combatants within Reach have a Reach weapon of their own. Melee attacks made with non-Reach weapons against a character with a Reach weapon are made at +1 difficulty.

Spread X: For each Effect generated, deal X additional damage.

Stun: If one or more Effects is rolled, target is Staggered. (Staggered characters can only perform a Standard Action if they pay one Heat. They can only perform Reactions by spending one Infinity point.)

Subtle X: The weapon is particularly quiet and draws little attention. Any Observation test to hear an attack made with the weapon is made at +X difficulty.

Torrent: The weapon fires 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 beyond Medium range and they ignore all Soak from cover. A Torrent weapon is otherwise treated as a Blast (Close) weapon.

Unbalanced: If the wielder has Brawn of 9 or higher, this weapon can be used one-handed. If Brawn is 8 or less, this weapon is considered to be two-handed for that character.

Unforgiving X: This weapon is either exceptionally precise or capable of inflicting much greater harm on a direct hit. If the weapon's wielder uses

PLAYTEST TIP

Write in the basic Weapon Quality effects on player character and NPC sheets to save having to look these up during a game.



the Exploit action, the weapon gains the Armour Piercing X and Vicious X qualities on the attack.

Vicious X: The weapon deals X additional damage for each Effect generated.

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 three Infinity points, and he cannot have more than five Infinity points at any point. GMs will award Infinity points during a session for reaching milestones, creating entertaining moments at the table, and other accomplishments. (As a general guideline, there should be two or three opportunities for players to gain Infinity points per hour of play.)

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. The extra die is treated as having automatically rolled a 1.
- ◆ **Bonus Action:** Perform an additional Standard Action on your turn.
- ◆ **Second Wind:** Recover all lost Vigour, Resolve, or Firewall (choose one).
- ◆ **Overcome Weakness:** Ignore effects of Wounds, Trauma, or Breaches (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

The GM's biggest tool – beyond his imagination – is the Heat economy. At the beginning of a session, the GM's Heat pool will have a number of points equal to the total number of Infinity points at the table. (For example, if there are four player characters each with three Infinity points, the GM will begin play with twelve Heat points.)

During each adventure, the Heat pool will grow and

shrink as the player characters take action and the GM responds (and vice versa). Heat is an abstract measure of potential threats and dangers – the larger the Heat pool, the greater the likelihood that something will endanger or imperil the player characters. Spending Heat turns that potential danger into actual problems.

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, serum, 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 one 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 one or more Heat to activate them.

Seize the Initiative. The GM may spend Heat to interrupt the action order and allow one of the NPCs to act by spending one Heat (see pg. 13).

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 over 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 one 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 two 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 one Heat should create a complication requiring a Minor Action to fix, overcome, or circumvent. A complication created by spending two Heat should require a Standard Action to do the same.

CHAPTER THREE
PARADISO COUNTDOWN

On August 9th, 66 NC, a massive spaceship of clearly alien design docked with the EveningStar Orbital, the Paradiso headquarters of O-12. It was impossible to hide. Aurelia Cardoso, a freelance journalist with the Maya investigative aggregate Eye on the Sky, was the first to break the story, but soon the orbital space around the EveningStar was swarming with reporters while others focused powerful telescopic lenses skywards from Damburg and Horselberg.

Panic began to spread as rumors flew that O-12 was negotiating a surrender with the Combined Army. All the worst horror stories of how badly things were going on the front began to circulate anew. For a long, horrible moment a terrible reality began to be accepted as the truth: Humanity had lost the war.

Ninety minutes later, O-12's Paradiso High Commissioner Natalia Hesse issued a public address. The alien vessel was not from the Combined Army. It belonged to the Tohaa Trinomial.

They, too, were at war with the Evolved Intelligence. Humanity had just gained a powerful ally. "This is a new time," Commissioner Hesse announced. "Full of opportunities."

The war is far from over. It has scarcely begun.

OPERATIONAL
SUMMARY

After three weeks of intense negotiation on the EveningStar Orbital, the Tohaa Contact Treaty was signed on August 30th, 66 NC. The work, however, was just beginning. While the Contact Treaty created an agreement in detailed principle, its signing merely marked the beginning of the Alliance Summit, a vast trinary conference, negotiated in the diplomatic style of the Tohaa, which would hash out the exact operational parameters and responsibilities of the Trinomial and the Human Sphere under the treaty.

WILDERNESS OF MIRRORS

Ariadna: The player character is given a data packet which contains embarrassing information about Ambassador Lisa Díaz' sister, Mariana Díaz. After being arrested for petty theft on Nirvana last year, Díaz managed to hush the incident up and it never hit the Maya tabloids. The player character needs to deliver it to Aurelia Cardoso of Eye on the Sky via a dead drop.

Haqqislam: At some point early on Day 2, the player character is summoned to a personal meeting with Saladin. Haqqislam intelligence sources have reason to believe that members of their team may be attempting to steal Tohaa diplomatic secrets. It is absolutely vital that the Tohaa not be insulted in this fashion. The player character is to take whatever means necessary to prevent the theft from occurring.

Nomads: The Praxis laboratories want samples taken of the Tohaa pheromonal language. (If they could gain direct samples of the pheromones themselves or the Tohaa organs responsible for creating and detecting the pheromones that would be even better.) The player character is given an experimental device that can be used with a Science test (D1 if Tohaa are actively communicating in the area, D3 to sample the area after the Tohaa have left) to take samples, although it requires a Stealth test to use it surreptitiously.

PanOceania / Yu Jing: Both PanOceania and Yu Jing want exclusive, covert access to the intel carried by Tohaa diplomats. It is of vital importance, however, that the player character does not create an interplanetary incident. They also suspect that other powers are interested in gaining Tohaa intel and it would be advantageous if those efforts could be exposed (in order to discredit those factions).

Corporations: The player character's corporate sponsor wants covert monitoring devices installed in the Silver Arch Sphere. (It is relatively easy to accomplish this during a late hour block of time when the sphere is not in use. However, once the sphere becomes the potential target of a Shasvastii assassination attempt there is a very high risk that the player character's surveillance devices will be found.)

Criminals: The criminal faction the player character is associated with wants leverage in the Alliance Summit. That means blackmail material: Preferably on the Tohaa, but they will take whatever they can get. (And the more important the target, the better.)

Mercenaries: Mercenary companies are always looking for an edge. There is no question that the Tohaa have military technology far beyond human capabilities. The player character needs to get access to it (either through subterfuge or negotiation).

The player characters are assigned to work security at the summit and things almost immediately go wrong: On their second day, there are two murders. All the evidence suggests that a Shasvastii Speculo Killer has infiltrated the Alliance Summit. The player characters are assigned to protect one of the Tohaa Ambassadors.

In the immediate aftermath of the assassination attempt the player characters realize that there must be multiple Shasvastii agents active at the summit and the EveningStar Orbital is wracked with explosions.

The Shasvastii infiltrators have disabled the station's defenses and its maneuvering capability. Before anyone on the station has time to react, a Combined Army battlecruiser appears and launches a devastating assault. The player characters are ordered to escort the Tohaa ambassador to a crash coffin for emergency evacuation.

Unfortunately, a Combined Army boarding pinnacle has breached the orbital. The player characters will need to fight their way through Morat boarding parties in order to reach the crash coffin and escape.

BACKGROUND

In 65 NC, O-12 came into possession of an alien device known as the "Black Box." Efforts to fully decrypt and interpret the contents of the Black Box continue even today, but among the earliest information obtained from the Box was the knowledge that there was another race at war with the EI, a race named the Tohaa. The Black Box also yielded coordinates leading to a new wormhole in the Paradiso system which apparently led to star systems controlled by the Tohaa.

This information was turned over to the O-12 Oberhaus and, following a series of tense, secret debate, the Oberhaus ultimately decided that, "The enemy of my enemy is my friend." Or, as Senator Eduardo Baez infamously declared as the vote was called, "In the darkness, even the unknown light is welcome." Humanity needed an ally.

Construction began almost immediately on the facilities required to open a portal through the wormhole. The portal, now codenamed Daedalus, was opened. A message probe sent. The Tohaa responded.

TOHAA

Although they have been more successful in their clash with the Combined Army than most of the species, now extinct or assimilated, that have tried to resist the hegemonic flood of the Evolved Intelligence in the past, the Tohaa have been waging a war of painful attrition for a long time. The ordeal has taken a toll of lost lives and lost planets. The Tohaa know that, unless they can change the course of their struggle, they too will succumb to the EI's onslaught.





There is a certain danger to them. Under their cool demeanor and their distant courtesy you can sense a two-faced nature.

They are well-versed in the mechanisms of deceit.

They know how to twist laws and treaties. Their refined vocabulary fails to completely conceal the fundamental meaning of their words. They want something from us, and whatever they offer us in return will not be worth our while. Even worse, their conscience will be clean.

From the way they carry themselves it is apparent they emphatically approve of double-dealings, schemes, and the trade of political loyalties. We are dealing with veterans of intergalactic negotiation, and we are clearly at a disadvantage. We are merely children playing in the houses of our elders.

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- Excerpt from "On the Tohaa Contact Treaty", Saladin (O-12 Liaison Officer), Internal File of the O-12 Oberhaus (Concilium Prima)

Physical Appearance: The Tohaa are generally taller and more slender than humans, usually possessing a gracile beauty and pale, mocha-cream skin. Their soldiers, however, have often received extensive bio-modification, which can result in starkly inhuman and almost demonic features. (A prominent example are the blood red, gill-like structures which are commonly grafted to their cheeks and provide a robust form of atmospheric filtering.)

Due to the tenuous atmosphere of their home planet, the Tohaa's large, pointed ears ironically provide them with only the poorest of hearing. (This thin atmosphere, offering little protection against the radiation of their sun, also explains their thick skin.) Compensating for this auditory inadequacy, however, are the thick tendrils which form the "phero blossom" on the back of the Tohaa head. These have been dismissed as "alien hair" in a number of Maya broadcasts, but these tendrils are actually formed from layered, bio-mesh sensory surfaces.

Personality: The Tohaa's cerebral tissues provide a remarkable, multi-threaded access to a near-eidetic memory. But each redundant copy of the memory has a different "flavor" — a unique mix of sense memories or associations. This multifaceted perception of memory and reality means that the Tohaa perception of self inherently considers things from diverse points of view; they instinctively play the devil's advocate. This creates a curiously zen-like consciousness which stands in stark contrast to the "brutal thoughts" of humanity. (Although, once again, their military often stands in strong contrast to this.)

The sensory surfaces of their tendrils provide an incredible olfactory sensitivity while also serving as the largest and most complex of the seven major pheromonal zones located on their bodies. The rich pheromonal exchanges these organs make possible largely define the Tohaa language and culture.

The intimate nature of pheromonal communication perhaps explains the natural gregariousness of the Tohaa. Tohaa who, for whatever reason, become excluded from a group will immediately seek to form or join a new one as quickly as possible. In the absence of other Tohaa, these instincts will reach out to members of alien species. This can be both a boon (allowing the Tohaa to form fast friendships and alliances), but can also be a bane: It often takes no more than a relatively short period of enforced isolation for a Tohaa to suffer from an extreme, almost crippling depression.

Trinary: The political, social, military and even personal structures of Tohaa life are fundamentally trinary. There are three executives in their political organizations. Three members, in different

combinations, in their family nucleus. Multiples of three in their work groups. Three agents in their police patrols. Three values of truth in their systems of logic. Three combinations on their locks. Absolutely everything in the Tohaa world is built on a base-3 architecture. It is strange for them to even think outside of the number three.

During their adolescence, Tohaa form strong social triads. The members of the triad each receive a second surname composed of the first syllable of the inherited surname of each member. The composition of these sororal triads often fluctuate over time (which also results in a Tohaa's sororal surname changing).

Most adult Tohaa, of course, will also eventually form a familial triad (granting them a third surname). A child born to the triad inherits a surname based on the familial triad at the time of its birth, but the familial triad itself is usually unstable and breaks apart after the child is born. A new triad is formed by two parents and the child, with the third parent leaving to find a new family triad to join. No other children will be born to the family triad until the firstborn leaves to pursue higher education.

In some cases, the three-adult familial triad will be maintained. These triads, however, quickly give birth to two additional children, creating a stable family dynamic featuring a parental triad and a filial one. (The Tohaa often ascribe significance to someone raised as a "trio child" in much the same way that humans talk about someone being raised as an "only child".)

Tohaa Diplomats: Like everything else in their society, Tohaa diplomacy is trinary in nature and the Alliance Summit is being structured as a trinary conference. The Tohaa, therefore, have three major ambassadors conducting negotiations in parallel: Maara Seegur, Paanil Comaara, and Naaz Engooril.

During the negotiations of the Tohaa Contact Treaty, the ambassadors of the Human Sphere spent a great deal of time trying to figure out which of the Tohaa ambassadors had seniority or authority or the final word. What they quickly discovered was that all three tracks of negotiation with the Tohaa were of equal importance and that ground lost in any one of the parallel negotiations would manifest itself severely in the final agreements. The human ambassadors are, frankly, still scrambling to catch up. Advanced mathematicians have actually been called in to help unravel the vast operations of Tohaa ternary logic which, despite lacking any name in human languages, are fundamental to the final triad conference committees which create the harmony of the ultimate agreement.

HUMAN SPHERE DIPLOMATS

The confusion of the Human Sphere ambassadors in dealing with the inherently decentralized structure of the trinary conference is heightened because the Human Sphere's diplomatic efforts are themselves not well-coordinated. Although O-12 was responsible for initially contacting the Tohaa, it is clear that the superpowers of the Sphere would never accept the terms of a treaty negotiated without their direct input. As a result, the Human Sphere is represented on the EveningStar Orbital by six diplomatic teams, with separate ambassadors representing Bureau Aegis, Ariadna, Haqqislam, the Nomads, PanOceania, and Yu Jing.

Ambassador Marc Cullen (Bureau Aegis):

Ambassador Cullen, representing the neutral interests of O-12, is theoretically the ultimate authority in the Human Sphere's negotiations, but the reality is significantly different. The trinary conference format has forced Cullen to improvise a structure of shared authority in which the diplomatic parties of the major powers are being juggled into ad hoc alliances of responsibility in each of the three negotiation tracks. This has forced Cullen to exert even more effort to hold it all together. Somehow he keeps his jet black pompadour perfectly styled throughout, but there are dark bags under his harried eyes.

Ambassador Aaron Strong (Ariadna): Aaron Strong is a jocular, no-nonsense, shoot-from-the-hip kind of guy who will stab you in the back in a heartbeat if it would mean buying an inch of space for his beleaguered homeworld. Strong somehow manages to always have a bottle of Coca-Cola close to hand.

Ambassador Fidda Balawi (Haqqislam): The kohl-eyed Balawi earned her nickname of Oncilla ("tiger cat") with her absolutely ruthless negotiation. "Have you been scratched by the cat?" has become something of a catchphrase in diplomatic circles, but the real professionals in the room value Balawi's scrupulous precision and unerring (albeit brutal) honesty. In either case, everyone comes to the alert when her lustrous, black crown braid enters the room.

Ambassador Samuél Narváez (Nomads): The acid-burns marring his right arm testify to Narváez' years of service in the Corregidor mercenary companies. His scowled countenance can be seen flitting back and forth across the station, trying to single-handedly manage military concerns across all three tracks of the trinary conference (which the Tohaa find unseemly). He has a trusted team of

subordinates trying to guarantee that the Nomads will have equal access to any advanced technology shared by the Tohaa.

Ambassador Lisa Díaz (PanOceania): Díaz is a native of Paradiso. Her grandparents emigrated to the planet directly from Earth and her entire family, except for her younger sister Mariana, was killed in the fall of Ravensbrücke. Díaz is a fierce patriot, believing staunchly that the "wall of Paradiso" must stand or the entire Human Sphere will fall.

Ambassador Dai Ming (Yu Jing): Yu Jing believes that it had a rightful and exclusive claim to the Black Box and they are still bitterly unhappy with O-12's interference with their "sovereign rights". This lingering dissatisfaction is reflected in Ambassador Dai's frosty distance from the other diplomats at the Alliance Summit. It is quite startling that such cold rage can be bottled up in her petite form.

EVENINGSTAR ORBITAL

The EveningStar Orbital is built around a large, globular center. A long spindle leads down to seven, disc-like landing bays – one for civilian traffic and six others reserved for military staging – including docking facilities for capital ships. Although it generally maintains a low orbit above Paradiso, the station possesses high orbital maneuvering capability and extensive defensive systems.

The station serves as home to the Paradiso High Commissioner, the Bureau Aegis system headquarters, and the Coordinated Command of the human coalition forces in the system. Its large civilian population regularly brushes shoulders with military personnel and it is not inaccurate to describe it as the beating heart of the Paradiso system. Preparations are being made to also make it home to the Tohaa embassy.

MELISSA

Melissa is the pseudo-AI that manages the EveningStar. Her avatar is elfin in feature, with long white hair that glows softly with a nimbus of light. She prefers to manifest "physically" in augmented reality and has developed a personality quirk that causes her to act like the close friend of anyone on the station. (This usually includes harvesting information from their social mesh to create faux familiarity.)

SCENARIO THREADS: MARIANA DÍAZ

Mariana Díaz may have escaped Ravensbrücke, but she did not escape intact. She was sepsitorized by Shasvastii agents before being released as a sleeper agent posing as a refugee. Mariana can be added to *Paradiso Countdown*, possibly being activated by the Shasvastii as part of their Roshnii protocol before assassinating her own sister. Alternatively, Ambassador Díaz could return to the campaign after the EveningStar disaster when top secret information begins leaking from her office. The player characters will be able to trace the leak back to Mariana and discover the horrible truth.

THE LANDING DISCS

The seven landing bays of the EveningStar are prodigious facilities. Each is named after one of the Heptanese islands of Ancient Greece: The civilian bay is known as Cythera, while the military bays are named Corfu, Paxos, Lefkas, Ithaca, Kefalonia, and Zante.

O-12 SECURITY

Although the EveningStar is primarily controlled and operated by Bureau Aegis, the station's security is managed by Bureau Noir. The local head of Bureau Noir is Corporal Felix Yorgos (see pg. 28), who routinely liaises with the various military intelligence agencies of the major powers who also operate through the EveningStar facilities.

Of particular note during the Alliance Summit is Saladin, the charismatic re-creation who normally serves as a liaison between Haqqislam's army and Bureau Aegis. Saladin was instrumental in helping O-12 to claim the Black Box which led to first contact with the Tohaa, and he has used that fact to maneuver Haqqislam's interests into the spotlight during the negotiations. He has also placed himself as the primary liaison between the diplomatic agencies and Corporal Yorgos' operational forces, conveniently positioning himself as a central communication nexus for the Alliance Summit.

WEAPONS SECURITY

To get their weapons past security, the characters will need to make an appropriate D2 skill test (Stealth to conceal the weapons, Tech or Hack to bypass the scanners, or the like). Alternatively, they may be able to convince Corporal Yorgos to let them have their weapons back with a Persuade test (D2) in a later scene.

DAY ONE

The player characters have been ordered to report to Corporal Felix Yorgos on the EveningStar Orbital on Tuesday, August 30th, 66 NC. They may have worked together before or this may be their first O-12 assignment together, but in either case they should be familiar with the arrival of the Tohaa and the historic significance of what's happening on the station. (They are also likely to have received their Wilderness of Mirrors assignments for the operation, if any, before departing, although it is possible that some will be contacted after arriving on the station. Some of the assignments might even be important enough for a PC to be personally briefed by one of the six Human Sphere diplomats.)



As their shuttle approaches the EveningStar, read or summarize the following to them.

The EveningStar hangs before you like a great jewel silhouetted against the green and blue majesty of Paradiso. There is a huge amount of traffic cycling in and out of the seven disc-like landing bays that extend out from the station's spindle-waist and the Bureau Aegis traffic controllers are guiding you in on a tight beam. The huge bulk of the Tohaa Errant Ship juts out from the Corfu disc, but you are being authorized to land at the Cythera bays. Your shuttle slides smoothly under the tri-hulled Tohaa vessel as you spin in towards your designated docking berth.

Security Theater: After they land in the spacious (yet incredibly hectic) landing bay, they will be escorted through a rigorous security procedure: The digital signatures on their orders will be reconfirmed. Full-body medical scanners will be deployed. Their luggage will be passed through an isolated chamber filled with fractal manipulation limbs (which will open each piece of luggage, maneuver its contents into a three-dimensional volume, and then individually scan each item before returning them to the bag in their original configuration).

MINOR ENCOUNTER: AURELIA CARDOSO

At some point during their travails within the Cythera landing bay, one of the PCs will receive a ping on their comlog: An automatic sniffer (or possibly a friend in their social mesh) has just spotted their likeness on Eye on the Sky. Aurelia Cardoso is broadcasting from the far side of the landing bay and the PC has inadvertently appeared in the background of her shot.

This minor encounter establishes the flurry of reporters active on the EveningStar and helps to reinforce the momentous quality of what is happening around them. You can also use Cardoso's broadcast to establish additional exposition about the Tohaa, one or more of the Human Sphere diplomats, or anything else that seems useful.

New Orders: Once they have been cleared through security, they will be briefly greeted by a diplomatic attaché who will report that Corporal Yorgos has requested their presence in the Silver Arch Sphere. Their comlogs will be updated with a public map of

the EveningStar and their AR will helpfully display nav points for them.

WITNESSING HISTORY

The interior of the EveningStar is like a cascade of bubbles, with each bubble a cleverly concealed compartment that can be sealed unto itself in the case of emergency depressurization.

The Silver Arch Sphere is located in one of the bubble hubs which the station is organized around. The hub itself is a spacious, multi-story area with overlapping balconies looking down into commons studded with commissaries and small stores. (It is a security nightmare, in case anyone is wondering.) Large circular doors lead from the bubble hub into the Silver Arch Sphere:

The Silver Arch Sphere is a huge dome bisected by silvery, beautifully nonsymmetrical arches. On the far side of the chamber a raised, oval dais stands before a massive, three story tall window which looks out over Paradiso and one of its twin suns. Hundreds of people are in the process of gathering here and, as you enter the Sphere, your AR helpfully indicates the seats that have been assigned to you near the back of the crowd.

Observation (D1): On a successful check, the PCs can spot the small Maya cameras flitting here and there as their operators discretely test out various angles. Characters who gain Momentum will recognize that some of the cameras are multilensed and watching the crowd as well as the stage.

Attention Please: The PCs may choose to poke around a bit, but there is not a lot of time. Most of the people there do not know what the announcement is going to be and the diplomats who do know all smile slyly when asked. Then the AR displays of everyone present (including the PCs) asks them to please take their seats.

A moment later, Corporal Yorgos (helpfully identified and flagged by their AR) will enter the room from a side chamber with a squad of Bureau Noir agents and form a security corridor leading up to the stage. Once Yorgos gives the all-clear, the door opens again to admit Paradiso High Commissioner Natalia Hesse, the three Tohaa ambassadors, the six ambassadors of the Human Sphere, and a gaggle of lesser dignitaries.

A flurry of whispers scurries through the audience as High Commissioner Hesse steps up to the podium.

"It is with the greatest pleasure and highest honor that I step before you today to say that the promise of hope which I announced here less than a month ago has now been fulfilled. Our work here has not been without difficulty, but the diplomatic skill of our Tohaa comrades has helped us to persevere in the face of these travails. Each day we have gazed down upon the warzones of Paradiso and we have known that there is no time to spare and no effort that should not be given in joining our common interest in seeing the barbarity of the Combined Army driven from our worlds. And towards that end, we have reached a binding accord that will bring our two peoples under a common banner of justice. The Combined Army believes that they are strong in their treachery, but we will show them our strength in unity."

Final Words: What follows Hesse's historic address, unfortunately, is an utterly stultifying ceremony as one diplomat after another stands up to deliver speeches that are far too long and which all say variations of the same thing. Great opportunity. Momentous friendship. Inevitable destruction of the Combined Army. Yawns are stifled here and there. The audience shifts uncomfortably.

But then Ambassador Maara Seegur of the Tohaa rises from her seat. Although roughly similar to humanity in form, there is nonetheless something inherently different in the subtle movements of her body. Something of primal grace.

"Before sealing our pact, I would like to express my admiration and that of all my kind for the wisdom and determination shown by humanity in daring to send a friendship message through the spatial void to our race. We understand it is not easy to overcome the understandable mistrust that accompanies first contact with another species, especially with the dismal precedent of the Combined Army. We Tohaa know how to live up to such an action and we will meet the challenge of being loyal allies in the face of the threat that the Evolved Intelligence means for the entire galaxy. With the joint effort of both our races – brothers in arms, but also in spirit – we will be able to eradicate this evil that ruins the universe and, together, we will walk towards a future as bright as it is promising."

The other two Tohaa ambassadors step forward. They produce pens of golden ink and sign the treaty simultaneously in triplicate. The diplomats of the Human Sphere step forward and follow suit.

Humanity has formed its first alliance with an alien race.

SECURITY BRIEFING

Once the ambassadors have safely exited the Silver Arch Sphere, Corporal Yorgos will approach the PCs. He apologizes for not being able to meet their shuttle, but he hopes they enjoyed sitting in on a slice of history. Then he will ask them to accompany him back to this office.

As they walk-and-talk, he will hit the key points of their briefing:

- ◆ Although the Contact Treaty has been signed, there is still a lot of work to be done. Dozens of diplomats are being shipped in for the Alliance Summit, a trinary conference in the Tohaa-style that will begin working out all the nitty-gritty details of the alliance.

- ◆ They have been brought to the EveningStar to serve as a roving security team. They will not be providing protection for a specific VIP or location, but will instead act as independent troubleshooters. They will serve as a sort of “security wild card” to cover the unexpected gaps and they will be on call to deal with minor security alerts.

- ◆ They will report directly to Corporal Yorgos, but their chain of command goes up through Ambassador Cullen’s office. The other Human Sphere ambassadors do not technically have any authority over them, but the PCs should show them (and their staff) every possible courtesy. “As for the Tohaa, standing orders are to treat them like little gods. This is a first date with a supermodel. You do not want to screw it up.”

- ◆ Their shift starts first thing in the morning. “You’ll find little purple pills in your quarters. Take the drugs. You’ll want to get synched to station time.”

During the briefing, Yorgos will freely answer any questions they might have. Once they reach his office, Yorgos will interrupt the briefing long enough to give them AR-encrypted security identification badges and station-approved Sidewinder stunners. Once the briefing is done, he will ping their comlogs with the location of their quarters and dismiss them.

SIDEWINDER SECURITY STUNNER

This combination of Taser and Light Pistol is designed to handle the light to medium threats that a station security patrol will normally encounter. The AR guidebook for the pistol suggests that firing a warning shot is unwise.

FUNCTION

- **Taser:** Close Range, 1+4[CD] damage, Burst 1, 1-Handed, Close Quarters, Knockdown, Nonlethal, Stun
- **Pistol:** Close Range, 1+3[CD] damage, Burst 1, 1-Handed, Close Quarters, Alarmed

CORPORAL FELIX YAGOS

APPEARANCE

Greek-African with a dash of Arabic. Chiseled in face and body. His eyes are cybernetic implants with rotating haloes of gold and silver.

QUOTE

“Be smart about this and we can all get out of this happy.”

ROLEPLAYING

- Narrows his gaze while thinking about how to respond to a question.
- Friendly and personable, but never smiles.
- Rubs his left jaw fiercely when faced with a conundrum.

BACKGROUND

Felix comes from a family of mudhoppers, bouncing around the Human Sphere while never really calling any planet home. After a cosmopolitan youth, he ended up fighting in the Neocolonial Wars, first for PanOceania, then for a variety of mercenary companies. After the Rio Negro Peace, he washed out on Paradiso. A few months later O-12 recruiters tracked him down at a beach house on the shores of Syldavia: They took one look at his pan-planetary resume and knew he was exactly the type of soldier they needed as they expanded in an effort to prevent another war.

CORPORAL FELIX YORGOS: ATTRIBUTES

BRAWN						AGILITY				AWARENESS			
9						9				10			
COORDINATION			INTELLIGENCE			WILLPOWER				PERSONALITY			
9			10			9				10			
FIELDS OF EXPERTISE													
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL			
Exp	Foc	Exp	Foc	Exp	Foc	Exp	Foc	Exp	Foc	Exp	Foc		
+2	2	+2	2	+1	1	+2	2	+1	1	-	-		
VIGOUR		11	RESOLVE		11	FIREWALL		10	SOAK		3		
Notes	Soak 3 is from Bureau Noir Body armor over a reinforced skeleton.												
Attacks	Sidewinder Security Stunner (see opposite page).												
	Voice of Authority. 1+4[CD] Intimidation												

DAY TWO

If the PCs take their purple pills, the nanonic medication will adjust their circadian rhythm and they will wake refreshed and ready to face the day. If they do not, they may suffer through varying degrees of fatigue while their body adjusts to station time.

Let the player characters explore the station, observing diplomatic meetings in progress, perhaps meeting the occasional Tohaa during their duties

and give them a chance to pursue their Wilderness of Mirrors agendas.

Later in the day two murders are discovered, PanOceanian diplomat Edmund Alinari and a Yu Jing ambassadorial aide named Sora Himura. Both of these deaths point to Shasvastii involvement – namely a Speculo Killer. In the wake of this, Corporal Yorgos will immediately reassign the player characters to serve as an additional protective element on Ambassador Seegur.



FULL ADVENTURE

This is designed as a quick introduction to the *Infinity* universe. You can play the full version of this adventure in the forthcoming *Shadow Affairs* campaign book which includes a murder investigation and conspiracy aboard the station leading up to a much bigger finale. For the purpose of this *Quickstart* we have cut straight to the action!



DAY THREE

PROTECTING MAARA SEEGUR

The primary problem with protecting Ambassador Seegur's life is that she is insistent on continuing her regular schedule of activities. The Shasvastii's goal is to disrupt the alliance between Tohaa and humanity. If they allow the mere threat of an attack to force them into hiding, then the Shasvastii have already accomplished their aims. It would simply be unconscionable to appear weak in the very first week of the Summit.

With that being said, a Persuade test (D2)

combined with appropriate arguments ("your life is too valuable to risk", "assuming a minimal profile until we can neutralize the threat won't significantly hurt the Summit", etc.) will convince Ambassador Seegur to cancel most of her regular diplomatic schedule.

Unfortunately, the one event she will absolutely refuse to cancel is the Plenary Committee meeting taking place in the Silver Arch Sphere. (This is, of course, the very opportunity that the Speculo Killer is planning to use for her attack.)

Makaul Honor Guard: It should be noted that Seegur is accompanied by three Makaul troopers. In addition to providing an additional layer of defense, this guard triad is one of the reasons Seegur feels secure in pushing ahead with her regular activities.

PLAYTEST TIP: THE CARDOSO DISTRACTION

If Cardoso is still present on the station and has interacted with the PCs previously, then she's quite likely to seek them out for a quick interview. The speculo killer might also choose to imitate her during the assassination attempt.

AMBASSADOR MAARA SEEGUR

APPEARANCE

Wide eyes of molten gold smile from beneath brows of perfect, porcelain perfection. Her crimson-tinged phero blossom is slightly upturned, creating a halo of rose fire. Flowing, layered robes of blue and cream fall around a lithe and graceful body.

QUOTE

"I have found them to be bloodthirsty advocates of secrecy, capable of the worst acts imaginable."

ROLEPLAYING

- Seegur has the personality of a playful mother cat. (But make sure you do not try to take away her kittens.)
- A soft and gentle smile.
- With those she perceives as equals she is affable and open to negotiation; but if she sees you as an underling, she will harden fast against any opposition or contradiction.

BACKGROUND

Most humans look at Ambassador Seegur and assume her to be a woman in her mid- to late-thirties. This is deceptive. She is, in fact, nearly one hundred years old. She is currently the tri-captain of the Errant Ship *Melodious Strength*, which is something doubly misunderstood by most humans: First, the *Melodious Strength* might be more literally translated as *Reinforcing Scents That Presage the Arrival of the Gaarga Triad* — it is a name which invokes a predator in motion, not the harmonies of an opera. Second, the triad that most human authorities think of as the commander of an Errant Ship — which translations often misidentify as the "captain" of the vessel — is better understood as serving as the ambassadors' military attaché.

Maara Seegur was born on an Errant Ship, but when she was an adolescent she was severed from her sororal triad and sent to study at the Higher Academy of Diplomatic Studies in Bireeta City. (This imposition of traumatizing isolation is deliberate. Those who survive the transition are tempered like steel. Those who do not were never suited to become Tohaa diplomats in the first place.) During her early days at the Academy she formed a strong triad with Paanil Commaara. The third member of their triad shifted frequently until they formed an unconventional bond with Susuyil Cavalla, a senior instructor at the Academy.

The Seecomca triad came to the *Melodious Strength* and rose rapidly through its command ranks. During the Fall of Dameega to the EI, however, the *Melodious Strength* was horrendously damaged and massive casualties — including Susuyil Cavalla — were suffered. During the chaos of their desperate and isolated retreat, Naaz Engooril — a Makaul commander who ended up being the senior Trident officer aboard the *Melodius Strength* — joined the triad. The Seecomca triad was, thus, completely unorthodox and yet, forged together by the blood of Dameega, it worked.

MAKAUL TROOPER: ATTRIBUTES

BRAWN						AGILITY				AWARENESS			
12						9				8			
COORDINATION			INTELLIGENCE			WILLPOWER				PERSONALITY			
10			8			8				6			
FIELDS OF EXPERTISE													
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL			
Exp	Foc	Exp	Foc	Exp	Foc	Exp	Foc	Exp	Foc	Exp	Foc		
+2	2	+2	2	+1	1	+2	2	-	-	-	-		
VIGOUR		14	RESOLVE		10	FIREWALL		8	SOAK		3		
Notes	Soak 3 is from Tohaa Symbiotic Armour.												
Attacks	CombiRifle												

COMBIRIFLE FUNCTION:

Rifle: Medium Range, 1+5[CD] damage, Burst 2, 2-Handed, Expert 1

SHOWDOWN IN THE SILVER ARCH SPHERE

The Plenary Committee meetings are theoretically designed to finalize the proposals honed by the various commissions. At this early point in the Alliance Summit, however, the meeting is pure political theater: Maya reporters have been invited and the largely ceremonial proceedings will be broadcast live across Paradiso to showcase the brave new alliance. (This is why Seegur is so completely resistant to the idea of not attending.)

The Plenary Committee itself is made up of the Tohaa diplomatic triad (Maara Seegur, Paanil Commaara, and Naaz Engooril) and all the major ambassadors of the Human Sphere (Marc Cullen, Aaron Strong, Fidda Balawi, Samuel Narváez, and Lisa Díaz).

In addition to the player characters, there are nine Tohaa Makaul troopers (the honor guard triads for each of the three Tohaa ambassadors) and a full O-12 security team being commanded by Corporal Yorgos. All of those security personnel are going to be doing their jobs. Yorgos wants the player characters to continue in their role as roving operators: They are not to overtly disrupt the meeting, but he wants them to follow their gut.

The Assassination Attempt: As the Plenary Committee meeting begins, the various ambassadors will take their seats. The floating cameras of the media will whirl and rise and turn their attention towards the dais. Ambassador Seegur will then rise, call the meeting to order, and

begin making a short speech.

Thirty seconds into that speech, the Speculo Killer will take her shot.

The decorative silver arches in the sphere are actually hollow and can be accessed from the ventilation system. The Speculo Killer has made her way up to the top of one of the arches. She will emerge through the hatch up there, line up her shot, and take it.



SPECULO KILLER

The Speculo Killer is tenacious and willing to martyr herself for the cause. If given the opportunity, she will drop into the panicking crowd and use its cover to alter her physical appearance before striking again.

ATTRIBUTES

BRAWN				AGILITY				AWARENESS			
8				9				9			
COORDINATION		INTELLIGENCE		WILLPOWER		PERSONALITY					
10		8		8		5					

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
Exp	Foc	Exp	Foc	Exp	Foc	Exp	Foc	Exp	Foc	Exp	Foc
+2	2	3	-	+1	1	+2	2	1	1	-	-
VIGOUR		RESOLVE		FIREWALL		SOAK					
14		10		8		2					

Notes

Soak 2 is from Biotechnology.

Attacks

Sniper Rifle, Assault Pistol

Change Form:

3 Heat to force an Observation (D2) test to find the Speculo Killer again. A Speculo Killer attacking from hiding gains an Exploit (+2d20 to hit and +2[CD] damage) to its next attack.

SCENARIO
THREADS:

ON THE BIG STAGE

This is an opportunity for the player characters to get noticed by some very important and very powerful people. (Some of whom could easily end up owing the player characters their lives.) Depending on how things play out, the players' actions could also end up getting broadcast to the entire Human Sphere as they become Heroes of the Hour™. (That is a registered trademark of Eye on the Sky.)

SNIPER RIFLE FUNCTION:

Rifle: Medium Range, 2+5[CD] damage, Burst 1, 2-Handed, Unforgiving 2

ASSAULT PISTOL FUNCTION:

Pistol: Close Range, 1+3[CD] damage, Burst 2, Unbalanced, Close Quarters, Spread 1

If the player characters are not present, she gets away with it. If the player characters are present, each of them get to make an Observation test opposed by the Speculo Killer's Senses test. Players who succeed will see her emerge from the top of the arch and will have a free round of action before the shot is fired.

After the shot is fired (or the player characters sound a warning), Yorgos' team will secure the Human Sphere ambassadors and escort them out of the room. (They will not be of immediate assistance in taking down the Speculo Killer. That is the player characters' job.) The Makaul triads will each move to protect their respective ambassadors, with the triad guarding Seegur potentially assisting the player characters in targeting the Speculo Killer.

THE FALL OF THE
EVENINGSTAR

Over the past several hours, the Shasvastii have been systematically assassinating key defense personnel on the EveningStar (and, in some cases, replacing them).

Next, several high-profile assassinations are carried out nearly simultaneously with the attack on Ambassador Seegur. Most of these succeed. These assassinations are coordinated with the mass-launching of surface-to-orbit missiles from Combined Army positions on Paradiso.

Ordinarily, the EveningStar Orbital would have no difficulty swatting these missiles out of the sky. Unfortunately, that is when the explosives planted in various locations around the station detonate. Those explosions, coupled with strategic sabotage by Shasvastii onboard, cripple the station's defenses and maneuvering capability.

At this point, there is still a momentary hope that the situation might be salvaged. That is when the additional missile barrages, launched from hidden platforms located elsewhere in the Paradiso system, burn their final stage of propulsion and pop up on the EveningStar's compromised sensors.

Simultaneously, a Combined Army battle cruiser blasts out of its stealth run from the opposite direction and begins pouring a hellstorm of armament towards the EveningStar, overwhelming its remaining point defenses.

Melissa has no choice. She hands direct control of the facility over to ALEPH, who begins coordinating an urgent evacuation of the Orbital. Senior delegates and a lucky few are ushered by security personnel to emergency crash coffins which will carry them to safety. Others are left to scramble desperately in the various docking facilities of the Orbital.

The Tohaa Errant ship manages to undock from the EveningStar and launches an attack on the Combined Army battle cruiser which eventually destroys it (although not before the Errant Ship has suffered horrific damage). It is too late to do any good, however.

As the structural cohesion of the EveningStar is lost, ALEPH detonates preprogrammed charges that cause the station to separate into sections. (Each of the docking discs goes spiraling out on powerful thrusters, buying a few precious minutes for additional evacuation ships to launch.) A few minutes later, additional charges are blown,

reducing the once-proud orbital to debris that will burn up in the Paradiso atmosphere during re-entry (instead of raining down as fiery debris upon the planet surface).

It is one of the greatest disasters of the entire war.

The player characters, of course, are caught right in the middle of it.

ALARMS...

The alarms start either shortly before or shortly after the player characters take out the Speculo Killer. Corporal Yorgos can report on what is happening: Missiles have been launched from Paradiso, but they do not appear to be an immediate threat. (It is probably just an empty show of force.) There is a lot of confusion, but it appears there may have been additional assassination attempts that have disrupted other Alliance Summit meetings.

Give the player characters enough time to try to formulate a response to this. An action or two each. Or a few minutes of confused debate. Before they can really accomplish much of anything, the other shoe drops.

2 HEAT:

In the wake of an explosion, one of the arches (possibly damaged during the assassination attempt) collapses. It requires an Agility test (D1) to avoid it and a D2 test to also knock Ambassador Seegur out of the way. The collapsing arch deals 2+4[CD] damage.





...AND EXPLOSIONS

Explosions rock the EveningStar Orbital. The distant sound echoes through the bubble hubs and the bulkheads rattle with a disturbing resonance.

After a moment of panic (particularly from any civilians still present), Corporal Yorgos can once again provide a quick update: Bombs have gone off throughout the superstructure of the EveningStar.

An avatar of Melissa appears in the local AR: "Please do not panic. Emergency teams are responding now. A full damage assessment—" Melissa abruptly vanishes.

Ambassador Seegur curses. "Gathaak spawl. A Combined Army battle cruiser is attacking the station."

EVACUATION

The players may be taking any number of actions in response to this unfolding sequence of catastrophes, but a few moments later the emergency alarms are going to be replaced with evacuation alarms. At that point, Corporal Yorgos will order the player characters to escort Ambassador Seegur to her crash coffin. (He will also order other teams to arrange for the separate evacuation of the other ambassadors to different crash coffins.)

The Silver Arch Sphere is located in the middle of the local bubble hub. The crash coffins are located on the outer skin of the station. There is a long haul between where the player characters begin and the crash coffins.

THE MADDING CROWD

The most immediate problem are the large crowds of panicking people filling the bubble hub. In order to get through the crowds, the player characters will

need to generate a total of six Momentum on skill checks, plus one additional Momentum for each failure on a skill check.

The players, of course, may propose any number of appropriate methods for dealing with the crowds. Simply call for the appropriate skill checks at Difficulty 0. For their part, the crowds may also assert themselves and force checks. (Successes on these checks count towards the players' total required for escape unless the GM spends Heat to trigger them.)

Pushing Through: Close Combat checks can be used by the player characters to simply physically force their way through the crowd. (This is the simplest and most direct method of escaping the hub.)

Crowd Crush: The player characters must pass Resistance tests or become Dazed as a result of the thick crowds pushing in on them.

Plea for Help: Someone desperate (or possibly someone they know) recognizes the player characters as a potential salvation. They approach and beg for help. If the player characters drive them off or use a Persuade check to get them to move on, that counts as a single Momentum. If they agree to help them, they will need to generate an additional Momentum to escape the hub.

Frightened Assault: Some of the people on the station have leapt to the conclusion that the Tohaa have betrayed them and are attacking the EveningStar. When they see the Tohaa traveling with the player characters, they will attack. Driving them off counts as a success.

MORAT BOARDING PARTIES

After the player characters have managed to escape the bubble hub, the crowd thins out and it becomes a little easier to make forward progress. Shortly

2 HEAT:

The characters encounter a sealed bulkhead door, requiring a Tech test (D2) to open.

1 HEAT:

The group stumbles across dead bodies, slain by the Morat boarding party. One of the NPCs traveling with the characters recognizes one of the dead and collapses with grief.

4 HEAT:

A huge section of the station is on fire! The player characters will need to track down survival gear in order to make it through the fire. It requires an Observation or Survival Test (D2) to find what they need.

MOB MEMBERS: ATTRIBUTES

BRAWN		AGILITY		AWARENESS	
8		9		9	
COORDINATION		INTELLIGENCE		WILLPOWER	
8		8		8	

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
Exp	Foc	Exp	Foc	Exp	Foc	Exp	Foc	Exp	Foc	Exp	Foc
-	-	-	-	-	-	-	-	-	-	-	-
VIGOUR		4	RESOLVE		4	FIREWALL		4	SOAK		0

Mobs attack in groups of 5 as if they were one creature. For every member in a mob standing they roll 1d20 for all skill tests. Mobs cannot take reactions.

thereafter, however, they will hear fresh screams of panic coming from ahead. One or two people run out of a crossing hallway up ahead – and are gunned down from behind!

Pinnaces from the Combined Army battle cruiser have ripped through the hull of the EveningStar and delivered Morat boarding parties. Shasvastii agents provocateur have joined up with these boarding parties to wreak further havoc aboard the station.

PLAYTEST TIP: A BRAVE MAKAUL SACRIFICE

If you do not want to continue juggling the Makaul troopers guarding Ambassador Seegur, have a Morat boarding party close on the player characters' position. The Makaul troopers can make the player characters swear to protect the Ambassador with their lives and then move to engage the Morat in a suicidal holding action to buy more time.

SPIN

At some point during their flight – either while dealing with the madding crowd or fighting the maddened Morat – the gravity spin in this section of the EveningStar will fail.

While in zero-gravity, the GM can spend 2 Heat to force a character to perform a Vacuum test (D1) or Resistance test (D2) to avoid becoming Perplexed. In addition, characters without the Vacuum skill must succeed on an Acrobatics test (D1) as a Minor Action each time they wish to perform a physical action. On a failure, the difficulty of the action increases by +1.

At some point thereafter, their section of the station breaks free. (Either due to damage being inflicted by the Combined Army attack or because ALEPH has blown the separation charges.) Once that happens, the local frame of reference will begin rotating in an uncontrolled spin and the difficulty of the Resistance and Acrobatics tests provoked by zero-gravity increase by +1.



MORAT TROOPERS: ATTRIBUTES

BRAWN		AGILITY		AWARENESS	
11		9		8	
COORDINATION		INTELLIGENCE		WILLPOWER	
9		8		8	
				PERSONALITY	
				6	

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
Exp	Foc	Exp	Foc	Exp	Foc	Exp	Foc	Exp	Foc	Exp	Foc
+1	1	+3	3	+1	1	+1	1	-	-	-	-
VIGOUR		RESOLVE				FIREWALL		SOAK			
7		5				4		3			

Notes
Fierce Roar: Soak 3 is from Battle Armour.
1+4[CD] Intimidation technique.

Attacks CombiRifle

COMBIRIFLE FUNCTION:

Rifle: Medium Range,
1+[CD]5 damage, Burst 2,
2-Handed, Expert 1

CRASH COFFIN FINALE

If the player characters manage to fight their way through the Morat boarding parties, it just requires a final mad dash for them to reach the crash coffins as the EveningStar breaks up around them.

AT THE CRASH COFFIN

As the player characters approach the crash coffin, another Morat boarding party comes up behind them. They can fight, but more Morat forces continue to arrive and the station continues breaking up. (Perhaps they can hear the distant rush of compartments being opened to vacuum.)

CRASH COFFIN DOOR: The door is bio-locked to Ambassador Seegur. As long as she is still alive, she can just place her hand against it and it will open. Otherwise, the door will have to be hacked open.

2 HEAT:

Add tension to the final flight with debris from the collapsing station. Avoiding the debris is an Acrobatics (D2) or Vacuum (D1) test, dealing 4[CD] damage on a failure. Spend 1 additional Heat to put an NPC they have decided to help at risk.

CRASH COFFIN DOOR:
Firewall 9

ESCAPE!

Once everyone is aboard the crash coffin, it is literally just the push of a button to launch it. Read or summarize the following:

The restraint harnesses aboard the crash coffin strain to keep up with the g-forces of the sudden, sharp acceleration that drives you away from the EveningStar. The AR displays that dance across the bulkheads of the coffin make it seem as if you are staring directly into space: Behind you, the orbital is a collapsing chaos. Huge streamers of shattered metal coruscate away from the central bulk of the station. The once-smooth spindle is a jagged, broken splinter. The massive docking discs have been blown off the station — you can see them spinning away through space, although one of them has cracked in two.

To one side, in a cataclysm of incomprehensible fire, you can see the Tohaa Errant Ship fighting toe-to-toe in an insane battle of broadsides with the Combined Army battlecruiser.

Below and ahead, the green and blue jewel of Paradiso hangs like a beacon of serenity compared to the infernos behind you, offering a false promise of tranquility. For you know that, there too, the war rages on.



INFINITY POINTS

--	--	--

AGI	AWA	BRW	COO	INT	PER	WILL
10	10	8	8	12	6	8

SKILL	EXP	FOC	TN	SKILL	EXP	FOC	TN
Hacking	3	1	15	Spacecraft	1		9
Acrobatics	3	1	13	Medicine	1		13
Education	1		13	Survival	1		11
Tech	1	1	13	Vacuum	3	2	13
Pilot	2	1	10	Sciences	1		13
Lifestyle	1		7	Athletics	2	1	10
Observation	1		11	Ballistics	2	1	10

[illegible]

MORALE	Soak 0
SECURITY	Soak 2
ARMOUR	Soak 4

WOUNDS				
TRAUMA				
BREACH				

--	--

Basic Forensics Kit

Only by facing the Devil on its own battlefields could that corruption be cleansed. That is why you became a Reverend Moira. As a Moira, you are one of the best AI experts and hackers in the Sphere. You will stand strong in your faith. And you will guide others to find their own.

INFINITY POINTS

--	--	--

AGI	AWA	BRW	COO	INT	PER	WILL
10	9	8	9	9	9	9

Skill	Exp	FOC	TN	Skill	Exp	FOC	TN
Medicine	1	1	10	Close Combat	4	2	14
Education	1	1	10	Ballistics	1		10
Lifestyle	1		10	Acrobatics	1		11
Discipline	1		10	Tech	1		10
Persuade	3	1	12	Pilot	1		10
Observation	1		10	Thievery	2		11
Stealth	2	2	12	Hacking	2		11
Athletics	1		9				

[illegible]

MORALE	Soak 0
SECURITY	Soak 1
ARMOUR	Soak 2

WOUNDS				
TRAUMA				
BREACH				

Photoreactive Clothing (reroll a single d20 when attempting a Stealth test)

One day, it will be too much. Sooner or later the day will come where you cannot escape. On that day you will be happy to die doing the will of the Society. For you will know that the Old Man is proud of you.

INFINITY POINTS

Page 10 of 10

AGI	AWA	BRW	COO	INT	PER	WILL
9	8	11	9	8	7	9

SKILL	EXP	FOC	TN	SKILL	EXP	FOC	TN
Education	3	2	11	Ballistics	5	1	14
Tech	1	1	9	Athletics	2	1	13
Resistance	3	1	14	Acrobatics	2	1	11
Survival	2		10	Discipline	3	1	12
Close Combat	5	1	14				

[illegible]

MORALE	Soak 0
SECURITY	Soak 0 (3 with Power Armour)
ARMOUR	Soak 0 (5 with Power Armour)

WOUNDS				
TRAUMA				
BREACH				

Power Armour (calculated in Soak)

He was right. In the Order, you felt you felt right at home immediately. Missions gave you purpose. The rigours of training let you make the most of your God-given physical talents. In the joy and terror and relief of a battle fought and won you could feel His hand.

INFINITY POINTS

Page 10 of 10

AGI	AWA	BRW	COO	INT	PER	WILL
9	10	8	9	8	9	9

Skill	Exp	FOC	TN	Skill	Exp	FOC	TN
Tech	1	1	9	Athletics	1		9
Education	2		10	Stealth	1	1	10
Observation	1	1	11	Analysis	1		11
Acrobatics	2	1	11	Hacking	1		9
Survival	1		11	Thievery	1		10
Close Combat	1	1	10	Discipline	1	1	10
Ballistics	5	4	14	Persuade	2		11

VIGOR							
RESOLVE							
FIREWALL							

MORALE	Soak 0
SECURITY	Soak 0
ARMOUR	Soak 0

WOUNDS				
TRAUMA				
BREACH				

Page 10 of 10

Holomask: Covers wearer in lifelike hologram, allowing them to appear as someone else. Disguise created as a standard action.

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